

Basic: Lose 1 Resolve; for the next 5 minutes user cannot have Body restored by any means but pauses and ignores bleedout continuing to act as if they were still above 0 Body for the duration. After the duration ends if the user has taken Body damage equal to or exceeding their maximum Body after hitting 0 they skip bleedout and die immediately. No method can prevent Infection loss caused by such a death. If the user was in bleedout when injectable was used count resumes where it left off. Crafting creates 3 injectables.

Artisanal Cuisiner: When crafting spend 1 Resolve and expend 1 extra Viral Hemlock to create 1 extra injectable of this type.