

## Speed

Speed determines how soon after exposure the victim suffers the toxin's Effect. Toxin effects are always applied at the end of a Combat Turn.

*Immediate* means the Effect is applied at the end of the Combat Turn the victim is exposed to the toxin.

*1 Combat Turn* means the Effect is applied at the end of the *next* Combat Turn, and so on.

## Power

The Power of a toxin represents its potency. In most cases, Power represents the DV (Stun or Physical) inflicted by the substance, as noted under *Effect*. This damage is reduced with a Toxic Resistance Test (see below); if the damage is reduced to 0, no other effects apply unless specifically noted.

In the case of toxins that do not inflict actual damage, Power is still used to determine if other effects apply; if the toxin resistance test fails to reduce the Power to 0 (just like DV), then other effects apply.

## Effect

The Effect determines what happens to a character exposed to the toxin. Many toxins simply cause damage; in this case, the Effect supplies the base Damage Value. Once damage has been inflicted, it is treated just like any other injury; antidotes and similar protections only work as a defense when taken *before* the toxin's effect kicks in.

Some substances cause other effects such as nausea or paralysis, or as otherwise explained in their description. Unless otherwise noted, these effects occur unless the toxin's Power is reduced to 0 by the Toxin Resistance Test.

**Disorientation:** The target suffers a -2 dice pool modifier to all actions due to confusion and disorientation for 10 minutes.

**Nausea:** Nausea is a catch-all term that covers pain, panic, vomiting, double vision, and other toxin effects. If the Power of an attack after the Toxin Resistance Test exceeds the target's Willpower, she is incapacitated (unable to take any actions) with vomiting and dizziness for 3 Combat Turns. Whether or not a character is incapacitated, nausea doubles all of a character's wound modifiers for 10 minutes. A nauseous character with 3 boxes of damage (a -1 wound modifier), for example, suffers -2 dice on all tests instead.

**Paralysis:** This toxin blocks the body's neuromuscular signals, rendering the target unable to move. If the Power of an attack after the Toxin Resistance Test exceeds the target's Reaction, the target is paralyzed and unable to take physical actions for 1 hour. Even if the target is not paralyzed, she will suffer a -2 dice pool modifier for the next hour.

## Penetration

Similar to Armor Penetration for weapons, a toxin's Penetration rating affects the rating of any protective system used to defend against it.

## TOXIN PROTECTION

Gear	Protects Against:	Protection:
Chemical Seal	Contact, Inhalation	Immunity
Chemical Protection	Contact, Inhalation	+Rating
Digestive Expansion	Ingestion	+2
Dwarf Natural Resistance	All toxins, diseases	+2
Gas Mask	Inhalation	Immunity
Internal Air Tank	Inhalation	Immunity
Nephritic Screen	All toxins, diseases	+Rating
Pathogenic Defense	Diseases	+Rating
Respirator	Inhalation	+Rating
Toxin Extractor	All toxins	+Rating
Tracheal Filter	Inhalation	+Rating

## USING TOXIC SUBSTANCES

When a toxic substance is applied, note its Speed to determine when it will take effect. At the end of the appropriate Combat Turn, a resistance test is made to see if the substance actually infiltrates the victim's biosystem and impacts her health.

### Toxin Resistance Test

The victim makes a resistance test using Body + the rating of any protective systems or gear. Every hit reduces the toxin's Power by 1 point. If the Power is reduced to zero, the toxic substance takes no effect; otherwise apply the Effect depending on the remaining power level.

If a contact-vector toxin was applied with a melee attack, the character receives her Impact armor bonus as well.

*Twitch is trapped in a cloud of CS/Tear Gas with Power 6. The gas has a Speed of 1, which fortunately gives him enough time to put on his gas mask. The mask won't protect him against the original lungful of gas he took in, however, so at the end of the following turn he rolls a Toxin Resistance Test with a dice pool of 11 (Body 4, Chemical Protection 3, Toxin Extractor 4), scoring 4 hits. This reduces the Power of the gas to 2 (6 - 4). Under the Effects listing for CS gas, it says that the toxin inflicts Stun damage and nausea, so Twitch takes 2 boxes of Stun Damage and suffers a nausea modifier of -1 for the next 20 Combat Turns.*

### Concentration

If a toxin is applied at concentrated levels (more than a single dose), the gamemaster may increase the Power of the toxin as he feels appropriate, as well as increasing the damage it causes or its other effects by an appropriate amount.

Likewise, if a character remains in contact with a toxin over an extended period, such as being caught in a gas-filled room for several minutes, she may receive an additional dose and suffer stronger effects (or have to resist the toxin again). When the toxin's Speed period has elapsed again, apply additional concentration effects as appropriate or call for another resistance test.