

### Poisons:

Here is a list of several poisons, that one can find in the post apocalyptic wasteland and their effects. If combat ends while a character is still taking poison damage, one can equate a combat round with circa a minute.

Poison of the small radscorpion:

Poison of the small radscorpion		
Dose:	Resistance threshold:	Effects (when poisoned):
First Dose:	5	1 D3 damage for 1 combat round. The poisoned area itches and burns.
Second Dose:	10	2 D3 damage for 2 combat rounds. The poisoned area burns horribly. All skills handicapped by 2 points.
Third Dose:	20	2 D3 damage for 4 combat rounds. The hurting area gets larger. All skills are handicapped by 8 points.
Fourth Dose:	30	3 D3 + 3 damage for 6 combat rounds. Nearly the whole body feels as if it was on fire. All skills handicapped by 13 points.
Description:	The poison in the stinger of a small radscorpion. It gets injected via the stinger. Skin contact isn't harmful and one could even take it orally without getting more than a slight stomach ache.	

Poison of the large radscorpion:

Poison of the large radscorpion		
Dose:	Resistance threshold:	Effects (when poisoned):
First Dose:	10	1 D3 damage for 4 combat rounds. Pain: All skills handicapped by 2 points.
Second Dose:	20	2 D3 + 2 damage for 6 combat rounds. Strong pain: All skills handicapped by 5 points.
Third Dose:	30	3 D3 + 2 damage for 8 combat rounds. Horrible pain: All skills handicapped by 12 points.
Fourth Dose:	40	5 D3 damage for 10 combat rounds. Hellish pain: all skills handicapped by 25 points. All tests on character stats handicapped by 1.
Description:	The poison in the stinger of a large radscorpion. It gets injected via the stinger. Skin contact isn't harmful and one could even take it orally without getting more than a slight stomach ache.	

Floater poison:

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Dose:	Resistance threshold:	Effects (when poisoned):
First Dose:	10	1 D6 damage for 2 combat rounds. The hit body part is nearly completely paralyzed. If it's a leg, the character can move for 1 cm less per AP. For an arm, two handed weapons are now useless. A hit to the torso makes all changes of position impossible, and movement is reduced by 1 cm per AP. A hit to the head renders the character immediately unconscious for 1 D3 rounds.
Second Dose:	20	1 D6 + 3 damage for 3 combat rounds. The hit body part is fully paralyzed. The effects are the same as for the first dose. If a different body part is hit, both effects are active at the same time. If both legs have been hit, the hit character will drop to the ground and all tests are handicapped by 25 points.
Third Dose:	30	2 D6 damage for 4 combat rounds. The effects are the same as with the doses above. Are three different body parts hit, all tests are handicapped by 35 points.
Fourth Dose:	40	2 D6 + 4 damage for 5 combat rounds. The effects stay the same. If four different body parts are hit, all tests are now handicapped by 50 points.
Description:	Floaters are not only really disgusting looking creatures, their poison is what makes them really fearsome. Horror stories of trapper groups, that have barely survived contact with just a single floater are numerous in the wasteland. Floater poison is strong and especially strongly paralyzing.	

Thanatos Toxin:

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Dose:	Resistance threshold:	Effects (when poisoned):
First Dose:	50	1 D100 damage + 30 It feels as if each arterie, each vein, each tiny blood vessel was filled with hot, burning oil.
Second Dose:	65	2 D100 damage + 45 No one knows how it feels. No one ever survived this to tell anyone.
Third Dose:	85	3 D100 damage + 65 No one knows how it feels. No one ever survived this to tell anyone.
Fourth Dose:	100	5 D100 damage + 100 No one knows how it feels. No one ever survived this to tell anyone.
Description:	Thanatos toxin is an accidental development of the bio-chemical research division of West-Tek. As they were in the process of research the New Plaque and trying to develop a cure, the scientists there discovered the maybe deadliest poison that was ever developed. Even the first dose is usually deadly. West Tek has tried to make it a weapon, but luckily they never managed to make it an aerosol. It has to be injected.	

FE-Poison:

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Dose:	Resistance threshold:	Effects (when poisoned):
First Dose:	55	2 D100 damage +150
Second Dose:	70	3 D100 damage +200
Third Dose:	90	4 D100 damage +300
Fourth Dose:	100	5 D100 damage + 500
Description:	FEV, the Forced Evolutionary Virus, that turned humans into super-mutants and other lifeforms into numerous other, horrendous lifeforms, was refined by scientists of the Enclave. Their goal, which they reached, was to make it into a poison that would kill any lifeform that was even slightly mutated. What they didn't consider was, that with very few exceptions, like humans that were still living in unopened Vaults, basically all humans and all other, surviving lifeforms are at least slightly mutated.	