



STIMS FROM THE DARK WEB

V E
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E D.

Developed by the most ingenious
minds in the sector. Complete
with Space Horror and Alien DNA
never before captured.

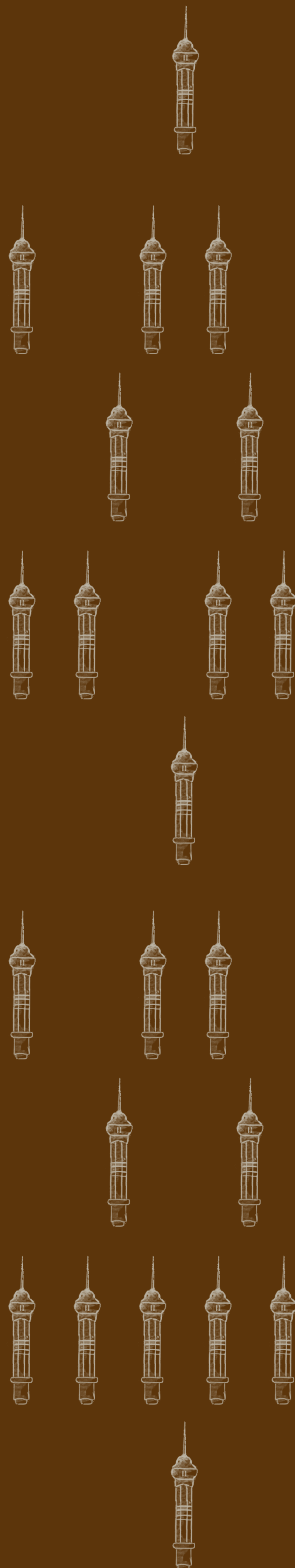


SPICY
TUNA

	FOR USE WITH THE MOTHERSHIP® SCI-FI HORROR RPG	1E
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DECEIVE RATIVES STINGS

This product is based on the Mothership® Sci-Fi Horror Role
Playing Game, published by Tuesday Knight Games. This
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or contact@tuesdayknightgames.com.



Flush No.4125cr

Effect	Restore 1d5+3 Health. Flush system of poisons, toxins, and paralytics. Preventative for extended duration.
Duration	3d10 minutes

Fearless No.10240cr

Effect	Avoid Panic Checks and Relieve a Condition temporarily. Combat and Intellect Checks at Advantage [+]. Body Save or become addicted after first use. *Body Save [-] or become addicted after every other use.
Duration	d100 + 30 seconds.
Critical Duration Roll	Roll next Panic Check at Advantage [+].

Fiber Restore No.35540cr

Effect	Restore to your Maximum Health and retain your current Wounds. Regrow a lost limb or extremity. 25% chance to regrow all lost limbs or extremities. Physical tasks at Disadvantage [-] for 1d5 days.
Duration	Takes d100 hours.
Critical Duration Roll	Restore 1 Wound at Maximum Health minus 1d10. Become addicted to Plant Fiber Restore.

Survive No.88205cr

Effect	Restore 1d10 Health. Delay death, pain, or other consequences besides losing flesh or limbs when suffering a Wound. Make all Checks at Advantage [+].
Duration	3d10 minutes

Sometimes you need an extra boost, a good old fashioned quick repair, and a better chance at living. In those times, the Regenerative Stims collection is here for you.

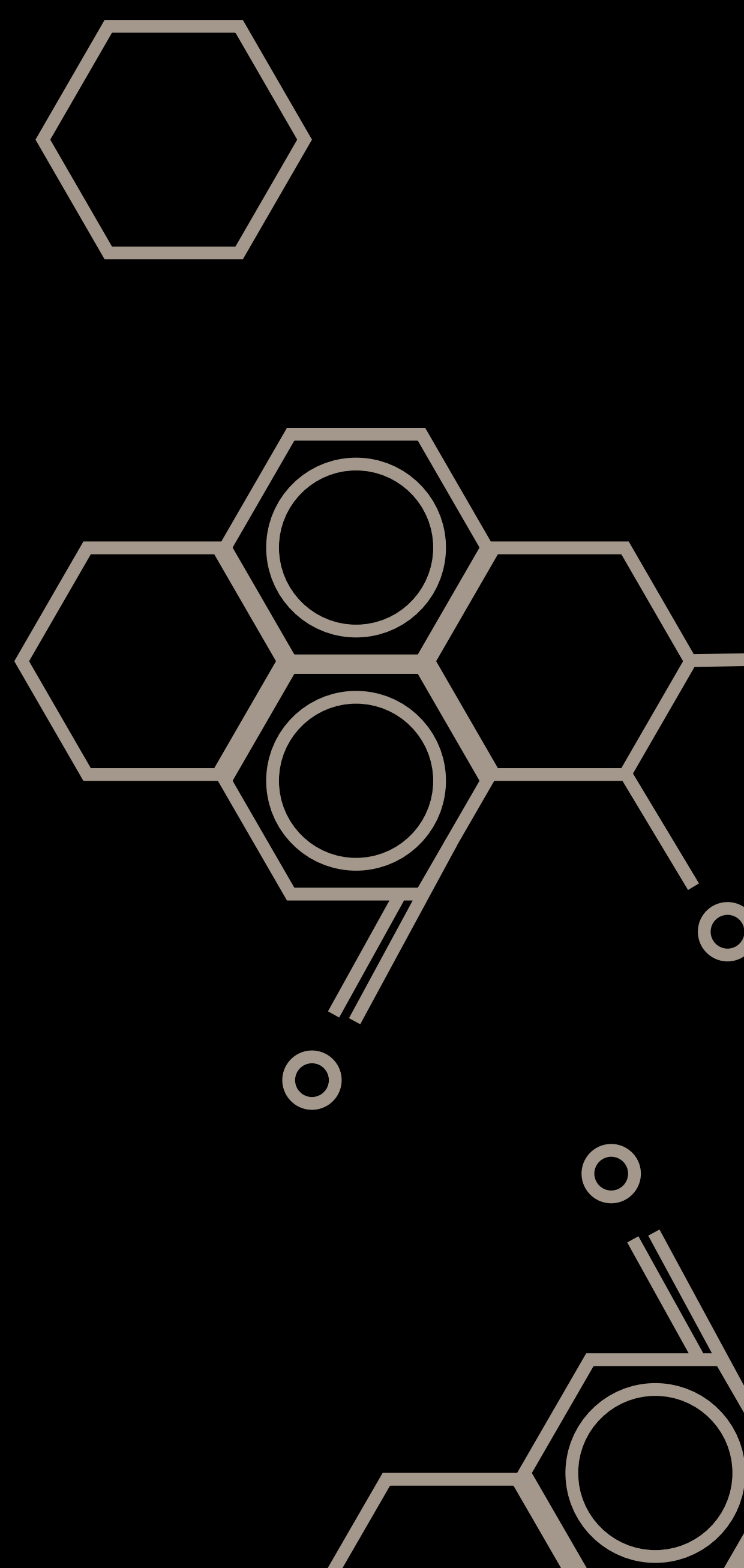
From the P. M. Experimental Stim Pack Division
*There is danger of addiction and/or overdose if used frequently.

ALTERED STATE STIMS

These are the most powerful and sought after stims for combat. Increase your survivability and ability to take out your enemies. No greater bonus in space than our Altered State Stims.

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Crustacea No.15

250cr

Effect	Impervious to environmental, falling, and collision damage. Ignores first Wound. Skin gains Armor Points 3. If the skin as armor would be destroyed, it will crack and heal near-instantaneously back to normal skin and you Suffer 3 Damage.
Duration	d10 + 5 Minutes

Bolt No.22

230cr

Effect	+45 Speed. Combat Checks at Advantage [+]. As it wears off, Body Save or Roll Panic.
Duration	d100 + 30 Seconds.
Critical Duration Roll	REPLACE EFFECT: Does not need to make Speed Checks. Will always act first in a Violent Encounter Round. Combat Check at Advantage [+]. 120 Second duration. When effect duration ends, suffer a Nightmare [+2 Stress] and Fear Save or Make a Panic Check.

Hulk No.17

260cr

Effect	+40 Strength. +10 Speed. Can hurl objects or stones across long distances (3d10 Damage) and leap 5m. Can wield weapons weighing up to 900lbs [2 Wounds]. As it wears off, Suffer 4 Damage.
Duration	1d10 + 2 Minutes

Venusian Complete No.29

390cr

Effect	+40 Strength. +30 Speed. Impervious to environmental, falling, and collision damage. Ignores first Wound. Skin gains Armor Points 5. If the skin as armor would be destroyed, it will crack and heal near-instantaneously back to normal skin and you Suffer 3 Damage. As it wears off, Suffer 5 Damage.
Duration	2d10 + 2 Minutes
If the Duration Roll is 14+	Gain effect for 2d10 + 2 Minutes and Gain 3 Stress. Suffer 5 Damage. Roll Panic.

LIFE OR DEATH STIMS

Sometimes it's your time to die. Take control and do all you can before it happens. We do not promise survival from using any of these stims, but there is a small chance you feint death while on them.

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Sludge Me No.55

300cr

Effect	Body melts into a sludge and you regain conscious control 1d10 Seconds after the transformation. Shapes are now seen in sounds and vibrations. Bullets pass through the sludge and it regenerates lost limbs and holes instantly. You can construct most shapes out of your sludge body and change the density and weight of portions of the sludge intuitively within seconds. You can fit through any sized hole. Gain new stats: Combat:60 2d10 DMG [+] (Close) Wounds:6(15) Gain +35 Speed. Keep the rest of your stats.
Duration	d20 + 5 Minutes
When the Duration Ends	Roll 1d10. You die on a 7+. If you suffered all 6 Wounds, you die. If you survive gain +4 Stress and Roll Panic Check [+]. Heal 1d10 DMG from the Health you had before transforming. You transform back over 1d10 minutes. 1 week to recover. All saves are at Disadvantage [-] until fully recovered.

Mistify No.58

200cr

Effect	You die and your body dissipates into a mist. Gain new stats: Combat:Auto Hit 1d5 DMG (Adjacent) Wounds:2(20) Gain +15 Speed. Keep the rest of your stats. Gain the ability "when you pass through a human they hallucinate and suffer horrible memories. Fear Save [-] or Make a Panic Check." You may perpetually debilitate someone if you continue to surround them. Can only be harmed by fire and electricity.
Duration	d5 - 1 Minutes (1 Minute Minimum)
When the Duration Ends	Roll 1d10. You remain dead on an odd roll. Your form regathers on an even roll. If you rolled a 8 you have no recollection of the past 4d10 hours. THE MIST RETURNS. Gain a new Condition: When you fail a Save suffer a Hallucination. Gain 2 Stress. 3 weeks to recover. Saves at Disadvantage [-] until recovered. Retain the condition.

STIMS FROM THE DARK WEB

VENUS 3
EDITION

Catalog

Credits

Crustacea No.15	250
Bolt No.22	230
Hulk No.17	260
Venusian Complete No.29	390
Flush No.4	125
Fearless No.10	240
Fiber Restore No.35	540
Venusian Complete No.29	390
Survive No.88	205
Sludge Me No.55	300
Mistify No.58	200

These stims were developed from several DNA and Space Horror samples extracted from the deathly planet Venus 3. There are no comparisons or ways to reproduce these serums outside of our labs. DNA and Space Horror samples utilized in these serums derive from Venusian Blood, Sludge Horrors, Mist Horrors, Venusian Pitcher Plants, Behemoth Toads, Bully Mud Crabs, Leaf Slush Horrors, Stinging Nettle Moss & More.

