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| 751T3M98-01 Behavioral Effect  **ANTAGONIZED**  For the next 15 minutes, you will treat every argument with hostility, whether verbally or through combat. Temporarily lose 5 INT.  Temporary -5 INT | 641T3M37-02 Behavioral Effect  **BLEEDING**  You are now bleeding. Lose 3 HP. If this brings you down to 0 health, you are now unconscious.  -3 HP |
| 711T3M78-03 Behavioral Effect  **BLINDED**  For the next 15 minutes, you cannot perform any task that requires you to see. Temporarily lose -2 STR, -3 INT, and -1 SPD.  Temporary -2 STR -3 INT -1 SPD | 151T3M21-04 Behavioral Effect  **BROKEN**  One of your items (randomly chosen) becomes broken. It can be repaired for 4 INT or discarded.  Item broken; -4 INT to repair |
| 441T3M71-05 Behavioral Effect  **CONFUSED**  For the next 15 minutes, you are unable to perform any task that requires decision-making. Temporarily lose -4 SPD and lose -1 HP, due to hurting yourself in confusion.  -1 HP; temporary -4 SPD | 971T3M87-06 Behavioral Effect  **DAZZLED**  For the next 15 minutes, you cannot perform any task that requires you to see. Temporarily lose -2 STR, -3 INT, and -1 SPD.  Temporary -2 STR -3 INT -1 SPD |
| 351T3M69-07 Behavioral Effect  **DEAFENED**  For the next 15 minutes, you cannot perform any task that requires you to listen. Other PCs can only communicate with you through mime. Temporarily lose -2 STR, -3 INT, and -1 SPD.  Temporary -2 STR -3 INT -1 SPD | 421T3M99-08 Behavioral Effect  **DISABLED**  For the next 15 minutes, your HP temporarily reduces to 0 HP, but you are not unconscious and still able to move…. slowly. Temporary -5 to SPD and -3 STR as well.  Temporary 0 HP -3 STR -5 SPD |
| 121T3M57-09 Behavioral Effect  **DYING**  You’ve been stabbed. Your HP reduces to 0 HP, but you are not unconscious and still able to move…. slowly. Temporary -5 to SPD and -3 STR as well. You need to be healed in the next 30 minutes.  Reduced to 0 HP, temporary -3 STR -5 SPD | 731T3M09-10 Behavioral Effect  **DRAINED ENERGY**  You feel weak. For the next 15 minutes, your STR is reduced to 0. And -5 to SPD  Temporary STR reduced to 0 -5 SPD |
| 671T3M53-11 Behavioral Effect  **ENTANGLED**  The computer immobilizes you. For the next 15 minutes, you cannot move from the spot you are standing. Your SPD temporarily reduces to 0.  Temporary 0 SPD | 601T3M54-12 Behavioral Effect  **EXHAUSTED**  For the next 15 minutes, you cannot run and must move at half normal speed. Your SPD reduces temporarily reduces to 1.  Temporary 1 SPD |
| 321T3M18-13 Behavioral Effect  **FASCINATED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going ices this weakness of yours and prompts you to stand up against all | 701T3M25-14 Behavioral Effect  **FATIGUED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who |
| 441T3M19-15 Behavioral Effect  **INCORPOREAL**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in | 481T3M85-16 Behavioral Effect  **NAUSEATED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and |
| 871T3M51-17 Behavioral Effect  **PANICKED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in | 511T3M31-18 Behavioral Effect  **PARALYZED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and |
| 051T3M69-19 Behavioral Effect  **PETRIFIED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you | 381T3M78-20 Behavioral Effect  **PINNED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts |
| 571T3M26-21 Behavioral Effect  **SINKING**  You start to feel a strange sensation. You cannot move from wherever you are standing for the next 10 minutes. You retain all your stats.  Temporary Immobility | 761T3M04-22 Behavioral Effect  **STUNNED**  For the next 3 minutes, you cannot move from wherever you are standing. You drop all your items and cannot respond until you become un-stunned. However, you are conscious during this time and are aware of your surroundings.  Temporary Immobility |
| 051T3M69-23 Behavioral Effect  **UNCONSCIOUS**  For the next 3 minutes, you are unconscious. You retain all your stats and health but cannot move, interact with people, or use your abilities.  Temporarily unconscious | 991T3M06-24 Gadget  **PROTONIC GRAVISTABLER**  Gun contains the ability to bestow powers. Aim at a player and gain copies of all their ability cards. Breaks after one use.  O  *Cross off a circle per each use.* |
| 751T3M47-25 Behavioral Effect  **POWER SENSOR**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you | 391T3M32-26 Behavioral Effect  **ACID GENERATOR**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who |
| 751T3M89-27 Behavioral Effect  **DUPLICATRON**  A room emerges to reveal aisles of human-sized test tubes filled with your clones!  Gain 4 character cards of your character. | 671T3M04-28 Behavioral Effect  **INVISIBILITY**  For the next 5 minutes, you are invisible. You can interact with other PCs verbally or physically, but they cannot see you.  Flip your Character Badge over during this time. |
| 011T3M45-29 Gadget  **STATIC WARP ACCELERATOR**  A gadget that contains a dial with two settings, 0 and 1. Breaks after 3 uses.  O O O  *Cross off a circle per each use.* | 651T3M69-30 Gadget  **OCULAR NAVIGATOR**  A gadget that allows you to see objects at far or short distances with extreme detail. Increases perception in most cases. |
| 731T3M28-31 Gadget  **ETHEREAL BROADCASTER**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in | 431T3M88-32 Gadget  **PSYCHOMETER**  A helmet that when worn allows the transmission of thoughts. Allow another PC to wear this and you can share your memories with them. Breaks after 3 uses.  O O O  *Cross off a circle per each use.* |
| 521T3M93-33 Gadget  **DIFFERENT DIMENSION REINCARNATOR**  realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts | 091T3M06-34 Behavioral Effect  **DISINTEGRATED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who st |
| 341T3M39-35 Gadget  **TALON ULTRA MESMERIZER**  It looks like a collar and has an on/off switch. | 681T3M61-36 Behavioral Effect  **PHYLLOMANIC ENHANCER**  hem to. The computer notices this weakness of yours and prompts you to stand up against all who stand in |
| 081T3M72-37 Behavioral Effect  **FPV AXIAL CODEC**  flight. realizing that plans aren’t quite going as you want them to. The computer notices thisagainst all wh |  |