



POISON

generator



- Items -



METAL TURTLE GAMES

[1] origin

1-4 Plant

5-6 Fungus

7-8 Venom

[2] way of administration

1-10 Ingested

11-14 Injected

15-17 Contact

18-19 Injury

20 Aerosol

[3] effect category

1-4 Loss of strength* see [5.1]

4-8 Loss of dexterity* see [5.2]

9-14 Loss of intellect* see [5.3]

15-19 Loss of charisma* see [5.4]

20 Other see [5.5]

*or any adequate characteristic.

If one of the characteristic reaches zero, the character dies of poisoning:

- Strength: sudden death
- Dexterity: death by asphyxia
- Intellect: cerebral death
- Charisma: death by lack of will to live

[4] poison characteristics

[4.1] Speed

1-7 Fast

8-9 Slow

10 Delayed (roll 1d9 on this table)

If the poison is fast, the effects will take place directly after its entry into the body.

If it is slow, the effects will be spread over time, at the discretion of the GM.

If it is delayed, it will take a while to see them appear and then will be quick or slow.

[4.2] Power

	Loss of charac.	Symptoms
1-5	d3	d2-1
6-11	d6	d2
12-16	d12	d3
17-19	3d6	d2+1
20	4d6	d3+1

[4.3] Intensity

1-7 One

8-9 Two

10 Three

Intensity represents the number of times that the result obtained in the previous table will have to be applied. In a row for a quick poison, and over time (as the GM sees fit) for a slow poison.

Example of the three previous points: a fast poison, with an intensity of two and a power d12 will give place to, as soon as it enters the body of a character, throws of 2d12 and 2d3 on table [4.2], to determine respectively the loss of characteristic and the number of symptoms.

A slow poison with an intensity of three and a power d6, meanwhile, requires throwing 1d6 and 1d2, on table [4.2], at the entrance in the body of the character. Later, they will be rolled twice again, for a total of 3 times (= intensity).

To know if the body of a character manages to fight the poison, test its resistance against it (via a save for exemple), and this for each roll (= intensity).

[5] symptoms

[5.1] Heart, endurance and blood

1-4 Tachycardia

5-8 Breathlessness

9-12 Local muscle weakness

13-16 Fever

17-20 Intense cold

21-24 Tiredness

25-28 Hematoma

29-30 Haemophilia

[5.2] Movements and balance

1-4 Local paralysis

5-8 Joint stiffness

9-12 Local muscle spasms

13-16 Loss of sense of direction

17-18 Dizziness

19 Loss of balance:
character is unable to walk.

20 Total paralysis

[5.3] Senses and waking state

1-3 Intense headaches

4-6 Inhibition of pain

5-9 State of stupor

10-12 Drowsiness

13-14 Hallucinations

15-16 Amnesia

17-18 Deafness

19 Loss of consciousness

20 Blindness

[5.4] Self-confidence and behavior

1-4 Skin problems

5-8 Depression

9-12 Paralysis of vocal cords

13-15 Impotence/Incontinence

16-18 Hair loss

19-21	Intense itching
22-23	Obedience
24-25	Anger
26-27	Fear
28-29	Blisters all over the body
30	Berzerk: character loses all control and attacks on sight.

[6] price

1-6	Can't be bought/sold
7-8	Low
9-12	Average
13-14	High
15-20	Not affordable

[5.5] Others

1-2	Vomiting
3-4	Diarrhea
6-7	Abortion/infertility
7-8	Priapism
9	Loss of mana: character can't cast spells half of the time.
10	Cannot cast spells

If a symptom is chosen twice, it becomes permanent (even after the poison has been cured/evacuated from the body), as well as the total loss of characteristic.

Permanently lost characteristic points can only be recovered by extraordinary means. In case of non-permanent loss and effects, this can be achieved with rest or antipoison.

Symptoms will last until all lost characteristic points are recovered.