

## List

### Monster:

Crawler					
Damage	3	HP	2	BP	2
Lurker					
Damage	6	HP	4	BP	2
Sprinter					
Damage	4	HP	3	BP	4
Behemoth					
Damage	10	HP	8	BP	1
Queen					
Damage	12	HP	12	BP	3

### Items:

Medipack	fills HP (+5)
Scanner	a scope can be discovered without using an AP
loot ninja gloves	loot without using an AP
oxygen	you can move through one room that is not walkable in the current dimension
adrenaline	2AP for one turn
energydrink	1AP for one turn
stimpack	increases Damage for one fight (+2)
painkillers	increases HP for one fight (+2)
personal teleporter	the character can be places at any discovered scope
rocketboots	make one move without using an AP
phasedust	the character switches dimension