

Load affixed magazine via reload and declare "Drop 'em Rounds." Call "Drop 'em" on the next 6 ranged attacks to prevent the target from carrying another person for 1 minute.

User does 10 minutes of Full Engagement Roleplay to repair a weapon or shield via Basic Artisan. Does not require a work bench or crafting zone to use.

Spend 1 minute to consume. Until the next 12s, become immune to the next Disease call.

Place on top of a plate trap, trip wire trap, or similar natural hazard. Anyone may freely move around the trap or hazard as long as the Bag-o-Sand stays on it. If it is removed, the trap or hazard is activated. The Trap and Bag-o-Sand cannot be retrieved after use.

Expend to use 1 Basic Anomaly skill the user possesses for 0 mind.

Once per 12s, user may apply the 'Scatter-shot' modifier to a Basic or Proficient Anomaly skill. User must know Proficient Combat Tactics. Expires in 3 months. Capacitor must be attuned to sole user at time of purchase (name written on card).

Spend 1 minute drinking. For the next hour, the next 5 uses of Balance, Basic Enhanced Movement or Basic Awareness cost 1 mind. Other skills may apply at the discretion of the Guide. User must have skills to use them.

Spend 1 Resolve to become immune to Stun, Knockout, and Fear for 10 minutes. At the end of this 10 minutes, the user takes 15 unavoidable Body damage.



Applied to Firearm or Exotic. For the next 5 minutes base damage is increased to 10. Reloading takes 12 seconds. At the end of the duration, the weapon Breaks and user takes 10 damage. Reload time cannot be reduced or skipped.

Take 1 minute to apply to any Shield and call "By My Voice, Attract all <Undead or Raiders> 1 minute."

User engages in Full Engagement Roleplay for one minute to repair a weapon or shield. Does not require a work bench or crafting zone to use. Repair lasts 30 minutes then the item breaks again and must be repaired at a bench.

Spend 1 minute “attaching” to the soles of the shoe. Upsurge: Three free uses of Basic Enhanced Movement. Must have the skill to use.

User may spend 5 additional mind points when using a basic or proficient anomaly skill to target 1 additional target within 10ft of the attempted psionic attack (packet must strike first target).

Target becomes Stabilized for 5 minutes. If not healed by the end of this duration, or if put back into bleed out before being healed, the target enters a 1 minute bleedout.

Nearest pressure plate/trip wire traps, hazards, or loot within 10 feet of the user is pointed out by the Guide on the mod (more info given at guide's discretion). This item specifically does not point out container traps.

Physrepped by some kind of amplified car horn.

When attached to a room, spend 5 mind to call, "Beep beep - Area of Effect - Stun." Can only be used once per minute.



Spend 10 mind and 5 minutes Active RP disguising and locking the box. If inspected, the crate will pass as property the financial organization or NPC faction of players choice.

1 minute to consume. Upsurge free use on the next 5 uses of either Avoid or Mental Endurance. After all uses are expended or upsurge ends, user cannot use Mental Endurance or Avoid for 1 hour.