|  |  |
| --- | --- |
| 751T3M98-01 Behavioral Effect  **ANTAGONIZED**  You feel a strange sensation and realize that plans aren’t progressing as you want them to. The computer notices this weakness, prompting you to rise against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility.* | 641T3M37-02 Behavioral Effect  **BLEEDING**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 711T3M78-03 Behavioral Effect  **BLINDED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 151T3M21-04 Behavioral Effect  **BROKEN**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 441T3M71-05 Behavioral Effect  **CONFUSED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 971T3M87-06 Behavioral Effect  **DAZZLED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 351T3M69-07 Behavioral Effect  **DEAFENED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 421T3M99-08 Behavioral Effect  **DISABLED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 121T3M57-09 Behavioral Effect  **DYING**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 731T3M09-10 Behavioral Effect  **DRAINED ENERGY**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 671T3M53-11 Behavioral Effect  **ENTANGLED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 601T3M54-12 Behavioral Effect  **EXHAUSTED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 321T3M18-13 Behavioral Effect  **FASCINATED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 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 stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 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 prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 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 prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 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 to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 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 you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 571T3M26-21 Behavioral Effect  **SINKING**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 761T3M04-22 Behavioral Effect  **STUNNED**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 051T3M69-23 Behavioral Effect  **UNCONSCIOUS**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 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 to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 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 stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 751T3M89-27 Behavioral Effect  **DUPLICATRON**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 671T3M04-28 Behavioral Effect  **INVISIBILITY**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 431T3M88-32 Gadget  **PSYCHOMETER**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 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 you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 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 stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 341T3M39-35 Gadget  **TALON ULTRA MESMERIZER**  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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 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 your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 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 who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |  |