

# Search Deck

Discarded items remain in the square of the character - place the card near the map, and put a counter on the square for the item. If an item is damaged, destroyed or ends up in Hell - put the card in the discard pile. Humans that become Cenobites or Creatures must immediately drop all items.

Item breakdown-

- 40% normal items
- 20% healing items
- 20% useless items
- 10% special - casualty healing/dangerous items
- 10% bad items

Number of Cards	Name	Type	Statistics	Notes
2	Bible	Normal	Willpower +1	
2	Koran	Normal	Morality +1	
2	Vedas	Normal	Creativity +1	
2	Confucian Canon	Normal	Wits +1	
2	Revolver	Normal	Strength of 5 (does not add to statistic)	Ranged. Roll a die whenever it is fired 1-4, attack as normal, 5, ammunition runs out, 6, misfire - gun explodes inflicting 1 Physical damage and is destroyed
2	Shotgun	Normal	Strength of 7 (does not add to statistic)	Ranged. Roll a die whenever it is fired 1-5, attack as normal, 6, misfire - gun explodes inflicting 2 Physical damage and is destroyed. The Shotgun can be fired twice
3	Sharp Object	Normal	Strength	Ranged. Range of Strength squares. Each square of range away from the thrower, the attack has one strength fewer. Place the item in the target square after it's thrown.
4	Knife	Normal	Strength +1	
3	Large Heavy Object	Normal	Strength +2, Speed -1	
1	Puzzle Box	Normal	Creativity +1, Wits +1, Morality -1	
1	Videogame	Normal	Creativity +1, Wits +1, Willpower -1	
3	Dictionary	Normal	Wits +1	
3	Thesaurus	Normal	Creativity +1	
5	First Aid Kit	Healing		heals D6 physical damage (may not exceed initial scores). Usable 3 times. Does not work on non-Humans, casualties, or the skinned.

5	Lithium	Healing		heals D6 mental damage (may not exceed initial scores). Usable 3 times. Does not work on non-Humans, casualties, or the skinned.
5	Prosac	Healing		heals D6 spritual damage (may not exceed initial scores). Usable 3 times. Does not work on non-Humans, casualties, or the skinned.
2	Somebody's Wallet	Bad	Morality -1	
2	Snacks	Bad	Willpower -1	
2	Beer	Bad	Wits -1	
2	Newspaper	Bad	Creativity -1	
2	Journal	Special		One complete turn of reading out the personal entries in this journal (and doing nothing else) while in the same room as a Cenobite that has 0 Spiritual (usually an ex-Human), that character turns back into a Human - add 1 to both Spiritual statistics. One use.
2	Psychoanalytic Books	Special		Spend one turn psychoanalysing an insane character to give the D6 temporary Mental statistics. These temporary statistics drop by 1 point per turn. The books have may be used any amount of times but are heavy and reduce Speed by half.
2	Reanimation Serum	Special		Revives the dead. Roll a D6 for a corpse - 1 to 4, it is Human again. 5 or 6, it becomes a Creature. One use.

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