
Choice Drugs From The Net Archives

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SHOCK

Type: Increased Endurance Strength: +3

Difficulty: 16

Cost: 400

Duration: 1d10+1 hours

"The little derm with the big kick." This is 2020's answer to caffeine. In an age where the action never stops, and the parties never end, you can't stand to fall asleep in the middle of a dance club. Slip one of these patches anywhere on your skin, and you're ready to go for hours! Sudden ceasing of the drug will frequently result in psychological withdrawal symptoms.

HALTER

Type: Contraceptive Strength: +1

Difficulty: 6

Cost: 150

Duration: 1d10+1 minutes

A cheap contraceptive, typically seen within the vicinity of horny teenagers who want a pill that'll take care of any "oven problems" after the deed is done. The underpublicized drawback to this drug, its reputation for causing sterility.

DOZE

Type: Soporific

Strength: +3

Difficulty: 6

Cost: 150

Duration: 1d10+1 minutes

This is the drug contained within "Doze Grenades" and "Nighty-Night Mugger" (45eb). What makes this drug especially vindictive is that while the victim is unconscious, and after he wakes up, he'll or she'll still be hallucinating (this lasts for 24 hours after exposure).

HUSTLE

Type: Steroid / Pain Negation Strength: +5

Difficulty: 25

Cost: 625

Duration: special

Hustle is the newest word in steroids. Everytime Hustle is injected, it causes rapid growth of muscle tissue, causing a temporary(1d10 minutes) 1d6-BTM increase in the body stat (It will always raise the BODY score by 1 point). In addition to this temporary increase, every time the drug is taken, it slowly begins to raise the permanent body score. The drug must be taken a number of times equal to the current body score (example: Character A has BODY of 5, the drug must be taken 5 times to raise his score 1 point, but when he reaches BODY 6, he must now take another 6 doses to raise it to 7, etc.). The span between injections can be no more than 1 week (any more than that, and reduce the injection count by 1). The pain negational properties last 1d10+1 minutes, and cause permanent pain negation 30% of the time, this means all feeling is lost, no more heat, cold, pain or PLEASURE, this sensory deprivation causes a 1d6+1 EMP loss. The EMP can only be restored by having the nerves rebuilt (a full body nervous-system reconstruction can cost anywhere from 10,000 eb and up, but is ultimately left to the GM to decide). Although it pumps you up physically, the user gets beat down mentally. Common side-effects include increased irritability (Aggressive Behavior) and delusions of invulnerability (delusions). Hustle also tends to be highly addictive (psychological addiction).

By [Amy Luther](#) (these drugs made with Ocelots Drug Lab 101)

Bluebird (STR 4, 80eb/dose)

A grainy, triangular blue pill with rounded corners, embossed with a small stylized flying bird. Coated with that candy easy-swallow shell, but beneath it is rather bitter and crumbly. The coating chips off easily, and a bottle of these will degenerate into (non-inhalable) powder if rattled around in somebody's pocket or purse. Game Notes : Bluebird makes you happy. It will also increase your INT by +4 for 1D10 hours. However, for each use, roll 1D10. If a 1 is rolled, the user's kidneys have failed. If 2-10 is rolled, your kidneys survive, but you urinate frequently for 1D10 hours, and take 1 point of damage per two hours of side effect duration. Delayed side effects can be interpreted as the crap destroying your kidneys. You hemorrhage, and you start pissing blood, which is essentially kidney bits. Cyber-kidneys will alleviate the damage, but also the effects. If your kidneys are cybernetic, you get no boost.

Increased INT (20) + Euphoric (5) + STR 4 + Mildly Psychologically Addictive (-8) + Diuretic (delayed, -2) + Internal Bleeding (delayed, -4) + Kidney/Liver Failure (delayed, -8) = 7 Diff. Times 3 for Long Duration is 21, times .5 for Pill/Tablet form is 10.5, times 7.5 for Type B Illegal is 78.75eb/dose, rounded up to 80eb/dose.

DRUG CONVERSIONS FROM GURPS CYBERPUNK

These drugs are taken from *GURPS Cyberpunk*. I have converted them to CP2020 format using [Ocelot's Drug Lab](#), but you don't need the Drug Lab to use these drugs in your game, since I've described all the drug effects. If you don't use or don't agree with Ocelot's Drug Lab, you may want to increase the cost or modify the difficulty for each individual drug, depending on general drug availability and the tech level of your campaign.

Crediline (STR 2, 165eb/dose)

This drug makes the user more likely to believe anything he is told. While Crediline is in effect, the user feels very happy; everything around him makes sense, and everyone is a trusted friend. After it wears off, the user becomes extremely paranoid. The drug is usually unavailable to anyone except psychiatric doctors, who can utilize it in therapy. It can be found on the black market, and police and intelligence agencies sometimes use it. It is injected. Game Notes : Crediline reduces COOL by 2 for 1D6 x 10 minutes and makes the user very susceptible to interrogation. It takes effect in 1D5 turns and is non-addictive.

Euphoric (5) + Reduced COOL (-5) + Loss of Inhibition (-4) + Paranoia (delayed, -5) + STR 2 = -11 Diff, reversed to 9. Times 2 for Medium Duration is 22, times 1.5 for injected is 33 total difficulty. It is by Prescription Only, so 33 difficulty times 5 gives us 165eb/dose.

Hypercoagulin (STR 3, 97eb/dose)

When injected into a patient with a bleeding wound, this causes instant coagulation and a cessation of bleeding within 1D4 + 1 seconds. The drug should be injected as close to the wound as possible. An injection prior to sustaining a wound will have no effect. Very small overdoses of this drug will kill. For this reason, hypercoagulin can be a useful assassination tool. Game Notes : Hypercoagulin is an inexpensive medical drug whose STR can be added to any First Aid or Medtech rolls made to stabilize a patient. Note that its Short Duration is not used to calculate the length of its effects, but as an indicator of how long between doses a user can go without ODing (in this case, 1D10 minutes).

Coagulant (10) + STR 3 = 13 Diff. Times 1 for Short Duration is 13, times 1.5 for Injected form is 19.5 total difficulty. It is by Prescription Only, so 19.5 difficulty times 5 gives us 97.5eb/dose.

Morphazine (STR 2, 52.5eb/dose)

This drug puts the patient into dreamless sleep for several hours. It is taken in tablet form. Morphazine is commonly available as a reliable, powerful sleeping pill, though only through prescription. Game Notes : Morphazine puts you to sleep. Users attempting to resist the effects of the drug make a BOD save at -2 (roll under BOD -2 or fail) or become unconscious for 1D10 hours. Success on the BOD save means that the user takes a -2 penalty to all actions until the drug wears off. Morphazine takes effect in 2D6 x 10 minutes.

Soporific (5) + STR 2 = 7 Diff. Times 3 for Long Duration is 21, times .5 for Tablet form is 10.5 total difficulty. It is by Prescription Only, so 10.5 difficulty times 5 gives us 52.5 eb/dose.

Neurovine (STR 2, 1000eb/dose)

This is an antidote for nerve poison. If taken within 15 seconds of poisoning (assuming you're not dead), a Neurovine injection helps stabilize the poison until further treatment can be sought. Note that Neurovine is in itself frequently deadly. Game Notes : Neurovine adds its STR of 2 to any saves made versus neurotoxins if administered quickly after exposure. Its Short Duration is an indication of how long between doses a user may go without overdosing -- 1D10 minutes. After each application, users must make a Death Save at +2 or die. Of course, if you don't take Neurovine, you're guaranteed to die ... It is cheap to manufacture, but its rarity bumps cost up 50 to 100x.

Antidote (15) + STR 2 + Death (-15) = 2 Diff. Times 1 for Short Duration, is 2 difficulty, times 1.5 for Injected form is 3, times Type A Illegal is 10eb/dose.

Revive (STR 2, 7eb/dose)

These are small breakable capsules which have an effect similar to smelling salts; if snapped open under the nose of a stunned or unconscious person, they will cause the person to wake up. Revive is legal. Game Notes : Revive allows unconscious or stunned users to make a Stun/Shock save to return to consciousness, adding its STR of 2 to the roll. Once awake, users are frequently confused for a 1D10 minutes; -3 to all Awareness rolls and tasks requiring concentration. It is non-addictive and takes effect in 1D5 turns. Its Short Duration is an indication of how long between doses users can go without risking an overdose (in this case, 1D10 minutes).

Stun Reducer (10) + STR 2 + Lack of Concentration (delayed, -5) = 7 Difficulty. Times 1 for Short Duration is 7, times 1 for Inhaled form is 7, times 1eb for Legal gives us a total cost of 7eb.dose.

Retro (STR 1, 110eb/dose)

Retro is a memory-enhancement drug often used in psychotherapy and interrogation. One milligram (often abbreviated as a "mike" on the street) gives the user recall akin to eidetic memory of the past 1D6/2 days. Retro is physically and psychologically non-addictive. It is very expensive on the street, but a licensed psychotherapist, doctor, or hypnotherapist can obtain it for half that price. It is usually crushed into an inhaler. Game Notes : Retro provides the user with a +2 INT for the purposes of accurately remembering any event within the specified time period (Difficulty depends on GM's call). With each use, roll 1D10 : a result of 1 indicates that the user has lost 1 permanent point of INT. It takes effect in 1D2 minutes; the effects last 1D10 minutes.

Mnemonic Enhancer (15) + STR 1 + Possible INT loss (-8) = 10 Diff. Times 1 for Short Duration is 10, times 1 for Powdered form is 10, times 10 euro for Type A Illegal gives us a total cost of 100eb/dose.

Face (STR 2, 180eb/dose)

Face (short for "interface") is the drug du jour among fast-lane netrunners. Face is taken with an inhaler directly into the throat or nostrils. Game Notes : Face increases INT by +2 for 1D6 x 10 minutes. Once it wears off, it reduces original INT by -2 for 1D10 hours. It takes effect in 1D5 turns and is Mildly Psychologically Addictive, with an AD of 4 (roll above 4 every 1D3+2 uses or become addicted). If addicted, cravings appear in 2D6 hours, and if not satisfied, withdrawal symptoms set in 4D6 hours afterwards.

INT Increase (20) + Mildly Psychologically Addictive (-8) + Reduced INT (-5) + STR 2 = 9 Diff. Times 2 for Medium Duration is 18, times 1 for Inhaled form is 18, times 10 for Type A Illegal is 180eb/dose.

Sandman (STR 3, 600eb/dose)

Sandman is the latest in mickey finns -- a high-tech, chemically engineered knockout drug. It is available in liquid and aerosol form, and is clear, odorless and nearly tasteless. Though illegal for civilians, it is commonly used by police forces as a Mace or pepper spray substitute, or simply as a convenient way to subdue a target. Game Notes : Sandman puts you to sleep. Make a BOD save at -3 (roll under BOD - 3) or fall unconscious for 1D10 hours. It is an aerosol, so it is contact in application and takes effect in 1D5 turns.

Soporific (5) + STR 3 = 8 Diff. Times 3 for Long Duration is 24, times 2.5 for Aerosol is 60, times 10 for Type A Illegal is 600eb/dose.

Sin (STR 1, 90eb/dose)

Sin acts as an anti-depressant, aphrodesiac and uninhibitor without causing a hangover, which makes it popular. It also occasionally sends people into a psychotic killing frenzy, which makes it illegal. It is manufactured in 25mg capsules. Game Notes : Though cheap to manufacture, it is extremely illegal (cops HATE this drug), and thus prices are usually bumped up 5x to 10x. It adds +1 to Endurance skill checks and has a 2 in 10 chance of causing absolute psychosis for 1D10 hours (Difficult Resist Torture/Drugs rolls to avoid attacking your friends). It is Highly Physically Addictive, with an Addiction Number of 2 (roll above 2 on 1D10 every use or become addicted). If addicted, cravings appear in 1D6 hours, and if not satisfied, withdrawal occurs in 5D6 hours.

Aphrodesiac (10) + Euphoric (5) + Increased Endurance (10) + Loss of Inhibition (-4) + Highly Physically Addictive (-15) + Psychotic Rage (-10) + STR 1 = -3 Diff, reversed to 3 Diff. Times 3 for Long Duration is 9, times 1 for Caplet form is 9, times 10 for Type A Illegal is 90eb/dose.

Slammer (STR 2, 480eb/dose)

Slammer is a violent psychoactive used by combat troops and some totalitarian police forces. It is illegal, but widely available and popular among street samurai, gang members and anyone else who enjoys senseless violence. It is taken in derm form. Game Notes : Slammer allows users to ignore 2 levels of wound penalties, increases REF by 2, reduces INT by 2, and inspires aggressive behavior and paranoia. (COOL penalties suggested). It takes effect in 10 + 2D10 seconds, and the effects last 1D10 hours. It is Mildly Psychologically Addictive, with an Addiction Number of 4 (roll above 4 on 1D10 every 1D3+2 uses or become addicted). If addicted, cravings appear in 2D6 hours, and if not satisfied, withdrawal takes place 4D6 hours afterwards.

Pain Negation (10) + Increased REF (20) + Reduced INT (immediate, -5) + Aggressive Behavior (immediate, -6) + Paranoia (immediate, -5) + Mildly Psychologically Addictive (-8) + STR 2 = 8 Diff. Times 3 for Long Duration is 24, times 2 for Derm form is 48, times 10 for Type A Illegal is 480eb/dose.

Rage (STR 1, 330eb/dose)

Rage causes immediate, extremely violent and psychotic behavior in all subjects 1D5 turns after it is injected. After it wears off, users are shaky and nervous. Rage is sometimes used by licensed physicians for psychotherapy; otherwise it is only found on the black market. Game Notes : Rage adds +1 to all Stun/Shock and Death saves. After it wears off, INT and REF are reduced by -1 for 1D6 x 10 minutes, and painful tremors, dropping REF by an additional -2, persist for 1D10 hours after that.

Stun Reducer (10) + Psychotic Rage (-10) + Reduced INT (delayed, -5) + Reduced REF (delayed, -5) + Tremors (delayed, -2) + STR 1 = -11 Diff, reversed to 11 diff. Times 2 for Medium Duration is 22, times 1.5 for Injected form is 33, times 10 for Type A Illegal is 330eb/dose.

DRUG CONVERSIONS FROM *OVER THE EDGE*

These drugs are taken from Atlas Games' *Over the Edge*. I have converted them to CP2020 format using **Ocelot's Drug Lab**, but that document is not necessary to use these drugs in your game, as I've provided complete descriptions of all the drug effects. If you don't use or don't agree with Ocelot's Drug Lab, you may want to increase the cost or modify the difficulty for each individual drug, depending on general drug availability and the tech level of your campaign.

Blue Shock (STR 3, 180eb/dose)

A drippy blue liquid mixed through with darker, denser globules, Blue Shock is ingested like cough syrup. A tablespoon of Blue Shock immediately awakens every single nerve ending in the body in an electric wave of intense agony. The body is then exceptionally awake and alert for some time afterwards, but users have a very low tolerance for additional pain. It is used as a stimulant, as a sex aid in S&M circles, and as an adjunct to specialized art. There have been rumors that Blue Shock affects the user's body chemistry in such a way as to cause spontaneous combustion in a small percentage of users. Long-term use deadens nerve endings, leading to neural disorders and brain damage. Game Notes : Blue Shock takes effect in 1D10 minutes, and adds +3 to Awareness checks and Endurance for 1D6 x 10 minutes. Stun/Shock saves are at -2, and Resist Torture/Drug rolls are at -4 due to a low pain tolerance. Each use, users must make an unmodified Death save or die (mostly through extremely high fever, though sometimes through spontaneous combustion!). It causes nerve degeneration, and users also lose -2 REF every time they take it.

Enhanced Perception (15) + Increased Endurance (10) + Death (through high fever or spontaneous combustion, -15) + Nerve Degeneration (-15) + Increased Pain Sensitivity (-6) + STR 3 = -8 Diff, reversed to 8 Diff. Times 2 for Medium Duration is 16, times 1.5 for Liquid form is 24. It is Type B Illegal, so 24 times 7.5 euro gives us a total cost of 180eb/dose.

Communion (STR 1, 120eb/dose)

A bitter powder usually dissolved in heavily-sugared tea and drink, Communion causes users to experience a completely satisfying spiritual experience, perceived as a blissful union with their deity. A vision encompassing all five senses sweeps users away, and usually result in an affirmation of faith and a belief that they have been given a specific task or message from God. Communion is not physically addictive, but many users become compulsively lost in a life devoted to acquisition of the scarce stuff. Game Notes : Communion takes effect in 1D2 minutes, and the experience lasts 1D6 x 10 minutes, though the delusion of a task from God will generally persist for days. It is Highly Psychologically Addictive, with an Addiction Number of 2 (roll above 2 every use or become addicted). If addicted, cravings appear in 1D6 hours, and if not satisfied, withdrawal symptoms become apparent 5D6 hours afterward.

Euphoric (5) + Hallucinogen (10) + Delusions (delayed, of a task from God, -5) + Delusions (immediate, of communion with God, -5) + STR 1 + Highly Psychologically Addictive (-12) = -6 Diff, reversed to 6. Times 2 for Medium Duration is 12, times 1 for Powdered form is 12. Type A Illegal, so 12 times 10 euro gives us a total cost of 120eb.

MDA-Cubed (STR 4, 750eb)

This bitter pink-white pill embossed with a pink or red heart gives with it the guarantee of the ultimate orgasm. As the effects of the drug begin, the user begins to feel a oneness for all things, an overwhelming love for the universe, a rejection of conventional sexual mores, and an incredibly potent desire to blissfully copulate with the nearest object. Users are known to have had sex with people outside their sexual orientation, with people they hate, with family members, minors, house pets, reptiles, and electrical appliances. The downside of this drug in terms of social control is obvious, but there is a personal downside as well: subsequent use is never as good as the first time. Each time, the sex becomes more squalid, pathetic, and pitiful. For most people, the ingestion of MDA-Cubed is the beginning of a downward spiral into obsession, depression, and suicide. It is extraordinarily cheap to manufacture, but its rarity generally ensures that the cost is multiplied by 50 to 100 times.

Euphoric (5) + Aphrodesiac (10) + Delusion (immediate, in love with the world, -5) + STR 4 + Depression (-4, delayed) + Reduced COOL (immediate, -5) + Loss of Inhibition (immediate, -4) = 1 Diff. Times 3 for Long Duration is 3, times .5 for Tablet form is 1.5. Type A Illegal (considering what it does, are you surprised?) multiplies it by 10, so cost per dose is 15eb/dose.

Relapse (STR 1, price varies)

A drug for the risk-taker, the gambler, and the self-destructive, Relapse is a carrier for any other type of drug. It comes pre-mixed with another drug (heroin, MDA-Cubed, cocaine, Alice, etc) in colorful, crunchy, candy-coated capsules. Pop one, feel the sour aftertaste, and then nothing ... until the chemical trigger inside Relapse goes off, anywhere from hours to days after ingestion. The user might be struck with the carried drug while in a board meeting, making love, operating dangerous equipment, in the middle of combat, or anywhere! Game Notes: Being a special case, Relapse is not constructed with normal drug rules. It causes a delayed onset of any other drug packaged with the Relapse at the time of ingestion. When rolling for delay time, roll 1D10 for the number of hours the second drug will be delayed. If a 10 is rolled, roll 1D6/2; the result of the second roll is now the number of DAYS Relapse delays the secondary effects. Relapse is priced according to the cost of the secondary drug + 100eb. Relapse itself is non-addictive.

Slo-Mo (STR 1, 160eb/dose)

A shiny black powder generally sold in capsules, Slo-Mo causes the neural pathways of the brain to fire more rapidly, increasing reflexes and making the outside world appear to slow down. Slo-Mo is primarily used for the two functions of the human race: sex and death. It is prized as a way of extending the ecstasy of orgasm, but is more commonly used by urban warriors who use the edge it gives them to lethal effect in combat. Game Notes : Slo-Mo takes effect in 1D2 minutes and increases REF by 1 point for 1D6 x 10 minutes. After it wears off, REF is reduced by -1 for 1D6 x 10 minutes.

Increased REF (20) + Reduced REF (delayed, -5) + STR 1 = Diff 16. Times 2 for Medium Duration is 32, times 1 for Powdered form is 32, times 5 for Type C Illegal gives a total cost of 160eb/dose.

Zoroaster (STR 3, 180eb/dose)

A handy black-and-white capsule is the carrying mechanism for this perception-altering drug. A person under the influence of Zoroaster sees every moral question in black or white terms. When you're hopped up on "Zorro," you are right and everyone not actively supporting you is wrong. Game Notes: Zorro takes effect in 9 + 1D6 minutes and increases COOL by +3 for 1D10 hours. It is Highly Psychologically Addictive, with an Addiction Number of 5 (roll above 5 on 1D10 every use or become addicted). If addicted, cravings appear in 3D6 hours, and if not satisfied, withdrawal symptoms appear 3D6 hours afterwards.

Increased COOL (20) + Highly Psychologically Addictive (-12) + Delusions (immediate, -5) + STR 3 = 6 Diff. Times 3 for Long Duration is 18, times 10 for Type A Illegal gives us a total cost of 180eb/dose.

DRUG CONVERSIONS FROM SLA INDUSTRIES

The following drugs are taken from *SLA Industries* and its companion sourcebook, *Karma*. I have converted them to CP2020 format using Ocelot's Drug Lab, but that document is not necessary to use these drugs in your game, as I've provided complete descriptions of all the drug effects. If you don't use or don't agree with Ocelot's Drug Lab, you may want to increase the cost or modify the difficulty for each individual drug, depending on general drug availability and the tech level of your campaign.

Alice (STR 2, 90eb/dose)

Powerful hallucinogenic which places the subject in a surreal fantasy world of their own imagination. The recorded effects of the drug vary from user to user. Any users exhibiting psychoses or phobias will have the effects of these mental illnesses enhanced, and will be trapped for hours in their own personal nightmare. More stable users experience an entertaining and idyllic flight of fantasy. Most users suffer from delusions related to whatever hallucinations they are experiencing. Alice is taken in tab form. Game Notes : Alice takes effect in 1D10 minutes, and hallucinations last 1D10 hours. 50% of users experience bad trips, but only one roll is made per user, period -- if you are vulnerable, Alice will ALWAYS send you into screaming fits. It is Mildly Psychologically Addictive, with an Addiction Number of 4 (roll above 4 every 1D3+2 doses or become addicted). If addicted, cravings return in 2D6 hours, and if not satisfied, withdrawal symptoms appear 4D6 hours afterwards.

Hallucinogenic (10) + Mildly Psychologically Addictive (-8) + Hallucinations (immediate, -5), but "bad trips" occur in 50% of users, not per dose -- one roll per user, please! + Delusions (immediate, -5) + STR 2 = Diff -6, reversed to positive 6. Times 3 for Long Duration equals 18, times 1 for Tab Form = 18 Difficulty. It is Type C Illegal; multiplying 18 times 5eb gives us a cost per dose of 90eb.

Drum (STR 3, 112eb/dose)

Induces complete calm in the user. It also gradually slips them into a catatonic state. When consciousness returns (in two to four hours), the subject will feel as though they had a full night's restful sleep. The name comes from reports that during the increasing catatonia, the only sound users can hear is that of their own heart. It is taken as a tablet and is available by prescription only. Game Notes : While Drum is taking effect (2D6 x 10 minutes), users are calm, composed, and at -3 REF. Once it has taken effect, it puts you to sleep for 1D6/2 + 1 hours, then wakes you up with a bang : roll 1D10, subtract the amount of sleep time, and receive a +3 to Endurance for whatever time is remaining. It is Mildly Psychologically Addictive, with an Addiction Number of 5 (roll above 5 every 1D3+2 uses or become addicted). If addicted, cravings return in 3D6 hours, and if not satisfied, withdrawal symptoms appear 3D6 hours afterwards.

Depressant (5) + Soporific (5) + Increased Endurance (10) - Mildly Psychologically Addictive (-8) + STR 3 = Diff 15. Times 3 for Long Duration equals 45 Diff, times .5 for Tablet = 22.5 diff. By Prescription Only multiplies 22.5 difficulty by 5eb giving us a total cost of 112eb per dose.

Flip (STR 3, 315eb/dose)

An extremely powerful anti-depressant, Flip provides an unrivaled feeling of calm and composure. Flip is taken through a derm and is available by prescription only. Game Notes : Flip takes effect in 10 + 2D10 seconds and lasts for 1D6 x 10 minutes. During this time, it increases COOL by 3 and provides a euphoric rush. It is Highly Psychologically Addictive, with an Addiction Number of 5 (roll above 5 every use or become addicted). If addicted, cravings appear in 3D6 hours, and if not satisfied, withdrawal symptoms appear 3D6 hours afterwards.

Euphoric (10) + Increased COOL (20) + Highly Psychologically Addictive (-12) + STR 3 = Diff 22. Times 2 for Medium Duration equals 42 Diff, times 1.5 for Derm equals 63 Diff. By Prescription Only multiplies 63 difficulty by 5 euro, giving a total cost of 315eb/dose.

Bass (STR 3, 450eb/dose)

A highly advanced stimulant that enhances the user's strength, producing effects similar to those reported by people under the effects of panic-induced adrenaline (mothers lifting cars off of kids, etc). It is injected. Game Effects : Bass takes effect in 1D5 turns. It increases the user's BOD by 3 and adds +3 to Endurance for 1D6 x 10 minutes. When it wears off, roll a D10 : a result of 1 indicates that the user has permanently lost 1 point of BOD. Regardless of the results of this roll, after Bass wears off, BOD is temporarily reduced by 3 for 1D6 x 10 minutes. It is non-addictive.

Increased BOD (20) + Increased Endurance (10) + STR 3 + Decreased BOD (Delayed, -5) + Possible BOD Loss (-8) = 20 Diff. Times 2 for Medium Duration is 40 Diff times 1.5 for Injected = 60 Diff. Type B Illegal multiplies 60 difficulty by 7.5 euro, giving a total cost of 450eb/dose.

Rush (STR 2, 315eb/dose)

Rush is a heavy-duty combat drug. It increases the user's REF by 2, adds 2 to Endurance checks, allows the user to ignore 2 levels of wound penalties, and gives a +2 bonus to Stun/Shock saves. However, the payoff is harsh. Rush is intravenously injected. Game Notes : Rush takes effect in 1D5 turns and wears off in 1D10 hours. It is Highly Psychologically Addictive, with an AD of 4 (roll above 4 every use or become addicted) and users are at an increased risk for brain damage and death. Once Rush has worn off, the user must make an unmodified Death Save or die from a stroke. Per each use, roll an additional D10. A result of 1 indicates the user has permanently lost 1 point of INT. Repeat this roll for REF, TECH, and MA. Attribute loss is due to a combination of CNS and brain damage. If addicted, cravings appear in 2D6 hours, and if not satisfied, withdrawal symptoms appear 4D6 hours afterwards.

Increased REF (20) + Increased Endurance (10) + Stun Reducer (10) + Pain Negation (10) + Possible INT loss (-8) + Possible REF loss (-8) + Possible TECH loss (-8) + Possible MA loss (-8) + Death (-15, by stroke) + Highly Psychologically Addictive (-12) + STR 2 = Diff -7, reversed to a Diff of 7. Times 3 for Long Duration is diff 21, times 1.5 for Injected equals 31.5. Type A Illegal multiplies 31.5 difficulty by 10 euro, giving a total difficulty of 315eb/dose.

Ultra Violence (STR 3, 495eb/dose)

Created as the next generation of combat drugs to take over from Rush, Ultra Violence did this superbly, but at a very high cost. Ultra Violence contains nearly identical compounds to Rush, but in a much more concentrated and refined form. It also contains powerful hallucinogenics (thought to be carcinogenic) which give the user a feeling of near indestructibility. It is injected. Game Notes : Ultra Violence takes effect in 1D5 turns. It increases REF and Endurance by 3, allows users to ignore 3 levels of wound penalties, and gives a +3 bonus to Stun/Shock saves for 1D10 hours. Users suffer from delusions of invincibility. It is Highly Psychologically Addictive, with an Addiction Number of 5 (roll above 5 every use or become addicted). Once it has worn off, users must make an unmodified Death Save or die. If this save is made, roll percentage : a result of 01-03 on 1D100 means the user has contracted cancer. If addicted, cravings appear in 3D6 hours, and if not satisfied, withdrawal symptoms appear 3D6 hours afterwards.

Increased REF (20) + Increased Endurance (10) + Stun Reducer (10) + Pain Negation (10) + Death (-15, by stroke) + Highly Psychologically Addictive (-12) + Delusions (Immediate, Invincibility, -5) + Death (-15) + Carcinogenic (-10) + STR 3 = Diff

11. Times 3 for Long Duration = Diff 33, times 1.5 for Injected equals 49.5. Type A Illegal multiplies 49.5 difficulty by 10 euro, giving us a total cost of 495eb/dose.

Beat (STR 2, 203eb/dose)

Beat is a popular recreational drug used for relaxation. The effects of the drug differ from subject to subject, but in the main are mood related -- if subjects are happy and relaxed, they are likely to slip into a comatose state for hours, but if they are angry or aggravated, they will become hyperactive, aggressive, and in some cases, psychotic. Beat is available in a powdered form and may be snorted or applied with an inhaler. Game Notes : Beat takes effect in 1D2 minutes. Its essential effects, which do not change from user to user, are a +2 increase to COOL and a euphoric rush lasting 1D10 hours. Depending on the user's mental state, the GM can roll or choose from three sets of side effects -- calm users fall asleep if they fail a Stun/Shock save and are depressed (-2 to all actions for 1D10 hours) and suffer from a loss of appetite when they wake up. Angry or aggressive users are easily provoked into violence and apt to act on their impulses, forcing COOL rolls to keep under control. A small percentage of users become completely psychotic and attack the nearest person (this can be withstood with a Difficult Resist Torture/Drugs roll). It is mildly Psychologically Addictive, with an AD of 4 (roll above 4 every 1D3+2 uses or become addicted). If addicted, cravings appear in 2D6 hours, and if not satisfied, withdrawal symptoms appear 4D6 hours afterwards.

Additional Notes : I've chosen to reflect Beat's different effects with three different drug constructions. All forms have the exact same difficulty, core effects, and cost -- only the side effects vary.

FORM 1 : Increased COOL (20) + Euphoric (5) + Sleepy (Immediate, -4) + Depression (delayed, -4) + Loss of Appetite (delayed -2) + Mildly Psychologically Addictive (-8) + STR 2 = Diff 9

FORM 2 : Increased COOL (20) + Euphoric (5) + Aggressive Behavior (immediate, -6) + Loss of Inhibition (immediate, -4) + Mildly Psychologically Addictive (-8) + STR 2 = Diff 9

FORM 3 : Increased COOL (20) + Euphoric (5) + Psychotic Rage (immediate, -10) + Mildly Psychologically Addictive (-8) + STR 2 = Diff 9

Total difficulty of 9 times 3 for Long Duration = 27 Diff, times 1 for powdered = 27 Diff. It is Type B Illegal, so multiply 27 difficulty times 7.5 euro for a total cost of 203 euro/dose.

Personal Interest (STR 3, 180eb/dose)

Personal Interest is a very powerful hallucinogenic used to induce the sensations associated with sexual intercourse, and is used to enhance actual sex or as a solitary masturbatory fix. It is taken as a derm. Game Effects : 10 + 2D10 seconds after applying a Personal Interest derm, users lose all inhibitions and become seriously aroused. Mild hallucinations, usually tactile, often accompany use of this drug. The high lasts for 1D6 x 10 minutes. Once it wears off, users have trouble concentrating and suffer -3 to all actions involving prolonged attention. Their COOL is also reduced by 3. Personal Interest is Mildly Psychologically Addictive, with an AD of 5 (roll above 5 every 1D3+2 uses or become addicted). If addicted, cravings appear in 3D6 hours, and if not satisfied, withdrawal symptoms appear 3D6 hours afterwards.

Hallucinations (10) + Aphrodisiac (10) + Euphoric (5) + Lack of Concentration (delayed, -5) + Reduced COOL (delayed, -5) + Loss of Inhibition (immediate, -4) + Mildly Psychologically Addictive (-8) + STR 3 = Diff 6. Diff 6 times 3 for Medium Duration = 18, times 2 for derm = 36 diff. Type C Illegal multiplies 36 difficulty by 5 euro, giving us a total cost of 180eb/dose.

Kick Start (STR 2, 175eb/dose)

Kick Start aids the natural healing processes of the body by stopping internal bleeding with powerful coagulants. It can also radically increase tissue regrowth and knits bones together with amazing speed. It is not noted for its addictive qualities, but addiction can nonetheless occur among combat operatives who have had to take it frequently. It is a contact drug and is applied in an aerosol spray to open wounds. For prescription use only. Game Notes : Kick Start takes effect in 1D5 turns and speeds up healing by 1 point per day. It adds +2 to First Aid or Medtech rolls made to stabilize the patient when first applied. It has a "duration" of 1D10 minutes, which is only applied for the purposes of calculating overdose chances. For each use, roll 1D10. A result of 1 indicates that the user has lost a permanent point of BOD. It is Mildly Physiologically Addictive, with an Addiction Number of 4 (roll above 4 every 1D6 +4 uses or become addicted). If addicted, cravings appear in 2D6 hours. If not satisfied, withdrawal symptoms appear 4D6 hours afterwards.

Increased Healing Rate (15) + Coagulant (10) + Possible BOD Loss (-8) + Mildly Physiologically Addictive (-5) + STR 2 = Diff 14. Times 1 for Short Duration = 14, times 2.5 for contact = 35 diff. It is By Prescription Only, so multiply 35 difficulty by 5 eb for a total cost of 175eb/dose.

Pain Away (STR 3, 120eb/dose)

The most powerful painkiller ever created, Pain Away first works by blocking the nervous system to stem the flow of pain impulses to the brain, and then raises the user's pain threshold to the point that even major injuries can be ignored. Addicted users, pain centers permanently deadened, frequently resort to masochism and self-mutilation. It is applied in a derm. Game Notes : Pain Away takes effect in 10 + 2D10 seconds and lasts 1D10 hours. It allows the user to ignore 3 levels of wound penalties and gives a +3 bonus to stun/shock saves. While under its effects, users are often tempted to inflict damage upon themselves (resist with an Average COOL roll). For each use, on a roll of 1-3 on 1D10, the user permanently loses his sense of pain. It is Moderately Psychologically Addictive, with an AD of 5 (roll under 5 every 1D3 + 2 uses or become addicted). Addicted users receive no painkilling effects, but can still experience the stun/shock bonuses. If addicted, cravings appear in 3D6 hours, and if not satisfied, withdrawal symptoms appear 3D6 hours afterwards.

Pain Negation (10) + Stun Reducer (10) + STR 3 + Moderately Psychologically Addictive (-8) + Compulsive Behavior (self-mutilation, -5) + Permanent Sense Loss (pain, -6) = Diff 4. Times 3 for Long Duration = Diff 12, times 2 for derm = 24 diff. It is By Prescription Only, so multiply 24 difficulty times 5 for a total cost of 120eb/dose.

Streak (STR 3, 180eb/dose)

Streak was developed as an attempt to cure various types of psychoses. As with most experiments, the result had little to do with the intent. Streak was instead found to be a powerful mental
WIREHEADING, SPINRAD-STYLE

stimulant, heightening the user's senses and perception. The risk of brain damage and mental breakdown from misuse is significant. It is injected intravenously (frequently with an airhypo into the jugular vein). Game Notes : Streak takes effect in 1D5 turns and lasts 1D10 hours. It increases Intelligence and Awareness by +3. However, users are at risk for permanent INT loss -- each use, roll 1D10. On a roll of 1, the user has lost 1 point of INT. Once Streak wears off, users are subject to delusions, paranoia, and extremely strong irrational fears, lasting 1D10 hours. It is non-addictive.

Enhanced Perception (15) + INT Increase (20) + Possible INT Loss (-8) + Delusions (delayed, -5) + Irrational Fear (delayed, -10) + Paranoia (delayed, -5) + STR 3 = Diff 8. Times 3 for Long Duration = 24, times 1.5 for Injected = 36. It is Type C Illegal, so multiply 36 Difficulty by 5 euro for a total cost of 180eb/dose.

Honesty (STR 2, 420eb/dose)

This is a very potent truth serum which leaves the subject completely open to suggestion. It is nearly impossible for someone to lie while under the influence of this drug. It is administered in a derm. It is highly illegal to possess this drug on the street, as its use is restricted to government, medical, or military personnel only. Game Notes : Honesty takes effect in 10 + 2D10 seconds. While under the influence of Honesty, a subject's COOL and REF are reduced by 2. Users lose all inhibition, suffer from delusions that their interrogators mean them no harm, and are happy to answer any questions put to them; Resist Torture/Drugs applies, but at a -4 penalty due to a combination of these delusions and the COOL loss. The drug wears off in 1D10 hours. It is non-addictive.

Depressant (5) + Reduced COOL (-5) + Loss of Inhibition (immediate, -4) + Delusions (immediate, -5) + STR 2 = Diff -7, reversed to 7. Times 3 for Long Duration = 21, times 2 for Derm = 42. It is Type A Illegal, so multiply 42 by 10 euro for a total cost of 420eb/dose.

WIREHEADING - The application of carefully calculated amounts of electrical current to specific areas of the brain.

THIS IS YOUR BRAIN ON WIRE - Technical Specifications

Wireheading originally required a special variety of interface plugs linked directly to various areas of the brain. With improvements in technology, the effects can now be produced with a simple trode set, dramatically increasing the addiction's popularity.

A typical headset consists of a trode set and a breadbox, a small gadget about the size of a flattened egg, containing a battery-pack and the neuralware which provides brain stimulation.

Trode sets are the standard ones found in CP2020, p. 68, and cost 20eb. Wireheading boxes can also be connected through standard interface jacks with a special adaptor which costs 50eb and attaches between the plug and the interface cable. Both forms can be built into collars or headsets which lock down and cannot be removed, like those used in the IPC.

Battery-packs come in two varieties: a rechargeable one, which costs 50eb and can sustain up to 72 hours of continual use before it needs to be plugged into a 110v socket for a 12 hour recharge, or a disposable one, which costs 20eb and burns out after 72 hours of continuous use.

Direct-connect versions of the battery-pack, called walljacks, are available for 100eb; they plug straight into a wall socket and run off house current with about the same drain as a small CD player. They can run indefinitely and are sold with a timer which is supposed to turn them off after 12 hours of use. Most addicts have removed or disabled this timer; tampering with a timer (Very Difficult Electronics roll) is a Priority Five offense (Protect and Serve, p. 64). In some jurisdictions, walljacks are illegal.

Breadbox neuralware costs anywhere from 100 to 500eb, depending on the sophistication and size of the package. Note that this doesn't include the power source or trode set.

Doubling the cost of the neuralware changes its reliability rating, which determines how likely it is to cause side effects. A base cost breadbox has an UR rating; double that raises the reliability to ST, and doubling it again makes it VR quality. The effects of the reliability rating are given [below](#).

The physical size of a breadbox is assumed to remain approximately the same regardless of the number of effects. However, the size can be REDUCED by 50% for every 1000eb above the final cost. I prefer to limit reduction down to a theoretical minimum of a 1 cm cube (about a 1/2 inch cube), but this depends on the technology level of your campaign.

Sample breakdown of wireheading rigs:

A cheap, UR headset starts at 140eb and covers trodes (20eb), the crudest single-effect neuralware (100eb, see below for more about effects), and an inexpensive disposable battery (20eb). A cheap, clunky headset of this type would have a fist-size breadbox and is fairly dangerous to its user.

A sophisticated, tiny rig, costing about 3600eb, breaks down into 20eb trodes, 500eb neuralware (five effects, see below), 1000eb to give it ST reliability, and 2000eb to halve its size.

WHAT THE WIRE CAN DO FOR YOU - Breadboxes and their Effects

Most 100eb breadboxes can provide one, specific effect. For each 100eb above the original cost, a breadbox can provide one more separate effect or an extra +1 to a single stat or skill given within the effect. A list of sample effects is provided below.

Biofeedback Effects -

Many of the BioTec biofeedback chips in Chromebook 1, p. 75, can be duplicated, as well as certain other effects which fall into the same type of "biofeedback" category. For the purposes of this article, "biofeedback" is considered to be any effect which influences the physical state of the body -- stun reduction, appetite suppression, sleep functions, etc -- or affects BOD, REF, and certain skills based off of them (Endurance).

Endorphin Box : This box allows the user to ignore pain, somewhat like a Pain Editor does. Skill penalties due to wounds can be ignored, except for head wounds.

Adrenaline Box : The user's BOD stat is increased by 1 for purposes of BTM, Stun/Shock saves, and BOD-based skill rolls.

Diet Box : The user can set the level at which he will feel full, thus keeping his weight down. Those suffering from eating disorders have been known to acquire models which suppress appetite entirely, causing starvation.

ZZZ Box : The user goes to sleep. This is not an accelerated NREM sleep, as the Sleep Inducer in Chromebook 1 provides; this is simply normal, natural sleep, which will end normally once the user has had enough.

Alarm Box : A timing function wakes the user up when a preset condition or amount of time has been met. This is often combined with a sleep inducer, above, but is also frequently used as a silent replacement for an alarm clock.

Wakeup Box : Different from an alarm box in that it keeps the user awake for an inordinate amount of time. The Wakeup Box allows the user to ignore the need for sleep and the effects of exhaustion. Once the box is taken off, the user must sleep 2 hrs for every 1 hr over normal rest times he has gone, and during this period his stats are halved.

Hotbox : The user becomes physically aroused. See the Prong, below. The wearer gains +1 to Endurance for the purposes of sexual function. Note that the emotional effects of arousal are not provided. Overuse of these devices may cause genital injury. The Hotbox is popular among male prostitutes, certain low-budget porn actors, and anyone suffering from impotence.

Neural Effects -

A neural effect is any one which changes the user's emotional state, influences his senses, or affects INT, COOL, TECH, and EMP. Neural effects are NOT braindance and can only manipulate sensory information in a crude fashion, generally working on one sense at a time, either causing it to relay information that doesn't exist (stimulating pain centers of the brain for simulated torture) or altering the effects of an existing sensation (the gunshot wound becomes a gentle tickle in your ribs). They can also influence your emotions to an extreme degree. Want to be happy? No problem. Homicidally angry? Easy as pie. Calm and collected? Just put this on. Sample effects are given below. Many must be roleplayed, as no game stats can really apply.

Stress Box : Creates calmness and serenity, removing tension stress. Provides relief from migraines and hyper-tension and adds +1 to COOL or EMP for as long as the box is worn.

Hallucinatory Box : The user hallucinates for as long as the box is worn. Be creative, but it should have some measurable effect on his stats : halved skill checks, increased or decreased COOL, etc. At each level, the hallucinations can be tailored to have a specific effect with 20% reliability. For example, a 100eb hallucinatory box would provide visions of an idyllic scene from the user's childhood 20% of the time, while the same 500eb box would give those images with 100% reliability.

Angry Box : The user becomes homicidally angry. COOL saves can be made at -1 to keep the user from behaving aggressively and attacking without provocation.

Happy Box : This is what is traditionally thought of when the word "wirehead" is used. A happy box stimulates the pleasure centers of the brain. It puts the user in an extreme state of euphoria and is usually combined with another box for best results: an endorphin box adds stun resistance, a wakeup box removes the need for sleep, and a diet box allows the user to ignore hunger pains, all enhancing the euphoric effects. +1 to COOL. Additional levels of COOL increase the stimulation; anything above +3 is assumed to effectively incapacitate the user.

Pain Box : Frequently used in the IPC, the pain box stimulates pain centers of the brain, causing the user to experience agony without actual tissue damage. Each level of stimulation reduces the user's stats by half (i.e., at level one the user is operating at 1/2 actual stats, at level two 1/4, at level three he is effectively incapacitated). Particularly intense settings (above level three) can cause death due to overstimulation; each level forces a Stun/Shock save at - the level of the pain box. Users who fail this save on a 1 or less must make a Death Save.

These effects are by no means definitive. Feel free to make up your own, keeping in mind that there are some specific technical limitations to wireheading which have not yet been overcome (see below).

WHAT THE WIRE WON'T DO FOR YOU - Breadbox Limitations

Wire cannot provide complex reflex stimulation (like APTR chips) or artificial knowledge (like MRAM chips), nor can it cause sophisticated sensory stimulation (like braindance). As noted above, it can crudely affect the senses but it cannot provide senses with a range beyond their natural organic capability. You can't use it to get IR vision or ultrasonic hearing or anything else your body isn't normally capable of. You could hypothetically alter your hearing so that you're supremely sensitive (or insensitive) to sound, but you're not actually changing the range of your ears; you're just making your brain interpret existing sound as being much louder or softer than it actually is, opening yourself up to deafness or hearing damage.

ELECTRIC MONKEYS - Addiction and Drain Bramage

The nature of wireheading -- cheap, quick fixes with a minimum of side effects -- ensures that it is a dangerous fix, and though addiction is purely psychological, it is a very real risk. Each time the user hooks up to a box with beneficial effects, have him make an Average COOL roll at the end of the trip, adding +1 to the difficulty for each hour he used the wire. Failure indicates addiction. Multiple uses within a short span of time are just as dangerous -- when calling for the roll, add one to the difficulty for each time the wire is used within (user's COOL x 4) number of hours, regardless of how long it was used.

For example : Buzzboy, with an average COOL of 6, puts on the Blue Max for three hours. When he takes it off, he has to make a COOL roll against a difficulty of 18. Later in the same day, he succumbs to temptation and puts it on for a ten-minute period. His new save is 20, since he used it twice within a 24-hour period (his COOL times 4 is 24 hours, and 2 uses plus 3 hour total time adds 5 to a 15 difficulty).

If addicted, the wirehead must get a fix every 1D10 + COOL hours. If he does not get his fix, drop COOL by one point per hour the fix is delayed. If COOL is reduced to 0, the addict is reduced to a quivering mess. COOL is restored with a fix.

Since the addiction to wirehead stimulation is so high, addicts may suffer from dehydration and/or starvation before the battery runs down. Walljackers, or wireheads who run their wire from a wall current or walljack, may literally die from thirst before jacking out. Game Effects: If any box is worn over 48 hrs, the user takes 1 point of damage from thirst per additional hour until dead. If water is provided, but no food, the user takes 1 point per day from starvation, and also loses 1 point each from either BOD or REF each day (roll to see which). If either stat drops to zero, the user dies.

Inactivity through extreme overuse can drop the user's BOD or REF. This is done at the GM's discretion. For an example of how this might take place, see the Blue Max, below.

Wirehead side effects depend entirely on the reliability of the device used. Passing electrical current directly into the brain is a chancy business, and miscalculation can cause brain damage. Effects are up to the GM, but some suggestions are reduced INT, COOL, EMP, or REF; tremors (-2 to REF); hallucinations, delusions, or fits of psychotic rage; headaches; permanent sense loss or reduction; lack of concentration; reduced Awareness, etc.

Reliability ratings determine how likely the wirehead rig is to injure the user:

UR rigs have a high chance of causing irreversable brain injury. Roll 1d10 each time they are used, with a 1 indicating some part of the brain has been fried.

ST rigs are fairly safe; each use, roll 1d10. On a roll of 1, roll 1d10 again. If the second roll comes up a 1-5, permanent damage has been caused.

VR rigs follow the same progression, but the second 1d10 roll must be a 1 for brain damage to occur.

GMs can also reduce breadbox costs by a set amount if a side effect is temporary; for instance, a device which temporarily reduces INT by -2 might be 200eb cheaper than one that doesn't. Costs should never drop below the 100eb base price of a breadbox. See the Blue Max below for an example of how this could work.

SAMPLE WIRES -

Examples of wirehead rigs noted in Norman Spinrad's Little Heroes include the Blue Max, which drowned the user in alpha-wave euphoria, and the Prong, which stimulated physical (not mental) sexual arousal and endurance in its male wearers.

Suggested game effects for the Blue Max: +2 COOL and EMP, -2 INT and REF for duration. The user is in a blissed out state of euphoria for as long as the flash lasts--happy, calm, and serene. Nothing can hurt him, and he loves everybody. However, he's also a bit slow on the uptake, both mentally and physically. Prolonged use of the Max can make the negative effects permanent; every failed reliability check means the user loses a permanent point of either INT, REF, or BOD (the BOD loss is due to muscle atrophy . . . Maxers don't want to do much more than sit around). Should BOD drop to zero, the user dies.

The Blue Max is essentially a happy/stress box, with four effects : +2 COOL (happy) and +2 EMP (stress). However, it decreases INT and REF by -2 each, so the net cost of the box is an extremely cheap 100eb. Double that to 200eb for ST reliability, add in 20eb for trodes and 50eb for a rechargeable battery, and total cost would be about 300eb, comparable to the cost of a street drug with the same effects.

Suggested game effects for the Prong: +3 to Endurance for purposes of sexual function. The wearer's physically aroused for as long as the Prong is worn; this persists despite wounds, exhaustion, orgasm and/or ejaculation. The psychological effects of arousal are not produced (ever heard of priapism?), and overuse of this device can cause genital injury.

The Prong is a Hotbox. 300eb for 3 levels of Endurance. It is UR, so 300eb remains the base cost. Standard size, 20eb for trodes and 20eb for a disposable battery keep it around the same price range as the Max, about 350eb.

WHY A WIRE?

Wireheading costs about the same as a low-level street drug. However, it has one key advantage over drugs -- wirehead rigs can be used for hours longer than the average high, and one purchase ensures re-useable fixes for as long as the rig stays intact. Biofeedback chips provide the same effects for about the same cost, but wireheading has no HC and requires no pre-existing cyberware, and therefore no surgery.

This may appear to leave vendors at a loss -- after all, if you sell one wire, it's not like the user's going to be coming back for more. However, wires are frequently tampered with (Average Electronics Roll) so that they'll burn out after a single or set number of uses, forcing the user to come back to the vendor for another unit.

CYBERPUNK 2020 DRUG CONVERSIONS
using Ocelot's Drug Lab By Gary Astleford

The following drugs are taken from various Cyberpunk 2020 sourcebooks (specifics are noted in each entry). They have been created using Ocelot's Drug Lab. The sourcebooks were used as a guideline, so there may be inconsistencies with the written text. For the most part, this shouldn't cause a problem. Each drug is broken down to show exactly what it will do, and how the point and monetary costs were reached.

Acetylated Neocorticine, Neocorticine (When Gravity Fails, pg 64)

This nasty hallucinogen was developed as an interrogation tool, but it has somehow ended up as a street drug. It causes terrifying hallucinations which follow a basic theme which seems to repeat endlessly, culminating in terrible nausea once it has worn off. Comes in a deep red microdot.

Hallucinogen	10
Strength +2	2
Hallucinations - Immediate	-5
Nausea - Delayed	-4
Subtotal	3
Short Duration : 1d10 min	x1
Total Difficulty	3
Type A Illegal	x 10
Base Cost	30 Euro
Form : Gelcap	x1
Total Cost	30 Euro/Dose

Angel ("When The Chips Are Down," pg 4)

Not much information is given about the drug, other than it is used by pimps to ensure the continued services of their hookers, since it is highly addictive, very expensive, and each dose renders the user effectively "out of it" for several hours.

Hallucinogen	10
Aphrodesiac	10
Euphoric	5
Strength +3	3
Highly Physiologically Addictive	-15
Subtotal	13
Long Duration : 1D10 hrs	x3
Total Difficulty	39
Type B Illegal	x 7.5
Base Cost	292.5 Euro
Form : Injected	x1.5
Total Cost	438.75 Euro/Dose

Black Lace (CP2020, pg 123)

A high-powered, military version of 'Dorph which imparts euphoria, adrenal rush, and invulnerability to pain. Cool is raised, and users are more resistant to stun and shock effects. However, 'Lace is deadly, and slowly turns its users into cold-blooded killing machines as their empathies are chipped away.

Attribute Increase : Cool	20
Stun Reducer	10
Pain Negation	10
Euphoric	5
Strength +3	3
Highly Physiologically Addictive	-15
Possible Attribute Loss : Empathy - Immediate	-8
Aggressive Behavior - Immediate	-6
Delusions : Invulnerability - Immediate	-5
Subtotal	14
Long Duration : 1d10 hrs	x3
Total Difficulty	42
Type A Illegal	x 10
Base Cost	420 Euro
Form : Powdered	x1
Total Cost	420 Euro/Dose

Blue Glass (CP2020, pg 123)

Blue Glass was originally developed as a biological weapon. Users risk severe brain damage and reduced intelligence.

Hallucinogen	10
Strength +1	1
Possible Attribute Loss : Int - Immediate	-8
Subtotal	3
Medium Duration : 1d6 x 10 min	x2
Total Difficulty	6
Type C Illegal	x 5
Base Cost	30 Euro
Form : Paper Tab	x1
Total Cost	30 Euro/Dose

Boost (CP2020 pg 123)

Boost increases the user's Intelligence. Addicts develop a tolerance to the drug, however, and must feed their habit or fall into terrible bouts of withdrawal.

Stat Increase : Intelligence	20
Strength +2	2
Addiction Tolerance	-4
Mildly Physiologically Addictive	-10
Hallucinations - Delayed	-5
Subtotal	3
Long Duration : 1D10 hours	x3
Total Difficulty	9
Type B Illegal	x 7.5
Base Cost	67.5 Euro
Form : Gel Cap	x1
Total Cost	67.5 Euro/Dose

Beauties, Butaqualide HC1 (When Gravity Fails, pg 64)

Butaqualide comes in a bicolored capsule of powder blue and peacock blue, and is illegal without a prescription. It acts as a sleep agent and euphoric, but it scrambles the user's coordination.

Soporific	5
Euphoric	5
Strength +3	3
Slightly Physiologically Addictive	-5
Reduced Attribute : Reflex - Immediate	-5
Subtotal	3
Medium Duration : 1D6x10 min.	x2
Total Difficulty	6
By Prescription Only	x 5
Base Cost	30 Euro
Form : Gelcap	x1
Total Cost	30 Euro/Dose

Char (Wildside, pg 82)

Char is an iceman drug. It induces an inhuman calm, confidence, and self-control in users. People on Char are imposing, authoritative, and rarely lose their tempers. While it has no strong physical side-effect, it is highly psychologically addictive.

Attribute Increase : Cool	20
Strength +3	3
Reduced Attribute : Empathy - Immediate	-5
Highly Psychologically Addictive	-12
Subtotal	6
Short Duration : 1d10 min	x1
Total Difficulty	6
Type C Illegal	x 5
Base Cost	30 Euro
Form : Derm	x2
Total Cost	60 Euro/Dose

Mr. Ex (Wildside, pg 81)

Mr. Ex is a stimulant which is used primarily by busy corporates and netrunners.

Increased Endurance	10
Strength +1	10
Reduced Attribute : Cool - Immediate	-5
Slightly Psychologically Addictive	-4
The Munchies - Immediate	-2
Bloodshot Eyes - Immediate	-2
Possible Loss of Appetite - Delayed	-1
Subtotal	-3 (drop negative)
Long Duration : 1d10 hrs	x3
Total Difficulty	9
Type C Illegal	x 5
Base Cost	45 Euro
Form : Gelcap	x1
Total Cost	45 Euro/Dose

Paxium, Nofeqs (When Gravity Fails, pg 64)

A very mild tranquilizer which comes in a yellow, hexagonal tablet.

Soporific	5
Strength +1	1
Nausea - Delayed	-4
Subtotal	1
Medium Duration : 1d6 x 10 min.	x1
Total Difficulty	2
By Prescription Only	x 5
Base Cost	10 Euro
Form : Tablet	x.5
Total Cost	5 Euro/Dose

RPM, Ribopropylmethionine (When Gravity Fails, pg 64)

This drug usually comes in a small, square, plastic derm. It can be applied anywhere on the skin. Few people willingly take this drug, however, as it causes horrifying hallucinations which get steadily worse for the duration. In addition, it slowly burns out the user's nervous system.

Hallucinogen	10
Strength +3	3
Possible Attr. Loss : Reflex - Immed.	-5
Hallucinations - Immediate	-5
Subtotal	3
Short Duration : 1D10 min.	x1
Total Difficulty	3
Type A Illegal	x 10
Base Cost	30 Euro
Form : Derm	x2
Total Cost	60 Euro/Dose

Smash (CP2020 pg 123)

Smash is 2013's (and 2020's) answer to alcohol -- it's yellow, foamy, and comes in cans. It makes you loose, happy, and ready to party. However, when it wears off, users can become deeply depressed and occasionally suicidal.

Euphoric	5
Depressant	5
Strength +1	1
Slightly Physiologically Addictive	-5
Depression - Delayed	-2
Possible Suicidal Tendencies - Delayed	-2
Subtotal	2
Medium Duration : 1D6x10 min.	x2
Total Difficulty	4
Legal/Common	x1
Base Cost	4 Euro
Form : Liquid	x1.5
Total Cost	6 Euro/Dose (1 can)

Sunnies, Sonniene (WGF pg 64)

This powerful opiate was developed to negate pain and act as a euphoric. It comes in chalky white tablets give the user a feeling of invulnerability, which can put the user at risk in combat situations.

Attribute Increase : Cool	20
Pain Negation	10
Euphoric	5
Strength +2	2
Mildly Physiologically Addictive	-10
Delusions : Invulnerability - Immediate	-5
Subtotal	22
Long Duration : 1D10 hrs	x3
Total Difficulty	66
By Prescription Only	x 5
Base Cost	330 Euro
Form : Tablet	x.5
Total Cost	165 Euro/Dose

Speedheal (CP2020 pg 117, 122-123)

Speedheal is designed to enhance the natural healing processes. Side effects are reduced reflexes which (according to the text) lasts for one week after use.

Ocelot's Note : I assume that the length of time the reduced reflex side effect lasts is due to the fact that the patient is given a dose every day for about a week. If you figure that one "treatment" of Speedheal as listed in the CP2020 rules costs 1650 euro, and if you also figure that one "treatment" lasts a week, then it's going to cost you about 235 euro per day. This version of Speedheal is only 35 euro more per dose, leading to a weekly sum of 1890 euro. Cyberpunks on an out-patient program may need to give themselves regular air-hypo injections, or may be issued autoinjectors (which

the hospital will be happy to rent out for an outrageous amount of cash).

Increased Healing Rate	15
Strength +2	2
Reduced Attribute : Reflex - Immediate	-5
Subtotal	12
Long Duration : 1D10 hours	x3
Total Difficulty	36
By Prescription Only	x 5
Base Cost	180 Euro
Form : Injected	x1.5
Total Cost	270 Euro/Dose

Stim (CP2020 pg 122)

Stim increases endurance and keeps the user awake for longer periods. Side effects include mental delusions.

Increase Endurance	10
Strength +3	3
Delusions - Immediate	-5
Subtotal	8
Short Duration : 1D10 min	x1
Total Difficulty	8
Type C Illegal	x 5
Base Cost	40 Euro
Form : Derm/Slap Patch	x2
Total Cost	80 Euro/Dose

Syncomp 15 (CP2020 pg 122)

Syncomp is a broad spectrum poison antidote, used to treat nerve- and bio-toxins. Side effects include reduction of Reflex.

Antidote	15
Strength +3	3
Reduced Attribute : Reflex - Immediate	-5
Subtotal	13
Short Duration : 1D10 min	x1
Total Difficulty	13
By Prescription Only	x5
Base Cost	65 Euro
Form : Injected	x1.5
Total Cost	97.5 Euro/Dose

Synthcoke, Snapcoke (CP2020 pg 123, Hardwired pg 28)

A second generation, synthetic replacement for cocaine. Like the original, its side-effects are nasty, and include paranoia and psychological addiction.

Increased Endurance	10
Euphoric	5
Strength +1	1
Mildly Psychologically Addictive	-8
Paranoia - Immediate	-5
Subtotal	3
Long Duration : 1D10 hrs	x3
Total Difficulty	9
Type B Illegal	x 7.5
Base Cost	67.5 Euro
Form : Powdered	x1
Total Cost	67.5 Euro/Dose

Synthetic Endorphins, 'Dorph (CP2020 pg 123, Hardwired pg 28)

Designed as a combat drug and painkiller, 'Dorph reduces pain and stress effects. It also has a nasty side effect of damaging nervous systems, eventually reducing addicts into Parkinson's patients.

Pain Negation	10
Stun Reducer	10
Strength +2	2
Mildly Physiologically Addictive	-10
Possible Attr. Loss : Reflex - Delayed	-8
Subtotal	4
Short Duration : 1D6x10 min.	x2
Total Difficulty	8
Type B Illegal	x 7.5
Base Cost	60 Euro
Form : Derm	x2
Total Cost	120 Euro/Dose

Tri-Phet, Triphetamine (WGF pg 64)

Comes in the form of blue, triangular tablets. Increases Cool and gives the user a burst of energy. However, when it wears off it induces severe nausea and vomiting.

Increase Attribute : Cool	
Increased Endurance	
Strength +1	
Mildly Physiologically Addictive	
Nausea - Delayed	
Subtotal	
Long Duration : 1D10 hrs	
Total Difficulty	
Type B Illegal	
Base Cost	
Form : Tablets	
Total Cost	

DRUG CONVERSIONS FROM PARANOIA compiled by [Gary Astleford](#)

West End Games' *Paranoia* is a game of dark comedy in an equally dark future. The society presented in the game is controlled by a powerful computer that everyone (at least publicly) obeys. One of the many tools used to control the Computer's legion of servants is, of course, drugs. Several of these drugs would be perfect for the CP2020 environment, so I converted them over using my [Drug Lab](#). Most of them are nasty and, of course, addictive. Bon appetit!

Asperquaint, "Tireless Servant of the Computer" (Acute Paranoia, pg 8)

Keeps the subject awake, even after many hours without sleep. Users have a gung ho, can-do attitude, and are super enthusiastic. May cause tremors, weakness, and memory loss once it wears off.

Increased Endurance	10
Attribute Increase : Body	20
Strength +3	3
Mildly Physiologically Addictive	-10
Delusions : Invulnerability - Immediate	-5
Aggressive Behavior - Immediate	-6
Possible Tremors - Delayed	-1
Possible Reduced Attribute : Body - Delayed	-2
Possible Memory Loss - Delayed	-2
Subtotal	7
Medium Duration : 1d6 x 10 min	x2
Total Difficulty	14
Type A Illegal	x 10
Base Cost	140 Euro
Form : Capsule/Gelcap	x1
Total Cost	140 Euro/Dose

Benetridin, "VideoLand" (Acute Paranoia, pg 8)

Users will think that no matter how outrageous the risk that they cannot be hurt. Causes mild visual and audio fantasies.

Hallucinogen	10
Strength +4	4
Slightly Physiologically Addictive	-5
Possible Attribute Loss : Body	-8
Reduced Attribute : Reflex - Immediate	-5
Delusion : Invulnerability - Immediate	-5
Light Sensitivity - Immediate	-2
Subtotal	-11 (drop negative)
Long Duration : 1d10 hrs	x3
Total Difficulty	33
Type B Illegal	x 7.5
Base Cost	247.50 Euro
Form : Capsule	x1
Total Cost	140 Euro/Dose

Gelgernine, "Inner Happiness" (Acute Paranoia, pg 8)

Makes the user happy. Since he's so damn happy, he cares very little for his own physical well being. Causes paranoia, memory loss, and tremors in long-time users.

Pain Negation	10
Depressant	5
Euphoric	5
Strength +2	2
Mildly Psychologically Addictive	-8
Paranoia - Delayed	-5
Memory Loss - Immediate	-4
Tremors - Delayed	-2
Subtotal	3 (drop negative)
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	6
Type C Illegal	x 5
Base Cost	30 Euro
Form : Capsule/Gel Cap	x1
Total Cost	30 Euro/Dose

Rolactin, "Happy Life" (Acute Paranoia, pg 8)

Increases human interaction abilities, but causes a slight blue tint to the skin.

Increased Attribute : Cool	20
Increased Attribute : Empathy	20
Strength +2	2
Mildly Psychologically Addictive	-8
Strange Skin Pallor - Immediate	-2
Subtotal	32
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	64
Type B Illegal	x 7.5
Base Cost	480 Euro
Form : Capsule	x1
Total Cost	480 Euro/Dose

Sandallathon, "Sleepy Sleepy" (Acute Paranoia, pg 8)

Puts you to sleep. Causes tremors and anxiety (which is reflected in a reduced Cool stat).

Soporific	5
Strength +3	3
Slightly Psychologically Addictive	-4
Tremors - Delayed	-2
Reduced Attribute : Cool - Delayed	-5
Subtotal	-3 (drop negative)
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	6
Type C Illegal	x 5
Base Cost	30 Euro
Form : Capsule/Gel Cap	x1
Total Cost	30 Euro/Dose

Visomorpain, "Little Black Friend" (Acute Paranoia, pg 8)

Makes you happy and quiet. Users have a perpetually stupid expression on their faces and ask very few questions.

Pain Negation	10
Attribute Increase : Cool	20
Strength +4	4
Highly Psychologically Addictive	-12
Mildly Psychologically Addictive	-10
Reduced Attribute : Intelligence	-5
Subtotal	7
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	14
Type C Illegal	x 5
Base Cost	70 Euro
Form : Tablet	x.5
Total Cost	35 Euro/Dose

Xanitrick, "Wakey Wakey" (Acute Paranoia, pg 8)

Induces a hyper, speedy feeling with accompanying tremors, anxiety, and uncontrollable sneezing, which is followed by total exhaustion when the drug wears off.

Increased Endurance	10
Strength +2	2
Reduced Attribute : Cool - Immediate	-5
Uncontrollable Sneezing - Immediate	-2
Sleepy - Delayed	-4
Subtotal	-1 (drop negative)
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	2
Type C Illegal	x 5
Base Cost	10 Euro
Form : Tablet	x.5
Total Cost	5 Euro/Dose

OCLOT'S CORNER REXALL

What follows is a list of the drugs I've created myself from whole cloth, using my [Drug Lab](#) rules. I've used them in my games from time to time, and I suppose it's only fair to share them with the rest of the world.

Alcohol (i.e., Booze, Cold Tea) (STR 3, 3eb/dose)

These are rough statistics for alcoholic beverages. The cost of 3 euro is the price for a dose (ie, one drink) of cheap, bargain basement booze. Brand names (Jack Daniels, Cuervo, etc) will cost more. Some booze is incredibly expensive (ie, Dom Perignon), and is a status symbol amongst the rich. A bottle of liquor may hold as many as eight or ten "doses," and the price should be multiplied to reflect this. Of course, you can probably find cheaper alcohol somewhere else, but it'll probably blind you.

A character who drinks one dose may not be totally intoxicated. Any character may safely drink a number of "doses" equal to half his Body (drop fractions). One who does so is considered "drunk." Drinking any more beyond this is risking an overdose. I realize that as far as "real life" goes, these rules on alcohol aren't totally realistic. Ride with them, or change them to suit you.

Depressant	5
Euphoric	5
Strength +3	3
Slightly Psychologically Addictive	-4
Loss of Inhibitions - Immediate	-4
Possible Headache - Delayed	-2
Possible Nausea - Delayed	-2
Subtotal	1
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	2
Common/Legal	x1
Base Cost	2 Euro
Form : Liquid	x1.5
Total Cost	3 Euro/Dose

The Blood Of Christ (450eb/dose)

This drug, called the "Blood Of Christ" by [Trinity](#) (its designers), fills the user with a feeling of divine euphoria, as if God had touched them. Anyone under the influence feels whole and complete, as if they could do anything. They have no worldly fears, since God will protect them, and will do anything to accomplish any goal set to them without question. Constant users are eventually hooked by the drug, and addicts who don't get their fix are inclined to believe that God has left them, since they can't feel Him. The drug is manufactured in liquid form only - a thin red concoction that smells like sweet flowers and goes down like a liqueur. Trinity uses the substance to make its operatives feel closer to the Lord. This is not normally available outside Trinity, but it has been known to pop up on the street from time to time (generally at 2x cost/dose).

Attribute Increase : Cool	20
Euphoric	5
Strength +3	3
Mildly Psychologically Addictive	-8
Delusions : Blessed by God - Immediate	-2
Subtotal	15
Medium Duration : 1D6x10 minutes	x2
Total Difficulty	30
Type A Illegal	x 10
Base Cost	300 Euro
Form : Liquid	x1.5
Total Cost	450 Euro/Dose

Cockroach (STR 3, 30eb/dose)

Cockroach is another version of synthetic endorphins ("dorph"). It differs from standard 'dorph' in that it is more potent, and increases the user's sensitivity to pain once it wears off (leading most users to apply another derm, which leads to a quicker addiction potential). Cockroach is packaged as a red derm about the size of a movie ticket stub, with a small, crude cockroach stenciled on the back.

Pain Negation	10
Stun Reduction	10
Strength +3	3
Mildly Physiologically Addictive	-10
Possible Attribute Loss : Reflex	-8
Increased Pain Sensitivity - Delayed	-6
Subtotal	-1 (drop negative)
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	2
Type B Illegal	x7.5
Base Cost	15 Euro
Form : Derm	x2
Total Cost	30 Euro/Dose

CPS-23 ("Asimov's Magic Candy") (STR 3, 15eb/dose)

CPS-23 (CyberPsychotic Suppressant 23), known on the street as "Asimov's Magic Candy," is a drug used in the clinical treatment of cyberpsychosis. It raises the user's emotional perception and empathy, keeping him from slipping into psychotic episodes, while lowering his Cool (thereby making him susceptible to psychiatric treatment). Some subjects experience extreme depression when the drug wears off, and most of them attribute this to "weeping for their lost humanity." The drug is designed to be highly physiologically addictive, in order to keep the psychos coming back for more. CPS-23 comes in a blue and red gel cap.

Attribute Increase : Empathy	20
Strength +3	3

Highly Physiologically Addictive	-15
Possible Depression - Delayed	-2
Reduced Attribute : Cool - Immediate	-5
Subtotal	1
Long Duration : 1d10 hours	x3
Total Difficulty	3
By Prescription Only	x5
Base Cost	15 Euro
Form : Gel Cap	x1
Total Cost	15 Euro/Dose

LP9, Love Potion #9 (STR 2, 67.5eb/dose)

Love Potion #9, also known as LP9, is used as a tool by assassins, prostitutes, and anyone who wants someone completely helpless and unable to resist. The drug, when introduced into the victim's food or drink, gives them a "hot", "turned-on" feeling. Their resistance to seduction checks is lowered, and this, in addition to being incredibly horny, makes them an easy mark. Once the drug has worn off, however, it induces a warm, sleepy feeling. The victim will usually fall into a deep slumber, allowing the assassin or prostitute free reign to do what they please. LP9 comes in a clear, odorless liquid that has a slightly bitter taste. The taste isn't distinguishable when mixed with alcoholic drinks.

Aphrodesiac	10
Strength +2	2
Sleepy - Delayed	-4
Reduced Attribute : Cool - Immediate	-5
Subtotal	3
Medium Duration : 1D6x10 Minutes	x2
Total Difficulty	6
Type B Illegal	x 7.5
Base Cost	45 Euro
Form : Liquid	x1.5
Total Cost	67.5 Euro/Dose

Medical Stabilization Agent (MeStAg), "Meestag" (STR 4, 380eb/dose)

The Medical Stabilization Agent, or "Meestag" (as it's known in militarese) is a military drug used to treat victims of heavy trauma. While the cost is prohibitive for people on the street, it is one of the best drugs to use in the treatment and first aid of large wounds involving massive tissue and blood loss. Meestag stops blood loss, protects against infection, and stops all pain, which the user perceives as an irritating itching near the areas of his wounds. The subject will be unable to sleep both before and after the drug wears off, and the eyes tend to become sensitive to bright lights. Some subjects have been known to become delusional, imagining large insects and maggots wriggling through their wounds, causing the itchy sensation. Meestag comes in a bright green derm the size of a credit card.

Pain Negation	10
Antibiotic	10
Coagulant	10
Strength +4	4
Insomnia - Immediate	-4
Insomnia - Delayed	-4
Light Sensitivity - Delayed	-2
Itchy - Immediate	-3
Possible Delusion : Insects - Immediate	-2
Subtotal	19
Medium Duration : 1D6x10 minutes	x2
Total Difficulty	38
By Prescription Only	x 5
Base Cost	190 Euro
Form : Derm	x2
Total Cost	380 Euro/Dose

Rabbit (STR 2, 225eb/dose)

This street drug got its name because of its side effects - its users are cowardly, horny, and they don't eat. In other words, as the saying goes, "They run like rabbits, screw like rabbits, and eat like rabbits." The benefits the drug grants include increased running speed and enhanced perception. It is usually supplied as an amber liquid in glass vials, and must be injected in order to be effective.

Attribute Increase : MA	20
Enhanced Perception	15
Strength +2	2
Mildly Physiologically Addictive	-10
Cowardice - Immediate	-6
Arousal - Immediate	-4
Loss of Appetite - Immediate	-2
Subtotal	15
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	30
Type C Illegal	x5
Base Cost	150 Euro
Form : Injected	x1.5
Total Cost	225 Euro/Dose

Rez, Rezzin (STR 3, 30eb/dose)

Rezzin is a tarry, synthetic substitute for marijuana and hashish. It usually comes as a thick, sticky, tarry substance wrapped in aluminum foil or saran wrap. The drug is typically rolled into little pea-sized balls and smoked in a water pipe. Contrary to the popular myth on the street, the drug is psychologically addictive, and causes a lack of concentration as well as an insatiable hunger. Due to its cheap price and availability, rez is one of the most popular drugs on the street.

Euphoric	5
Pain Negation	10
Strength +3	3
Mildly Psychologically Addictive	-8
The Munchies - Immediate	-2
Lack of Concentration - Immediate	-5
Subtotal	3
Medium Duration : 1D6x10 minutes	x2
Total Difficulty	6
Type C Illegal	x 5
Base Cost	30 Euro
Form : Smoked	x1
Total Cost	30 Euro/Dose

Stigmata (140eb/dose)

Stigmata is a combat drug that originated on the East Coast. Its effects are simple: The drug increases the user's REF by 2 and acts as a Euphoric. The effect is a feeling of invincibility. However, when the drug wears off, it causes paranoia. This drug is physiologically addictive. Form : A silvery, metallic powder resembling ground graphite.

Attribute Increase : Reflex	20
Euphoric	5
Strength +2	2
Paranoia - Delayed	-5
Delusion : Invincible - Immediate	-5
Mildly Physiologically Addictive	-10
Subtotal	7
Medium Duration : 1D6x10 minutes	x2
Total Difficulty	14
Type A Illegal	x 10
Base Cost	140 Euro
Form : Powdered	x1
Total Cost	140 Euro/Dose

Taz (STR 4, 480eb/dose)

Taz, named after the "Tasmanian Devil" of Bugs Bunny fame, is a blue, crystalline powder which is snorted, or freebased and injected. It makes its users fast, strong, and unafraid. When the drug wears off, however, the user's nervous system is left in a shambles, and even the smallest of discomforts becomes agony. Taz users have been known to tear entire buildings apart, and survive multiple gunshot wounds.

Attribute Increase : Reflex	20
Attribute Increase : Body	20
Stun Reducer	10
Strength +4	4
Mildly Psychologically Addictive	-8
Mildly Physiologically Addictive	-10
Aggressive Behavior - Immediate	-6
Increased Pain Sensitivity - Delayed	-6
Subtotal	24
Medium Duration : 1D6x10 minutes	x2
Total Difficulty	48
Type A Illegal	10
Base Cost	480 Euro
Form : Powdered	x1
Total Cost	480 Euro/Dose

Tobacco (ie, Cigarettes, Cigars, Chewing Tobacco) (STR 1, 4eb/dose)

These are rough statistics for cigarettes. Cigarettes are easily available at any corner market, shopping center, or liquor store. The cost of 4 euro per dose is actually the cost for a single pack of twenty pre-rolled and filtered cigarettes, or a single good-quality cigar (which can take the better part of an hour or two to smoke completely). It's important to know that chewing tobacco isn't smoked, and the closest drug form I can compromise on is "Paper Tab," which doesn't change the cost.

Attribute Increase : Cool	20
Strength +1	1
Mildly Psychologically Addictive	-8
Possible Carcinogen	-5
Bad Breath - Immediate	-2
Loss of Appetite - Immediate	-2
Subtotal	4
Short Duration : 1d10 mins	x1
Total Difficulty	4
Common/Legal	x1
Base Cost	4 Euro
Form : Smoked	x1
Total Cost	4 Euro/Dose

Vanitol ("Johnny Squats") (STR 2, 60eb/dose)

Originally a hospital-grade tranquilizer and stool softener, Vanitol (known as "Johnny Squats," or just "Squats" on the street) found its way into the illicit drug trade. The drug provides its user a high quite unlike any other, but afflicts him with terrible bouts of diarrhea and cold sweats. This might sound bad, but both the drug-induced euphoria and pain negation qualities turn the digestive assault into an unbeatable good time. By the time Johnny Squats is finished with the user, he is quite thirsty and might swallow up to a gallon of liquids when taking his next dose. It comes as little yellow gel caps with "Vanitol" printed on them.

Pain Negation	10
Depressant	5
Euphoric	5
Strength +2	2
Mildly Psychologically Addictive	-8
Diarrhea - Immediate	-4
Cold Sweats - Immediate	-2
Dehydration - Delayed	-2
Subtotal	6
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	12
Type C Illegal	x5
Base Cost	60 Euro
Form : Gel Cap	x1
Total Cost	60 Euro/Dose

Venus-F & Venus-M (600eb/dose)

Venus, originally marketed as a "super birth control pill", made a brief show-up on the pharmaceutical scene. Only the rich could afford its pleasures. Two versions were manufactured, "M" and "F" ("M" meaning "Male" and "F" meaning "Female," obviously). The drug had a triple effect. In addition to euphoria, it also caused an aphrodesiac effect as well as its contraceptive abilities. It was later discovered that the drug had a chance of causing sterility. Venus was judged too effective, and banned from the market. However, once in a while someone comes across a few doses. Form : Little pink capsules in the shape of a heart with either "M" or "F" stamped into it. Mix-ups between "M" and "F" pills have been known to happen ... as for side effects, use your imagination ...

Contraceptive	10
Euphoric	5
Aphrodesiac	10
Strength +3	3
Sterility - Immediate	-8
Subtotal	20
Long Duration : 1D10 hours	x3
Total Difficulty	60
Type C Illegal	x 5
Base Cost	300 Euro
Form : Gelcap	x1
Total Cost	300 Euro/Dose

These are heavy sleep loads for a paintball gun. A "dose" consists of one paintball.

Soporific	5
Strength +4	4
Insomnia - Delayed	-4
Subtotal	5
Medium Duration : 1d6 x 10 mins	x2
Total Difficulty	10
By Prescription Only	x 5
Base Cost	50 Euro
Form : Contact	x2.5
Total Cost	125 Euro/Dose

[Mockery's Note : And now, for something completely different ...]

Magic : The Gathering (STR 4, 2.5eb/pack)

This drug comes in packs of fifteen cards. It gives a temporary burst of energy, which can lead the addict to buying more. An immediate side effect is a delusion that buying one more pack won't hurt, since the rare card the addict needs is quite possibly within. Additionally, once the high wears off, the user becomes paranoid that other users may want to steal his cards. Depression is also a possibility, especially when a user has purchased many packs, but didn't get any of the rares he desired. While some users can be seen smelling the freshly-printed cards, the drug is actually transferred through touch. Careful MTG players can avoid an overwhelming addiction by placing their cards in plastic sheaths (ie, "card condoms"). Overdose has no physical side effects, other than impoverishing the user.

Increased Endurance	10
Euphoric	5
Strength +4/td>	4
Highly Psychologically Addictive	-8
Paranoia - Delayed	-5
Delusions - Immediate	-5
Possible Depression - Delayed	-2
Subtotal	-1 (drop negatives)
Short Duration : 1d10 mins	x1
Total Difficulty	1
Common/Legal	x1
Base Cost	1 Euro
Form : Cardstock (Contact)	x2.5
Total Cost	2.5 Euro/Pack

Zoki's Sleeping Pills (.68 Paintball Gun Ammo)

COMBINED DRUG PRICE LIST

This contains a list of all the drugs found in Ocelot's Corner

Rexall, the Cyberpunk 2020 Drug Lab Conversions, and the Drug Conversions from *Paranoia*.

Cost is per dose. The disad cost listed is for use with my Advantage/Disadvantage system, and reflects the amount of points an addiction to said drug would be worth in SPs. Entries with a "N/A" indicate that the drug in question is not in any way addictive.

Drug Name	Cost	Disad Cost
Acetylated Neocorticine	30 euro/dose	N/A
Alcohol	3 euro/dose	-2
Angel	438.75 euro/dose	-7
Asperquaint	140 euro/dose	-6
Benetridin	247.5 euro/dose	-6
Black Lace	420 euro/dose	-8
Blood Of Christ	450 euro/dose	-8
Blue Glass	30 euro/dose	N/A
Boost	67.5 euro/dose	-5
Butaqualide HC1	30 euro/dose	-3
Char	60 euro/dose	-4
Cockroach	30 euro/dose	-5
CPS-23	15 euro/dose	-3
Gelgermine	30 euro/dose	-4
Love Potion #9	67.5 euro/dose	N/A
MeStAg	380 euro/dose	N/A
Mr. Ex	45 euro/dose	-4
Paxium	5 euro/dose	N/A
Rabbit	225 euro/dose	-5
Rezzin	30 euro/dose	-4
Ribopropylmethionine	60 euro/dose	N/A
Rolactin	480 euro/dose	-8
Sandallathon	30 euro/dose	-4
Smash	6 euro/dose	-2
Sonniene	165 euro/dose	-4
Speedheal	270 euro/dose	N/A
Stigmata	140 euro/dose	-6
Stim	80 euro/dose	N/A
Syncomp 15	97.5 euro/dose	N/A
Synthcoke	67.5 euro/dose	-5
Synthetic Endorphins	120 euro/dose	-5
Taz	480 euro/dose	-9
Tobacco	4 euro/dose	-2
Triphetamine	191.25 euro/dose	-6
Vanitol	60 euro/dose	-4
Venus M&F	300 euro/dose	N/A
Visomorpain	35 euro/dose	-4
Xanitrick	5 euro/dose	N/A
Zoki's Sleeping Pills	125 euro/dose	N/A

DRUG LAB 101, VERSION 3.0
current as of 7.20.02
by Gary Astleford

LET'S JUMP RIGHT INTO IT, SHALL WE?

For lack of a better excuse, this file is a result of wanting a more detailed drug system that covers more possibilities. It's based off of the information supplied in the CP2020 rulebook, the "Hardwired," "When Gravity Fails," and "Protect and Serve" supplements, and the Interface magazines (specifically Issue 3 of Volume 1). If drugs aren't an important part of your campaign, you may want to stick with the normal rules found in the core rulebook. However, a good deal of Cyberpunk literature (Gibson, Williams, and Effinger's stuff especially) involves the main characters and their struggles with drugs.

When creating a drug, you must ask some questions :

- 1.) What does the drug do? What benefits does the drug grant the user? Why would anyone want to take such a drug?
- 2.) What sorts of negative side effects are there? Do these effects occur after taking the drug, or when it wears off?
- 3.) How strong is the drug? Is it powerful or mild? How easy is it to overdose on this drug?
- 4.) How long do the effects last?
- 5.) Is the drug illegal, or can you buy it at any drug or liquor store?
- 6.) What form does the drug come in? Do you swallow it, snort it, or shoot it?

With these optional rules, you can create new and interesting chemicals to cripple your characters with. The basic formula from the standard rules still applies. You choose the Drug Effect(s) you want, and add the costs together. Next, you choose any Side Effects that want your drug to have. Side effects reduce the base difficulty number. After side effects, you choose the drug's Strength, which adds from between 1 and 5 to the base difficulty, and then you choose its duration, which multiplies the base difficulty by 1, 2, or 3 times (the longer the drug lasts, the harder it is to produce).

Once all the numbers have been assimilated, you have the drug's base difficulty. A base difficulty can never be a negative amount, and at the very least must equal 1. If, by chance, you end up with a negative number, drop the negative and use it as if it were positive (drugs that really mess you up aren't all that easy to make, either). The base difficulty multiplied by the drug's legality modifier will give you the drug's base cost in Eurodollars. The last step you take is to choose what form the drug comes in. The drug's form will affect its final street cost.

In the Beginning, man created drugs. And for a while, they were good.

That is, until they wore off...

DRUG EFFECTS -

People take drugs for any number of reasons. The most common among these is to "escape". The drug makes you feel good, and for a while you forget your problems. It's a form of relaxation, like a chemical massage. The reasons cyberpunks take drugs are similar, but there's also more to it than that. Some people take drugs to give them that extra something, that special "edge" that makes them just that much better. While much of this can be psychological, some of it can be attributed to a drug's effect on the person's physiology.

Below are listed certain drug effects, what happens if you OD (see OVERDOSE) while taking one, and what they mean to the discerning pharmaceutical gourmet. Base difficulties are listed in parentheses. Note that a drug effect can only be bought ONCE.

ANTIBIOTIC (Difficulty 10)

These drugs prevent infection, or stop an existing one. While I could fill an entire file on microbiology, and the effects of antibiotics on germs, this would do very little for game play. Assume that an antibiotic, when employed against an infection that is susceptible to it, will cause the infection to cease spreading and the user to become well more quickly, where the strength of the drug is the multiplier. For example, someone with strep throat who takes a +2 STR antibiotic will get well twice as fast, and so on.

OD: Overdosing on antibiotics will cause severe nausea and diarrhea for 1d6 days.

ANTICOAGULANT (Difficulty 10)

The opposite of coagulants. Anticoagulants prevent blood from clotting. While usable as a quick antidote from a coagulant overdose, such drugs can also be employed to allow an affected user to bleed to death. Assume that someone who has used anticoagulants and is subsequently wounded for four or more points of damage will lose an additional point per turn until he dies from blood loss or the bleeding is stopped.

OD: Extreme hemophilia will result in the case of anticoagulant overdose. Even the smallest cuts (1 point of damage or more) will bleed heavily, and the user will suffer 1 point of damage per turn until he exsanguinates or the wound is stanchd.

ANTIDOTE (Difficulty 15)

Antidotes add their strength to saves made against poisons, toxins, etc. Normally, these drugs are tailored to reduce the effects of one specific substance, or negate them altogether.

OD: Most antidotes are almost poisons in their own right, and anyone overdosing on them will suffer the effects of minor poisoning. Treat this poisoning as the drug's STR in D6 poison damage. For example, overdosing on a +3 STR antidote would cause 3D6 damage to the user.

APHRODISIACS (Difficulty 10)

These drugs increase a person's sex drive and libido. The user will be physically uncomfortable unless involved in a sexual situation, and in the case of some stronger drugs, this may not even help unless the user is continually stimulated. While under the influence, the user has a negative modifier to seduction checks equal to the drug strength.

OD: The character's sexual urges cannot be satisfied, and his state of arousal will not diminish for up to several days or weeks.

ATTRIBUTE INCREASE (Difficulty 20)

This increases an attribute by the drug's strength rating for the drug's duration. Almost any attribute can be increased. Such attributes include Reflex, Intelligence, Body, Movement Allowance, Empathy, Cool, and Tech.

OD: If an overdose occurs, roll 1d10. On a roll of 1-5, you have lost a point from the attribute in question, permanently.

COAGULANT (Difficulty 10)

These drugs cause blood to clot, and prevent blood loss. In games where blood loss is a genuine concern, assume that a patient's blood loss is reduced by as many points as the drug has in STR. In other cases where blood loss does not apply, the drug STR may be added to a First Aid or Medtech roll when stabilizing a patient, adding its STR to the stabilization roll.

OD: An overdose of coagulants can cause blood to clot inside a healthy body, unavoidably causing death. Make a death save as if you were at Mortal 2, with a -4 modifier. Failure indicates death.

CONTRACEPTIVE (Difficulty 10)

These drugs prevent pregnancy. They have a base effectiveness of 80%, plus 5% for every point of drug strength.

OD: An overdose of contraceptive drugs can cause sterility. Roll 1d10. On a roll of 1, the user is sterile and cannot sire children.

DEPRESSANT (Difficulty 5)

Depressants slow you down. They reduce tension, stress, and help you relax. The down side is that they also reduce your Reflex score by an amount equal to the drug's strength. While you may wonder why someone might want to take a drug like this, remember that alcohol is a depressant, and it's the most popular drug around.

OD: Taking too many depressants will cause the character to make a stun/shock at -2 or slip into a deep sleep/coma for 1d10 hours.

ENHANCED PERCEPTION (Difficulty 15)

The user of these sorts of drugs starts to notice the most intricate of details. While this adds the drug's strength to his Awareness score for the duration, the user may be overcome by his increased sensory powers. Loud noises, bright lights, intense tastes, and strong odors have twice the normal effect on him.

OD: Anyone suffering the effects of overdosing on Enhanced Perception drugs will be completely overwhelmed by his senses, and cannot perform any actions. There is a 25% chance that he will suffer from terrible hallucinations.

EUPHORIC (Difficulty 5)

These drugs make you feel really, REALLY good. They give a "rush" that lasts for as long as the drug's duration.

OD: Overdosing on a euphoric generally makes you very sick, including nausea, cold sweats, and either sleeplessness or sleepiness.

HALLUCINOGEN (Difficulty 10)

Wow, man, look at the butterflies. These drugs make the user see things that aren't there. While under the influence, or "tripping," the user is prone to see anything his frying imagination can cook up.

Such hallucinations depend on the mood of the subject (as well as the GM!), but aren't usually terrible unless the drug itself is bad.

OD: If overdosed on, assume that the hallucinogenic "trip" goes completely bad. In the case of extremely traumatic hallucinations, mental illness may result (ie, phobias, etc.).

HYPNOTIC (Difficulty 15)

Hypnotic drugs, in high doses, are used to produce sleep during surgery. In low doses, they make many users speak and talk less guardedly about things they might otherwise have trouble speaking about. Due to this side-effect, hypnotics are routinely used as "truth serums" by corporate, military, and government agencies. In game terms, hypnotic drugs reduce the user's COOL by their strength, while at the same time granting a bonus equal to the drug's strength to anyone using Interrogation, Human Perception, or Interview on the subject.

OD: Hypnotics, if taken in large doses, cause a deep anesthesia for 1d10 hours.

INCREASED ENDURANCE (Difficulty 10)

These drugs include most stimulants. While under the influence of these types of drugs, the user has increased energy and stamina.

This is reflected by adding the drug's strength to his Endurance skill checks. However, someone under the influence of such a drug may have trouble sleeping.

OD: In the case of an OD, the user must make a stun/shock save at -2. In the case of a failure, he suffers from a heart attack, and must then make a death save as if at Mortal 0 or die.

INCREASED HEALING RATE (Difficulty 15)

These drugs speed up the body's natural healing process by .5 points per point of drug strength per day. Available only by prescription.

OD: If healing drugs are taken to the point of overdose, assume that the user enters a severe state of shock as the body attempts to heal nonexistent wounds and injuries, and must make a death save at Mortal 0 or die.

PAIN NEGATION (Difficulty 10)

Pain killers, plain and simple. These drugs allow the user to ignore wound penalties by one level per strength point the drug has. For example, someone who is seriously wounded and takes a +1 STR pain killer acts as if he is only lightly wounded, and so forth.

OD: The user must make a successful unmodified stun/shock save or slip into a coma for 1d10 hours.

SOPORIFIC (Difficulty 5)

Soporifics put you to sleep. Otherwise known as sleeping pills or tranquilizers. A user who wishes to resist the effects of these drugs must roll a body check using the strength of the drug as a negative modifier. Failure indicates immediate unconsciousness for the duration of the drug. Success means that the user gets a negative modifier equal to the drug's STR to ALL actions until the drug wears off.

OD: We all know what happens when you take too many sleeping pills. You go to sleep and never wake up. Assume that without proper treatment, someone who has ODED on soporifics will die (no death save is given) or enter a deep coma which will last for 1d10 days.

STUN REDUCERS (Difficulty 10)

Like pain killers, but these are usually taken before one is actually wounded. They allow the user to gain a bonus to his stun/shock and death saves, +1 for each point of drug strength. People under the influence of powerful stun-reducing drugs have been known to walk through a shower of high caliber bullets as if pebbles were being rained upon them. Of course, most of them died later on.

OD: In the case of most stun reducing drugs, an overdose will cause the user to become extremely hostile and enter a psychotic rage akin to the side effect (see **SIDE EFFECTS**).

DRUG FEATURES

Drug Features are beneficial modifications that can be worked into drugs. They add a significant amount of difficulty, but the benefits they grant are sometimes worth it. Difficulty Cost Modifiers are listed in parentheses. Note that a drug feature can only be taken once per drug.

LESSEned WITHDRAWAL SYMPTOMS (Cost Modifier +10)

Only usable for addictive drugs. Withdrawal symptoms are half as bad as they would normally be. A drug with the "Severe Withdrawal Symptoms" side effect cannot contain this feature.

LONGER DURATION (Cost Modifier +10)

When the drug is taken, roll the duration and then double the result.

TIMED DURATION (Cost Modifier +10)

Drug duration lasts as long as is specified in the description, but no longer than

the maximum duration. For instance, a drug with a medium duration can last anywhere from ten to sixty minutes, but no longer. Drugs with this side effect usually require exact dosages based on the weight of the subject. Note that giving a subject too much of a drug with this feature will produce an immediate overdose, while giving a subject too little will have no effect at all.

UNDETECTABLE (Cost Modifier +10)

Most drugs leave traces in the user's system for days, weeks, or even months. These traces can be detected through blood or urine tests, and sometimes through hair or skin samples. A drug with this feature leaves no trace in the user's body. Unless tested while under the influence of the drug, the user can freely imbibe this drug with no fear of failing a mandatory drug test.

AND NOW FOR SOMETHING COMPLETELY DIFFERENT

- SIDE EFFECTS!

Side effects are the bad things that drugs do to you. They come in two varieties - UNTIMED and TIMED.

UNTIMED side effects are the big, bad ones. They happen as soon as the drug is imbibed, and cause permanent damage to the user of the drug. Each Untimed effect can only be used in a drug's creation once.

There are two types of TIMED side effects: IMMEDIATE and DELAYED. Immediate side effects manifest as soon as the drug takes effect, while Delayed side effects occur after the drug wears off (ie, "hangover"). When choosing a Timed side effect for a drug, you must specify if the effect you are adding to your cocktail is either Immediate or Delayed. Note that the same side effect can be taken twice, one for an Immediate effect and one for a Delayed one. Immediate effects last until the drug wears off. Delayed effects kick in as soon as the drug wears off, and last as long as the drug's previously rolled duration.

Timed side effects can be bought as "possible side effects" at 1/2 cost, dropping fractions. A possible side effect only occurs on a 1D10 roll of 1-5. For instance, if "Kidney/Liver Failure" is bought as a possible side effect, it will grant only a -4 cost modifier (instead of -8), and its effects will only be felt 50% of the time.

The list of side effects follows. Difficulty Cost Modifiers are listed in parentheses. Note that stat reductions are cumulative.

UNTIMED SIDE EFFECTS -

ADDICTION TOLERANCE (Cost Modifier -4)

People who are addicted to the drug gain a tolerance to its effects. While still hooked on the drug, they gain no benefit from it unless they double or triple their dosage. Even when the dosage is upped, users only gain benefits equal to those normally indicated for a second (or third) dose (which is to say, half), but they are still at risk of overdose.

CARCINOGENIC (Cost Modifier -10)

The drug causes cancer in laboratory tests, and the Surgeon General recommends that you stick a loaded gun in your mouth as opposed to taking the substance. Every time you use the substance, roll 1D100 (or have your GM do it for you, secretly). On a roll of 01-03, you've got a little bitty tumor growing somewhere in your body. Of course, tumors continue to spread and grow, don't they...

CARDIAC ARREST/HEART ATTACK (Cost Modifier -12)

This particularly deadly side effect indicates that the drug puts massive strain on the user's heart, risking a severe heart attack. Roll 1D10. On a result of 1-3, cardiac arrest results. Roll another 1D10, and then make a death save as if you were at the resulting Mortal level. For example, if the second 1D10 roll results in a 6, the user makes a death save as if at Mortal 6. Failure indicates death.

COMA (Cost Modifier -10)

By using this drug, characters risk falling into a deep coma. When the drug is taken, roll 1D10. On a result of 1-3, the character becomes comatose for 1D10 days per strength point of the drug. Unless properly cared for, death will most likely result from starvation and dehydration.

DEATH (Cost Modifier -15)

The drug that this side effect is attached to is no better than poison. Each time you use it, you must make a Death Save as if you were at Mortal 2. Failure indicates your heart stops and you die. Pretty simple, eh?

GENETIC DAMAGE (Cost Modifier -6)

Drugs with this side effect screw with a person's genes. In practical terms, this can result in severe birth defects among the user's progeny. Make a note every time the drug is taken. If the user ever manages to sire a child, roll 1D10. If the roll is less than or equal to the number of times the drug has been taken by the user in his lifetime, there may be some sort of defect/mutation in his child. To determine the defect, use the "Offspring Mutation Table" on page 22 of "Deep Space," treating all rolls of "Favorable" as "Harmless."

NERVE DEGENERATION (Cost Modifier -15)

This side effect is reserved for those really nasty drugs that only idiots and guinea pigs imbibe of. Every time you use this drug, your Reflex stat is reduced by 2. If it ever reaches 1, you've contracted a serious case of Parkinson's Disease, and all you can do is drool. At least you can use those neat handicapped parking spaces now. If it goes to 0 or below, roll up a new character, chombotta, and remember to say no to drugs.

NIGHTMARES (Cost Modifier -6)

This drug causes terrible nightmares in users. The first time a user of such a drug sleeps after a dose, he must roll under his COOL -4. Failure indicates that he wakes up screaming after 1D6 hours of restless slumber, and will be unable to sleep again for hours afterwards. Nightmares caused by the side effect cannot be recalled by the user, and reflect on his most primal fears. Addicts of such drugs often use them in conjunction with stimulants since they know that monsters are waiting for them behind their closed eyelids...

PERMANENT SENSE LOSS (Cost Modifier -6)

The drug causes the user to lose a sense (touch, smell, hearing, taste, or sight) permanently. Roll 1D10. On a roll of 1-3, the affected sense is gone, forever. This is due to nerve damage, so senses enhanced with cybernetics (ie, optics, hearing modules, tactile boosts, etc.) are affected as well. It is possible to regain the sense with expensive nanosurgery involving nerve reconstruction.

PHYSIOLOGICALLY ADDICTIVE (Cost Modifier -5/-10/-15)

These drugs are physiologically addictive. A drug with this side effect causes the user to physically require the drug in order to function. Like "Psychologically Addictive", this side effect has three costs which reflect on how addictive the chemical in question is. -5 is Slightly Addictive, -10 is Mildly Addictive, and -15 reflects that the drug is Highly Addictive.

POSSIBLE ATTRIBUTE LOSS (Cost Modifier -8)

This side-effect covers the possible loss of an attribute from a variety of factors which could result from drug ingestion. Attributes that can be damaged this way include Intelligence and Tech (brain damage), Reflex and Movement Allowance (nerve degeneration), Body (immunodeficiency and muscle atrophy), and Empathy and Cool (psychological damage). Every time you take the drug in question, roll 1d10. On a roll of 1-3, you've lost a point from one of these attributes permanently.

PSYCHOLOGICALLY ADDICTIVE (Cost Modifier -4/-8/-12)

This side effect reflects the psychological effect the drug has on its user. A user who is psychologically addicted to a substance is convinced he needs the drug, and feels he can't perform without it. This side effect has three costs, reflecting on how addictive the substance in question is. -4 is Slightly Addictive, -8 is Mildly Addictive, and -12 reflects that the drug is Highly Addictive.

SEVERE WITHDRAWAL SYMPTOMS (Cost Modifier -6)

Only usable for addictive drugs. Withdrawal symptoms are twice as bad as they would normally be. A drug with the "Lessened Withdrawal Symptoms" feature cannot contain this side effect.

STERILITY (Cost Modifier -8)

Using this drug can cause the junkie to become unable to sire children by damaging his sexual glands directly. In severe cases, sexual function is completely impaired, and impotence will result. Roll 1d10 each time the drug is used. On a roll of 1-3, the user's sexual fertility is destroyed.

TIMED SIDE EFFECTS -**ACNE (Cost Modifier -2)**

The drug causes the user's face to break out due to excess oil production or stress. Normally, this could start out as a small problem, but frequent use of the drug can cause a more serious acne problem to develop (negative modifiers to ATT, as well as the increased chance of infection).

AGGRESSIVE BEHAVIOR (Cost Modifier -6)

A character experiencing such behavior will act to satisfy his own needs with little regard for the feelings of others, is irritable and easily provoked. He will not back down from a fight, and may even attempt to initiate one. He will have no respect for authority, and any suggestion that he is incapable of anything will be seen as a challenge. Gee, sounds like your typical Cyberpunk character...

BAD BREATH (Cost Modifier -2)

This side effect indicates that halitosis develops. The character's breath will be incredibly rank, granting him a -3 modifier to all social rolls involving direct, face-to-face contact. No amount of brushing or listerine will help.

BLOODSHOT EYES (Cost Modifier -2)

The drug induces red, puffy, bloodshot eyes. Vision is not impaired.

COLD SWEATS (Cost Modifier -2)

This side effect causes the character to sweat for no apparent reason. No amount of anti-perspirant will do, since every pore on his body is working a double shift. Sweaty characters suffer no real modifications, though they may grow dehydrated or get the chills in cold or air-conditioned environments (-1 to all checks involving Reflex). Their palms will be slippery, and they will stink. Incredibly sweaty characters may also incur negative modifiers to social rolls.

CONSTIPATION (Cost Modifier -2)

Constipation prevents a character from performing normal bowel movements for the duration of the side effect. No matter how bad the character feels he has to go, no amount of straining, grunting, or groaning will help. The character will feel as if he is carrying a lead weight in his colon, and will receive a -1 modifier to all actions involving physical exertion, including Initiative rolls.

COWARDICE (Cost Modifier -6)

The character will exhibit his most timid side, and will be more likely to run from trouble. Any time the character tries to accomplish a task which may cause him physical harm, he must make a Save against Cool at -2 in order to show some guts and stick around. If he fails, he must run or hide, whichever is more convenient.

DANDRUFF/ECZEMA (Cost Modifier -2)

The user's skin cracks and peels away. This side effect could be confined to the user's scalp, a specific part of the body, or the body as a whole. Complications include reduced Attractiveness. In addition, the user tends to leave little bits of himself behind at crime scenes, and police will have no problem isolating his DNA.

DEHYDRATION (Cost Modifier -2)

The subject cannot retain water at all, and will suffer from symptoms such as cotton mouth and dry eyes. This side effect is usually accompanied by either nausea, diarrhea, diuretic, cold sweats, or a combination of the four.

DELUSIONS (Cost Modifier -5)

Anyone suffering from delusions is under the impression that something that is highly unlikely is actually happening. Such delusions can be as minor as believing that Saburo Arasaka is controlled by aliens, or as serious as believing that you actually *ARE* Saburo Arasaka.

DEPRESSION (Cost Modifier -4)

The character becomes depressed, and doesn't feel like doing anything. Anything he attempts to do will suffer a -2 modifier, because he just doesn't really care. Severe cases of depression can cause feelings of hopelessness, and characters who are normally unstable may feel like dropping the final curtain by committing suicide.

DIARRHEA (Cost Modifier -4)

The drug causes sudden, painful, and explosive diarrhea. The unlucky soul will be unable to control his bowels for more than a few moments at a time.

DIFFICULT RESPIRATION (Cost Modifier -6)

Anyone experiencing the effect of difficult respiration is suffering from either shortness of breath, asthma-like symptoms, a tightening of the diaphragm muscles, or a combination of the three. On a roll of 1 on 1D10 indicates the subject cannot, in fact, breathe at all, and will suffocate unless proper medical attention has been administered. Running is out of the question, as is most other high- and low-impact exercise.

DIURETIC (Cost Modifier -2)

The drug increases the amount of urine produced and secreted by the body. The user affected by this will exhibit excessive urination, at least once per hour of the effect's duration, if not more.

DIZZINESS (Cost Modifier -4)

The drug causes severe dizziness. The character suffering this effect will have trouble walking in a straight line or, for that matter, standing. This results in the user's Reflex and MA being halved for the duration of the side effect. In addition, he looks damn weird as he lurches around, bumping into objects and people.

EASILY BRUISED (Cost Modifier -2)

Even small bumps and thumps leave large bruises on the user. These bruises tend to be painful and noticeable, but don't affect the user otherwise.

EXCESSIVE SALIVATION (Cost Modifier -2)

The drug causes the user's salivary glands to work double time. Unless he continues to swallow his saliva as it is produced, it will dribble down his chin and onto his body in an incredibly disgusting fashion. This side effect can also be used to emulate the "mad dog" effect of foaming at the mouth.

FLATULENCE (Cost Modifier -2)

The user gets terrible abdominal gas, and must vent uncontrollably for the duration. While being mildly painful, the real disadvantage to this side effect comes with the stench it causes, as well as the potential embarrassment. Then again, there are people who enjoy this sort of thing, so who am I to judge?

HAIR LOSS (Cost Modifier -2)

The drug causes hair loss in both men and women. Eighty or ninety percent of the user's head hair falls out effortlessly in large clumps. Most users of the drug are left with a mangy-looking scalp and small patches of unhealthy-looking hair here and there, modifying the character's ATT by -2 or more.

HALLUCINATIONS (Cost Modifier -5)

This side effect causes unlooked-for hallucinations. Such hallucinations can be traumatic or harmless, depending on the situation. Any Hallucinogenic drug with this side effect causes a "bad trip" 95% of the time.

HEADACHES (Cost Modifier -4)

The drug causes blinding headaches. The character cannot focus on anything for long periods of time, and has trouble seeing. Loud noises and bright lights will make this side effect worse.

HEARTBURN/ACID INDIGESTION (Cost Modifier -2)

The drug causes an excess production of stomach acids. While this is uncomfortable and rarely serious, it can result in ulcers in the stomach and esophagus.

HIVES (Cost Modifier -4)

The character develops itchy and painful hives all over his body. Not only does he suffer from the "Itchy" side-effect, but the have-related rash covering his body is obvious and unattractive, as well as being incredibly uncomfortable.

IMPOTENCE/FRIGIDITY (Cost Modifier -2)

While the user might desire to have sex, he or she is physically incapable for the duration of the side effect.

INCREASED PAIN SENSITIVITY (Cost Modifier -6)

The drug makes little pains feel much, much bigger. Big pains will incapacitate the character as he writhes around in agony. While this effect lasts, the character makes all stun/shock saves at -2, and gains a -4 to resist torture.

INSOMNIA (Cost Modifier -4)

The character cannot sleep, no matter how tired he is. Characters suffering from lack of sleep tend to be cranky and unable to concentrate. Subtract -1 from all actions until the character gets at least six hours of sleep.

INTERNAL BLEEDING (Cost Modifier -4)

For some reason, the drug causes the user's guts to hemorrhage and bleed. For every two hours of side effect duration (or every fraction thereof), the user takes one box of damage. Blood may show up in the users stools, urine, and/or vomit.

IRRATIONAL FEAR (Cost Modifier -10)

Anyone suffering this side effect will develop a sudden intense fear of a random object, thing, or circumstance, determined by the Game Master. The character will stop at nothing to put as much distance between himself and the object/situation he fears. If escape is impossible, he will fight like a cornered animal.

ITCHY (Cost Modifier -3)

The character suffers from a terrible itchy sensation all over his body. No amount of scratching or hydrocortisone will stop the irritation. Due to trouble concentrating, the character is at -1 to all activities. Habitual users of drugs that cause itching are usually walking scabs.

KIDNEY/LIVER FAILURE (Cost Modifier -8)

Taking this drug will cause a user's kidneys and liver to work overtime while filtering his blood stream of the nasty substance. This can cause these organs to fail. Roll 1d10. On a roll of 1, the user's kidneys and/or liver have stopped functioning. Unless proper medical attention is sought, the character will die within twenty-four hours due to poisons running unchecked through his bloodstream.

LACK OF CONCENTRATION (Cost Modifier -5)

The character cannot concentrate on any one thing for more than a couple minutes. His mind is restlessly wandering, and he is easily distracted. For the duration, he suffers a -3 to all actions.

LIGHT SENSITIVITY (Cost Modifier -2)

The drug dilates the pupils and induces red, bloodshot eyes. The character is at a loss in any situation involving a bright light (-2 to all actions in daylight) unless wearing sunglasses or equipped with flare compensation. Characters with cybereyes are still affected by bright lights, since this side effect focuses on the optic nerve rather than the eye itself.

LOSS OF APPETITE (Cost Modifier -2)

The character will not eat, and will not feel hungry. People hooked on drugs with this side effect tend to be thin and emaciated. Characters who don't eat will starve within a couple weeks if not given treatment. This is reflected in the loss of one BODY point every three or four days. When the character's body reaches 0, he will die. If normal food consumption is resumed, the character will recover one BODY point a day until he reaches his original score.

LOSS OF INHIBITION (Cost Modifier -4)

Anyone suffering from Loss of Inhibition will do things that they normally would be adverse to doing. For instance, someone who wouldn't normally consider raping a helpless teenage girl might think it's a good idea at the time and throw inhibitions to the wind. Much of this side effect must be role-played. If game mechanics enter into it, however, the player must roll under his character's COOL score on a 1D10 in order to consider his actions and stop. Modify the character's COOL score by the drug's STR, using the number as a negative (instead of positive) modifier.

MEMORY LOSS (Cost Modifier -4)

The user will have no memory of what has happened while under the effects of the drug. If he tries really hard (Very Difficult Intelligence check), he can remember vague events, but no specifics (ie, names, phone numbers, conversations, etc).

NAUSEA (Cost Modifier -4)

The character must make a stun/shock save at -2 or throw up. The nausea is painful and will extend into dry heaves. For the duration the character may not safely eat or drink anything. If he attempts to eat anything, a new stun/shock save at -2 is in order. Failure indicates more vomiting.

NUMBNESS (Cost Modifier -4/-6)

At a -4 cost modifier, this drug causes the user's extremities to become numb and void of feeling. Fine manipulation is impossible, and walking is impossible unless the character is given support. At -6, the lack of feeling extends to the whole body. Since the user is experiencing no pain, the GM should secretly keep track of his wounds.

PARALYSIS (Cost Modifier -6)

Characters suffering from paralysis cannot move, speak, and they may have trouble breathing. Paralysis can take many forms, from complete muscle relaxation to a painful tightening of the entire muscular system. While paralyzed, the user is completely helpless and can perform no actions.

PARANOIA (Cost Modifier -5)

While this side effect lasts, the user is convinced that everyone and everything is out to get him. While most of this will have to be role-played, a few Cool rolls at appropriate times may be called for.

PSYCHOTIC RAGE (Cost Modifier -10)

A result of some of the worst combat drugs. The user goes berserk, attacking the nearest friend or enemy, he doesn't really care which. If a Difficult Resist Torture/Drugs roll is made, the user may specifically ignore a friend or ally and focus his attention on a target of his choice.

REDUCED ATTRIBUTE (Cost Modifier -5)

This drug reduces an attribute by an amount equal to the drug strength for an amount of time equal to the duration. Attributes that can be reduced include Reflex, Intelligence, Body, Movement Allowance, Empathy, Cool, and Tech. If a physical attribute (Reflex, Body, MA) is reduced below zero, make a Death Save or die. If a mental attribute (Intelligence, Tech) is reduced below zero, the user slips into a deep coma for the duration. In the case of Empathy being lowered below zero, assume that user is sociopathic and is liable to do anything. A Cool score below zero indicates total nervous breakdown.

REDUCED AWARENESS (Cost Modifier -6)

The user of a drug with this effect is oblivious to the world around him. While Sense Reduction only affects one of the senses, Reduced Awareness affects them ALL. All skill rolls which rely on any of the user's senses suffer a -4 modifier, and all Awareness rolls are made at -6.

RINGING IN EARS (Cost Modifier -2)

Due to severe tinnitus, the user has trouble hearing soft to medium volume sounds. As such, he suffers -2 to all noise-related awareness rolls.

RUNNY NOSE (Cost Modifier -2)

Users suffering from a runny nose are constantly sniffing and blowing their noses. This doesn't really help, though. Roll 1d10. On a roll of 1 or 2, the character develops a bloody nose. While having no real game effect, he will be dripping blood everywhere. It will take between three and five minutes of constant pressure to stop the nose from bleeding, but the character still has a serious case of the sniffles.

SENSE REDUCTION (Cost Modifier -4)

The drug reduces the user's sense of touch, smell, hearing, taste, or sight for the duration of the side effect. All rolls made which rely on the sense in question receive a -4 modifier. For example, someone suffering from Sense Reduction: Sight would be at a -4 to shooting his weapon due to blurred vision or near-blindness. All awareness rolls made with the appropriate sense are also at -4.

SEXUAL AROUSAL (Cost Modifier -4)

The drug turns the user on, yet to a lesser degree than most aphrodisiacs. Anyone attempting to seduce the user gains a +1 bonus. In addition, all outward signs of arousal are visible and quite obvious. If the drug with this side effect is an aphrodisiac, roll 1d10. On a result of 1 or 2, a permanent state of arousal occurs, and doesn't go away...EVER. Is that a truncheon in your pocket, or are you just happy to see me?

SLEEPY (Cost Modifier -4)

The drug makes the user sleepy. A character who is overcome with sleepiness must make a successful stun/shock save or fall into a deep, dreamless sleep. Soporifics with this side effect induce a deep, coma-like state that can last for 1d10 days.

STRANGE SKIN PALLOR (Cost Modifier -2)

The drug tints the user's skin a strange color. This can indicate that the drug makes its user's skin pale, or that his lips turn blue, but it can also indicate a more severe chromatic variation to his epidermis. Like, say, your whole body is blue. Like a smurf.

SUICIDAL TENDENCIES (Cost Modifier -5)

The user becomes depressed or agitated, convinced that life is meaningless and that it might as well end as soon as possible. While possessed of suicidal tendencies, a character must roll under his COOL score -2. If the roll is failed, he must take immediate suicidal action. The method he uses is whichever is most convenient, be it putting a gun in his mouth and pulling the trigger, or jumping off his fifth floor balcony into the moving traffic below. Needless to say, users of such drugs eventually do society a favor.

TECHNICOLOR EXCRETA (Cost Modifier -2)

The user's bodily waste, be it urine or feces or both, turns a strange color. This effect lasts twice as long as the drug duration.

THE MUNCHIES (Cost Modifier -2)

The drug with this side effect causes the user to grow really irrationally hungry. The character will eat any edible substance, and will believe that it's the best thing he's ever tasted.

TREMORS (Cost Modifier -2)

The user experiences violent tremors in his face and hands. The palsied fellow has his Reflex reduced by 2.

WATER RETENTION (Cost Modifier -2)

Due to nonfunctional kidneys or other less traumatic problems, the user of a drug with this side-effect will retain water for the side effect's duration. He will not be able to urinate, and will become bloated for the duration.

WEIGHT GAIN (Cost Modifier -2)

The drug causes the user's body to store excess energy in the form of fat. Users of drugs with this side effect tend to be quite large and overweight, while addicts suffer from obesity. Every time a drug with this effect is used, the user gains 1D6 pounds. Due to the extra weight he is carrying, an overweight character suffers a -1 to MA for every twenty-five pounds he weighs past his "perfect weight." In addition to the physical effects, in the superficial atmosphere of Cyberpunk 2020, where everyone is fashion-model perfect, overweight people might suffer a social stigma worse than their 20th century counterparts.

DRUG STRENGTH

Not all drugs are created equal. Some are less potent than others, while some are dangerously strong. Hence, you have Drug Strength.

The strength of a drug determines how powerful its effects are, how much can be taken before an overdose occurs, and how easy (or hard) they are to get hooked on if they are addictive. Drug strength can be any number between 1 and 5. The higher the number, the stronger the drug and the greater its effects.

Add the number chosen for the drug's strength rating to the base difficulty.

ADDICTION

Some drugs are addictive. Someone who is addicted to a drug is physically or mentally dependent on it. Without their drug, they cannot operate at full capacity. When a drug is used, an addiction save may be called for. This depends entirely on how addictive the drug is (see the entries for PSYCHOLOGICAL and PHYSIOLOGICAL ADDICTION side effects).

How often an addiction save is called for depends on how addictive the drug is. Slightly Addictive drugs require an addiction save every 1D6+4 times they are used, Mildly Addictive drugs every 1D3+2 times they are used, and Highly Addictive drugs require a roll each and every time they are used.

I recommend that the GM roll this number and make a note of it secretly. That way, players will only have a general idea how many times they can take a drug safely before they're forced to roll for addiction. If such a roll is called for, the user must roll above the drug's Addiction Number on 1D10. The addiction number of a drug is equal to its strength times 1.75 rounding fractions to the nearest whole number.

Addiction numbers are listed below:

DRUG STRENGTH	ADDICTION NUMBER
1	2
2	4
3	5
4	7
5	9

CRAVINGS AND WITHDRAWAL

Once a drug has worn off (see DRUG DURATION, below), an addict will need to get another dose. However, he won't necessarily need one right away. The chart below details the time a user can go before he is incapacitated by his need for the drug. When the user's most recent dose has worn off, roll the requisite number of dice under TIME TO NEXT DOSE to determine how long it will be before his cravings for the drug return.

If at that time he doesn't get a fix, roll the number of dice under TIME TO WITHDRAWAL to determine when, exactly, withdrawal symptoms will appear. It is recommended that the GM roll these values and keep them secret.

DRUG STRENGTH	TIME TO NEXT DOSE	TIME TO WITHDRAWAL
+1	1D6 Hours	5D6 Hours
+2	2D6 Hours	4D6 Hours
+3	3D6 Hours	3D6 Hours
+4	4D6 Hours	2D6 Hours
+5	5D6 Hours	1D6 Hours

Anyone attempting to kick a psychological addiction must stop taking the drug altogether. Withdrawal symptoms include -2 to all actions until withdrawal is complete (about a week or so). A strong psychological craving for the drug will remain, and a character who was once hooked may need to make a Cool roll (Resist Torture/Drugs applies) to resist the temptation if offered the drug again.

Physiological addiction is much stronger and harder to break. Kicking such an addiction takes about two weeks of treatment. All of the character's physical and mental attributes are reduced by half to reflect on the severe mental and physical anguish of the process. As with psychological addiction, the character will still crave the drug, and the same Cool roll applies if he comes into temptation's way.

TAKING MULTIPLE DOSES

Users may take multiple doses of a drug, but the drug's effects will not be doubled. In fact, for each subsequent dose after the first, halve all beneficial effects the drug grants, rounding fractions down. All negative side effects are not halved, however, making this a risky proposition. For example, a drug that causes death as a side effect taken twice will cause two subsequent death saves to be made. While it may seem safe to take less powerful (and dangerous) drugs like they were M&M's, there is still the topic of Overdose.

OVERDOSE (O.D.)

When someone takes multiple doses of a drug, he increases his risk of becoming sick by introducing too much of the chemical into his body. If the total strength of combined drug doses is ever greater than 10 plus the character's BTM score (assume the BTM is a positive number), the character has a chance to become terribly ill from overdosing. The effects of an overdose vary greatly, depending on the drugs taken. Check the individual Drug Effects entries to find out exactly what happens to the user of the drug. If a drug has more than one effect (ie, a drug that acts as both a Euphoric and a Stun Reducer), apply both sets of OD results.

DRUG DURATION

Drug effects don't last forever. Eventually, the human body will filter out its blood supply, and normal functions will begin anew. The amount of time the drug lasts for determines the final base difficulty number. The difficulty number is used when a character attempts to create a drug from raw materials. Subsequently, it also helps determine the drug's base cost per dose, since drugs that are difficult to create are usually much more expensive than drugs you can produce using Mr. Wizard's Chemistry Kit.

DRUG DURATION	DIFFICULTY MULTIPLIER
Short - 1D10 Minutes	x 1
Medium - 1D6x10 Minutes	x 2
Long - 1D10 Hours	x 3

To get the final difficulty number for a drug, add together the cost of its effects, its side effects, its strength, and multiply that sum by the difficulty modifier of the drug's duration. Voila! You're almost done! Remember that no drug's difficulty can be lower than 1, OR a negative value. If your final difficulty number is negative, drop the negative symbol and use the number as if it were a positive.

DRUG LEGALITY

Not all drugs are illegal. At the same time, though, not all drugs are available at Save-On drugs, either. So we come to the question of legality. Decide for yourself if the drug you're designing is something that the average vice squad would want to see on the street. Legality is important, because it helps determine the base cost of the drug in question.

LEGAL/COMMON

Legal/Common drugs include anything you can buy in a liquor store, bar, or over the counter in a pharmacy. It's common stuff that is easy to get, legal, but still governed by local and federal laws.

BY PRESCRIPTION ONLY

Anything available By Prescription Only includes substances that must be obtained through a doctor or pharmacist, prescribed for a specific ailment. If you've got a prescription, you can get the drug pretty easily, and for a much reduced cost. However, getting the stuff on the street may take a bit more doing, and cops don't like to find you carrying around a bottle of pills with someone else's name on it.

ILLEGAL (TYPE A, TYPE B, and TYPE C)

Illegal drugs are anything that the FDA hasn't approved of. Dangerous non-medicinal chemicals are also ruled by these categories, as are combat drugs. The local cops and feds try to stop these sorts of drugs from being sold on the streets, usually without much success. Illegal drugs are broken up into three categories: Type A, Type B, and Type C. Type C substances are illegal, but possession is usually a minor offense. Type B substances are usually more dangerous than Type C, and carry with them a stiffer punishment. Type A substances include the most dangerous and addictive drugs, and penalties for carrying them are large.

EXPERIMENTAL

Experimental drugs are corporate, criminal, and military cocktails that end up on the streets as part of clandestine experiments. Most of the time, they are part of a single shipment, and don't stay around too long unless they sell well. Drugs like this don't remain in this category for long, and are usually classified as an Illegal-rated substance after a few weeks on the streets.

BASE COST

The base cost (in Euro) of a drug is determined by multiplying the final difficulty number by the legality multiplier supplied on the chart below. The resulting number is the base cost for obtaining the substance on the street. The drug's final cost is determined by the form that it comes in.

DRUG LEGALITY	MULTIPLIER	EXAMPLE
Legal/Common	x1 Euro	Alcohol, Tobacco, Smash
By Prescription Only	x5 Euro	Valium, Xanax, Sleeping Pills
Type C Illegal	x5 Euro	Marijuana, Stim, Blue Glass, Rezzin
Type B Illegal	x7.5 Euro	Dorph, Synthcoke, Boost
Type A Illegal	x10 Euro	Black Lace, Taz
Experimental	x25 Euro	Who knows?

DRUG FORMS, or "WHAT DO I DO TO USE THIS THING?"

The drug's form defines its physical characteristics and how the user will interface with it. Is it something you can smoke? Is it a pill? Do you use a syringe or an air hypo to inject it? The drug form also determines how much the final drug will cost, whether or not it can be "cut", and how fast it takes effect.

DRUG FORM	TIME TO EFFECT	COST MULTIPLIER	CAN IT BE CUT?
Pill, Tablet	2D6x10 Minutes	x 0.5	No
Gel Cap, Caplet	9+1D6 Minutes	x 1	No
Paper Tab	1D10 Minutes	x 1	No
Smoked, Inhaled	1D5 Turns	x 1	Yes
Powdered, Snorted	1D2 Minutes	x 1	Yes
Injected	1D5 Turns	x 1.5	Yes
Liquid	1D10 Minutes	x 1.5	Yes
Derm, Slap Patch	10+2D10 Seconds	x 2	No
Contact	1D5 Turns	x 2.5	No

DRUG FORM DESCRIPTIONS

PILL, TABLET

This is your typical pill. It comes in all shapes, sizes, and colors. Pills are generally chalky and taste bad unless coated. They are the cheapest form of drug administration since they take a horribly long time to go into effect.

GEL CAP, CAPLET

This includes drugs that are specially coated for ease of swallowing, and that are time-released for a quicker effect than tablets. Most people prefer this form to tablets.

PAPER TAB

A paper tab is a piece of paper that has been soaked in a concentrated liquid drug and then dried. The user places the tab onto his tongue and sucks on it until the drug takes effect. This form of drug has always been a popular way of administering hallucinogens like LSD.

SMOKED, INHALED

These drugs come in a form that is easily burnt. The smoke or fumes produced are then inhaled directly through a device, usually a pipe. Sometimes, tobacco or cigarettes are soaked in a liquid drug and then dried and smoked.

POWDERED, SNORTED

Powdered drugs which are snorted make their way to the lungs, sinuses, and mucus membranes where they are absorbed by the body. This form of use is less offensive to some than smoking, but it also takes a little longer for the drug to take effect.

CUTTING DRUGS

Drugs are "cut" for any number of reasons. Most powdered drugs are already cut with an inactive substance, since they would be far too powerful (and possibly deadly) if they weren't toned down. Of course, most dealers don't have your safety in mind when cutting their products. Unscrupulous dealers want to make their stock last a lot longer, so they cut it down and charge normal price.

It is up to the individual user to check the quality of the dope he buys. A drug that is cut loses strength equal to the percentage it is cut by, rounding down. For example, a strength 4 euphoric that has been cut 25% with baby laxative will have a relative strength of 3, as opposed to 4 (its potency is reduced by 25% of the original STR). If cut 50%, it will only have a STR of 2, and so on.

FINAL COST DETERMINATION

Multiply the base Euro cost of the drug by the drug form cost multiplier (above) to find the drug's final cost per dose. This is an average price, based on the price of materials used and man-hours of work involved. Dealers will charge what the market will bear, however, and price increases during shortages and police crackdowns are all too common. On the up side, drugs which have a very low demand will cost significantly less. Final price is determined by the GM's discretion.

AUTHOR'S NOTE

Why a third version of my Drug Lab? Because I was bored.

More than that, though, it seems as if people really enjoy the article, so I thought I'd tidy up a little bit. The text has been reorganized and cleaned up. Some of the details have changed. The first and (never before released) second Drug Addendums have been phased into the main file, making it all-inclusive and whole. The system now has 17 drug effects, and over 60 side effects. I feel pretty confident that the file is complete. I can go on with my life until I come up with something else to add.

As an aside to CP2020 drug designers everywhere:

I've gotten queries in the past concerning the Drug Lab and its use in making what I would refer to as "poisons." These "poisons" are drugs that are utilized for their negative side effects ONLY, in order to kill or incapacitate characters.

Let me stress that this system wasn't originally written with this in mind. The negative side effects of a drug are meant to be unintentional (from a

INJECTED

Most injected drugs are concentrated liquids designed for direct entry into the bloodstream. Some start out as powdered drugs, but are liquefied in a process known as "free basing." Some people prefer this method of using, and will pay the extra cash to avoid the risks of free basing the product themselves.

LIQUID

Liquid drugs are usually swallowed like a drink. Some can be mixed with normal soft drinks or fruit juices to cut the taste, though some are designed to be quite tasty all by themselves. While it may take the drugs longer to take effect, this is by far one of the most comfortable methods of imbibing.

DERM, SLAP PATCH

An adhesive sticker which is placed upon the skin, and the dose of the drug is then absorbed. Derms are convenient to use, easy to transport, and, if sealed in plastic, they have a good shelf life. However, the adhesive can irritate sensitive skin and cause an itchy rash.

CONTACT

Contact drugs are absorbed directly by the skin, almost instantly. They are usually hard to keep for long periods of time, as they are unstable and "go bad" quickly. However, they are the easiest and most comfortable way to administer drugs (or poisons) to yourself or an unsuspecting victim.

designer's point of view), and to aid players and GMs in constructing chemicals that can be reasonably replicated by players in game time. In essence, by cutting a few corners, a drug designer can make a functional cocktail which might have a few bad side effects. Realistically speaking, he doesn't necessarily "pick" a specific side effect. Outside of making random side effect charts (which I loathe doing), I can't see any way to fix this sort of problem.

On the other hand, if someone wishes to actually DESIGN a drug with a specific side effect, a GM might consider adding the effect's Cost Modifier to the drug difficulty, since the drug is being engineered to have a nasty edge. This is, of course, the GM's option (and one that I recommend).

These rules are easy for unscrupulous players and GMs to abuse. They allow a great deal of complexity and choice when constructing drugs for use in games. It is my strong recommendation that players and GMs who wish to use these rules do so with caution, lest you create monsters.

Gary Astleford (ocelot@cox.net)

DRUG LAB 101 QUICK REFERENCE CHART (Version 3.0)

DRUG EFFECT	Cost	DRUG EFFECT	Cost
Antibiotic	10	Anticoagulant	10
Antidote	15	Aphrodisiac	10
Attribute Increase	20	Coagulant	10
Contraceptive	10	Depressant	5
Enhanced Perception	15	Euphoric	5
Hallucinogen	10	Hypnotic	15
Increased Endurance	10	Increased Healing Rate	15
Pain Negation	10	Soporific	5
Stun Reducer	10		

DRUG FEATURE	Modifier	DRUG FEATURE	Modifier
Lessened Withdrawal Symptoms	+10	Longer Duration	+10
Timed Duration	+10	Undetectable	+10

UNTIMED SIDE EFFECT	Modifier	UNTIMED SIDE EFFECT	Modifier
Addiction Tolerance	-4	Carcinogenic	-10
Cardiac Arrest/Heart Attack	-12	Coma	-10
Death	-15	Genetic Damage	-6
Nerve Degeneration	-15	Nightmares	-6
Permanent Sense Loss	-6	Physiologically Addictive	-5/-10/-15
Possible Attribute Loss	-8	Psychologically Addictive	-4/-8/-12
Severe Withdrawal Symptoms	-6	Sterility	-8

TIMED SIDE EFFECT	Modifier	TIMED SIDE EFFECT	Modifier
Acne	-2	Aggressive Behavior	-6
Bad Breath	-2	Bloodshot Eyes	-2
Cold Sweats	-2	Constipation	-2
Cowardice	-6	Dandruff/Eczema	-2
Dehydration	-2	Delusions	-5
Depression	-4	Diarrhea	-4
Difficult Respiration	-6	Diuretic	-2
Dizziness	-4	Easily Bruised	-2
Excessive Salivation	-2	Flatulence	-2
Hair Loss	-2	Hallucinations	-5
Headaches	-4	Heartburn/Acid Indigestion	-2
Hives	-4	Impotence/Frigidity	-2
Internal Bleeding	-4	Irrational Fear	-10
Itchy	-3	Kidney/Liver Failure	-8
Lack of Concentration	-5	Light Sensitivity	-2
Loss of Appetite	-2	Loss of Inhibition	-4
Memory Loss	-4	Nausea	-4
Numbness	-4/-6	Paralysis	-6
Paranoia	-5	Psychotic Rage	-10
Reduced Attribute	-5	Reduced Awareness	-6
Ringing In Ears	-2	Runny Nose	-2
Sense Reduction	-4	Sexual Arousal	-4
Sleepy	-4	Strange Skin Pallor	-2
Suicidal Tendencies	-5	Technicolor Excreta	-2
The Munchies	-2	Tremors	-2
Water Retention	-2	Weight Gain	-2

Note: All timed side-effects can be bought as "Possible Side Effects" at half cost.

DRUG STRENGTH	COST	DURATION	MULTIPLIER
Strength +1	1	Short - 1D10 Minutes	x1
Strength +2	2	Medium - 1D6x10 Minutes	x2
Strength +3	3	Long - 1D10 Hours	x3
Strength +4	4		
Strength +5	5		

DRUG LEGALITY	MULTIPLIER
Legal/Common	x1 Euro
By Prescription Only	x5 Euro
Type C Illegal	x5 Euro
Type B Illegal	x7.5 Euro
Type A Illegal	x10 Euro
Experimental	x25 Euro

DRUG FORM	TIME TO EFFECT	COST MULTIPLIER	CAN IT BE CUT?
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Paper Tab	1D10 Minutes	x 1	No
Smoked, Inhaled	1D5 Turns	x 1	Yes
Powdered, Snorted	1D2 Minutes	x 1	Yes
Injected	1D5 Turns	x 1.5	Yes
Liquid	1D10 Minutes	x 1.5	Yes
Derm, Slap Patch	10+2D10 Seconds	x 2	No
Contact	1D5 Turns	x 2.5	No

EQUATIONS

Total Difficulty = Effects + Side Effects + Drug STR x Duration Multiplier
 Base Cost = Total Difficulty x Legality Multiplier (see VARIABLE DRUG COSTS)
 Final Cost = Base Cost x Cost Multiplier (see DRUG FORMS)

Hey, Choombah!



An introduction for players and characters to the Drug Scene in
CyberPunk 2020

by hound@ambient.on.ca

Part 1: Your Neighbourhood Pusher

"The set, she don't change much, no matter the setting. With the quantity of drugs available to the illicit user, no dealer can handle it all, so you get specialists. At the low end of the scale you have the **"Pushers"** who stock between 1 and a dozen of the local favourites, usually under 20eb a hit. These are also the only dealers who habitually carry their product on their person - usually in the form of folded-paper **"Packets"** containing a pre-measured amount of the drug in question. These packets are sometimes stashed in the pusher's jacket pockets or hip sack, but more often are held in a **"Load"** of 30 packets held in place on the pusher's wrist by an elastic band. In this way, a quick flip will send the whole load into the garbage or fountain, etc, when trouble presents itself.

"These **"Pushers"** are your street-corner merchants. To purchase from one you approach, quietly name your poison and a handoff occurs if he has it "in stock". With your left hand you sign the quantity you want, while handing over the cash with your right. The pusher will reach forward as if to "give you five", grab the cash into the palm of his hand and then flip forward a packet (or more) from his sleeve into your palm (this requires a routine -dif 10- sleight-of-hand roll on the part of the pusher). The whole event shouldn't take more than 20 seconds from beginning to end.

"When dealing with a pusher, it is incredibly bad form to test or use their product until well out of sight, since either will attract attention to his clandestine operations. (A PC who insists on these courses of action - usually scanning the product with a drug analyzer - will find his business spurned by that dealer in the future, as well as any other dealers who hear about it). But, because of the ease of procuring a drug analyzer in 2020, most pushers also sell a fairly pure product to avoid getting a bad rep for cutting their drugs.



"Your typical pusher only carries two varieties of drugs, a load of 30 packets on each wrist. They usually operate out of urban slums where one or two basic drugs make up most of the demand. Pushers working out of the urban core will often "diversify their holdings", moving to a **"Deck"** (half a **load**, or 15 **packets**) of two different drugs on each wrist plus a few specialty items in his pockets.

"While pushers in the slums always carry a gun (often a machine pistol) and often have security in proximity (50% chance of goons nearby, D3-1 goons with a minimum of 1 goon), pushers in the urban core are usually lightly armed (with a legal-carry handgun so they don't attract too much attention) and rarely work with security (25% chance of security goons, as above), relying on the public location of their work to avoid trouble with customers and would-be-thieves.



"Recreational Pharmaceuticals are vibrations from a transmission centre far beyond the wave lengths of conventional communications media of the 21st Century. They transport some people while frightening others. And, despite a massive arsenal of legislative curbs, they bridle at control, and whirl into the darkest corners of the mind. To individuals riding its waves, the designer drug promises instant terror or instant bliss, and sometimes both. No one who has felt or heard these aerial stirrings remains unaffected."

Vaughn, Designer Musings, 2019

The most striking illustration of the evolution of a taboo, defined by the most severe punitive legislation, to a practice that has gained a wide measure of respectability is the emergence of designer pharmaceuticals on the international scene. Though still frowned on by law-enforcement, it has progressed from an activity associated mainly with the criminal fringe to the point where it has become a middle-class phenomenon. This shift to the more respectable segments of the 2020 population has helped proliferate the wide-spread dispersal of other drugs to the more traditionally drug oriented fringe / criminal elements.

In the 1970's marijuana conquered the mainstream, leading the first push of pharmacology to the common market. In the 80's cocaine broke th barriers and was an accepted part of most professional lifestyles (over 50% of yuppies were using), regardless of the beginnings of the "war on drugs" and massive bad press in the conventional medias. By the 90's the lowest of the street drugs, Crack Cocaine, was reigning king, and with it a strange leveling of the field ocured, with lawyers and bums plying the streets for the same five-dollar fix.

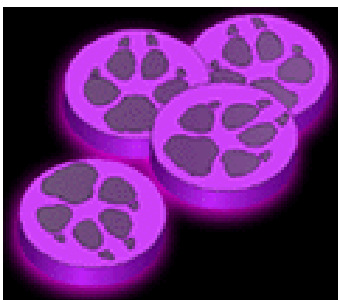
But, while it's cliché to point out that the 2020s is a drug culture and to repeat such statistics as "over 300 mood-alterant doeses were consumed per capita in North America in 2019", there are still those who refuse to see the forst for the trees. They continue to point to the sensational instances of drug abuse and tut-tut what they think is the aberration of the few - without acknowledging the massive drug use that is a fact of life throughout the 21st Century First World. They think of today's young drug users as having appeared on the scene overnight - some foregn element risen from a dark, ugly cellar and back into which they should immediately be stuffed.



Drug Manufacturing & Effects

Updated September 1st 1999

Please remember that these rules were written with Grimm's Cybertales in mind, which include quite alternate rules for CyberPsychosis using four sub-types of humanity loss. Any references to Egotism, Paranoia, Alienation and Obsession should be replaced with straight Humanity Loss (temp or permanent depending on what kind of effect) for those not playing with these rules.



Primary Effects

Effect multiplier is multiplied by the strength of the effect (from 1 to 6)

Accelerator	(add strength to initiative)	5x
Analgesic	(add strength to stun saves)	4x
Antidote	(add strength to saves)	6x
Aphrodisiac	(add / sub str to emp)	2x
Concentrator	(add 1/2 str to Int)	5x
Contraceptive	(reverse the cumulative effect table for chance of pregnancy)	1x
Endurance	(add str to Endurance)	2x
Euphoric	(add 1/2 str to Cool)	2x
Hypnotic	(Int - Str to resist suggestion)	5x
Net Enhancer	(+1/2 Str to all net rolls, +STR to icon resolution)	6x
Psychedelic	(roll str or less on d6)	2x
Sedative	(reduce stress by str)	3x
Soporific	(Bod - str or fall asleep)	3x
Speed	(add 1/2 str to Ref)	5x
Speedheal	(add 1/2 str to healing rate)	6x
Stabilizer	(make another stun and death save w/ stab bonus)	6x
Stimulant	(add str to Awareness)	3x

Side Effects

Side effects are negative effects that occur while the drug's primary effects are also underway. The effect multiplier is multiplied by the strength of the effect.

Aggression	(Cool - Str to avoid provocation)	2x
Alienation	(add Str to Alienation)	2x
Analgesia	(add Str to Stun Saves, GM records dmg)	1x
Anxiousness	(add Str to Stress, - 1/2 str from Cool)	1x
Black Out	(Int - Str to remember anything)	4x
Blank	(cool - Str or go Catatonic)	3x
Clouded Thinking	(subtract 1/2 Str from Int & Tech)	2x
Convulsions	(-1/2 Str from Ref)	2x
Death	(Death save - Str)	5x
Delusions	(Int - Str or believe delusions)	2x
Disorientation	(Int - Str or become lost after any movement)	1x
Drowsiness	(- Str Awareness, -1/2 Str Int, -1/3 Str Ref)	1x
Egotism	(add Str to Egotism)	2x
Hallucinations	(Str or less on d6 for a BAD trip)	3x
Immiscible	(add 5x Str to any drug miscibility rolls)	1x
Physical Reaction	(str or less on d6 or SAVE - str to avoid incapacitation, if save succeeds reduce all rolls for duration by str.)	3x
Obsession	(add Str to Obsession)	2x
Paralysis	(Cannot move - no Str rating)	14pts
Paranoia	(add Str to Paranoia)	2x
Poisonous	(take D3/D6/D10/2D6+1/3D6/4D6 damage)	3x
Sensitivity	(reduce stun saves vs noise, light, etc by Str)	2x
Time Distortion	(distortion = 1/2 D6 + 1/2 Str)	3x

After Effects

After effects are negative effects that occur after the drug duration is over and then last for 2D6 hours. The effect multiplier is multiplied by the strength of the effect.

Anxiousness	(add Str to Stress, -1/2 Str from Cool, Int check - Str to sleep)	2x
Blurry Vision	(reduce Awareness & Missile attacks by Str)	3x
Clouded Thinking	(-1/2 Str to Int & Tech)	3x
Convulsions	(-1/2 Str to Ref)	3x
Death	(Death save - Str)	5x
Depression	(- 1/2 Str on all checks)	1x
Drowsiness	(-Str Awareness, -1/2 Str Int, -1/3 Str Ref)	1x
Hunger	(Int-Str or EAT. Otherwise treat as drowsy)	1x
Instant Addict	(Cool-Str or instant addict, 1 dose / 12hrs)	5x
Sleepiness	(Int-Str or sleep 2d6+4 hrs or treat as drowsy)	2x

Cummulative Effects

Cummulative Effects take place after the primary effects are worn off, but have a permanent duration. The strength of the effect indicates how large of a penalty is instated, and each time the drug is taken, this number is added to.

Str 1	0.1 / dose
Str 2	0.2 / dose
Str 3	0.5 / dose
Str 4	1.0 / dose
Str 5	1.5 / dose
Str 6	2.0 / dose

Alienation	(add to Alienation)	2x
Amnesia	(Int check dif = total effect to remember)	4x
Brain Degen	(sub from Int)	5x
Carcinogen	(5 rads x multiplier)	4x
Egotism	(add to Egotism)	2x
Flashbacks	(Cool roll vs total effect to avoid flashbacks)	3x
Insomnia	(reduce total effect from insomnia checks)	2x
Nerve Degen	(sub from Ref)	4x
Obsession	(add to Obsession)	2x
Paranoia	(add to Paranoia)	2x
Physical Addict	(Bod roll vs total effect)	4x
Sensory Damage	(Reduce Awareness checks)	2x
Suicidal	(Cool roll vs total effect)	5x
Temp. Tolerance	(as tolerance, tolerance halved after drug's str in days)	1x
Tolerance	(once total DL equals 5, drug has 1/2 effect. Once DL equals 10, drug has no effect)	2x

Onset Time and Duration This is the amount of time that passes from intake of the drug to the effects taking place, which will then occur for the duration.

Timing mod	Onset Time	Duration
-12	12 hours	15 seconds
-8	6 hours	30 seconds
-6	3 hours	1 minute
-4	1 Hour	5 minutes
-2	30 minutes	10 minutes
-1	10 minutes	15 minutes
0	1 minute	30 minutes
+1	30 seconds	1 hour
+2	15 seconds	3 hours
+4	9 seconds	6 hours
+8	4 seconds	12 hours
+12	2 seconds	18 hours
+14	1 second	1 Day
+18	Instant	2 Days

Special - Detection and Residue

most drugs just ignore these modifiers. These affect the ease of detecting when someone is on a drug (dilated pupils, enhanced blush response, rapid breathing, change in voice or demeanor) as well as the ability to find residue of the drug after it's effects are over inside the blood and tissues of the user.

Detection		Residue	
Distinctive	-4	Ample Residue	-4
Normal	0	Normal	0
Faint	+2	Little	+2
Very Faint	+4	Trace	+4
Invisible	+6	No Trace	+6

Format

This is the format that the drug is taken in.

Format

Ingested	-2
Injected	0
Inhaled	+2
Contact	+4

Difficulty of Production

To calculate the difficulty you have to add all the numbers from the drug creation process, pretending that all negative numbers are positive. This will produce a relatively large number for most drugs. Then compare this number to the following table to figure the difficulty to manufacture the drug in question.

Difficulty (based on absolute value of modifiers)		
30 or lower	Easy	(10)
31-50	Average	(15)
51-70	Difficult	(20)
71-90	Very Diff	(25)
91-110	Near Imposs.	(30)
111+	Impossible	(35)

Pricing

To determine the cost of a drug, Subtract the numbers from Side Effects, After Effects and Cummulative Effects from the number from the Primary effects. Then modify this number with the Duration, Onset Times, Detection and Residue and Format to determine the final price.

Value	Prototype	Small Batch	Mass Produced
-11 or lower	4eb	2eb/dose	0.5eb/dose
-10 to -6	10eb	5eb/dose	1eb/dose
-5 to 0	20eb	10eb/dose	5eb/dose
+1 to +5	50eb	25eb/dose	10eb/dose
+6 to +10	100eb	50eb/dose	25eb/dose
+11 to +15	200eb	100eb/dose	50eb/dose
+16 to +20	400eb	200eb/dose	100eb/dose
+21 to +25	600eb	300eb/dose	150eb/dose

Drug Effects

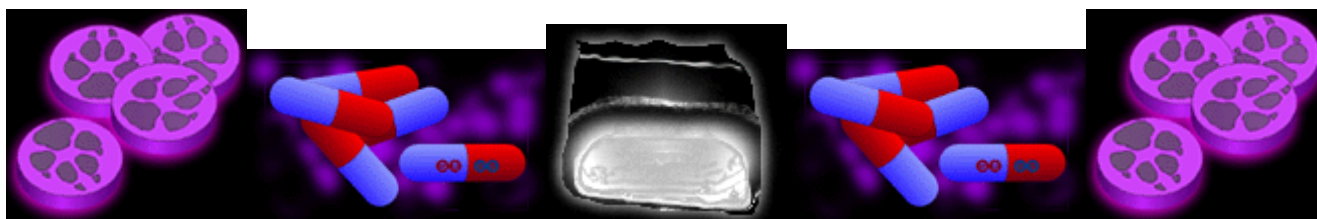
Updated September 1st 1999

Dosages, Overdoses & Drug Strength

When taking a drug, a person can increase the drugs effects by taking multiple doses, the second dose will increase the effects of the drug by 50%, further doses will have no further effect.

A drug's strength indicates how much of a drug is required to cause an overdose; if a character ever takes enough doses of a drug x the drug's strength to equal or exceed 30, then an overdose has occurred. Roll d100 and add the drug's strength and subtract the character's "resist torture/drugs" to the roll, then consult the Overdose Table:

01-15	Unconsciousness: the character falls unconscious for 2d6 hours
16-30	Nausea: the character suffers 1d6 damage, and gets -4 on all rolls for d6 hours from extremem nausea.
31-50	III: the character suffers 2d6 damage and becomes severely ill (-4 on all rolls) for d6 days.
51-75	Seriously III: the character suffers 3d6 damage and becomes extremely ill (-6 on all rolls) for 2d6 days.
76-85	Coma: the character falls into a coma for 2d6 days.
86+	Death: the character must make a death save at -4. If successful the character falls into a coma for 3d6 days.



Mixing Drugs

When a person takes two or more drugs, problems may arise. Drug miscibility is a dangerous game, often resulting in extreme illness, reduced effects or even death. Whenever a new drug is introduced to a system already under the effects of another drug, the user must make a miscibility roll adding the strengths of both drugs to the roll.

Record the results of the miscibility roll, since future mixes of the two drugs will produce similar results (+/- d10 on the table).

01-25	Full Compatability: The two drugs work together without problem.
26-30	Full Compatability: As above, but roll for D6-2 (minimum 1) additional effects
31-55	Partial Compatability: One drug works normally, the other at half (½) strength for primary effects
56-60	Partial Compatability: As above, but roll for D6-2 (minimum 1) additional effects
61-65	Single Dominance: One drug works at full effect, the other's primary effects are not experienced. Randomly determine which.
66-70	Synergistic Effect: One drug works at 1/2(D6+1) times its normal power (can easily cause an OD) and the other acts as normal
71-75	Partial Cancellation:
76-80	Partial Cancellation: plus additional effect(s)
81-85	Full Cancellation: both drug's primary effects are canceled out, but the side effects of both are fully experienced.
86-90	Synergistic Effect, negative:
91-100	Mildly Poisonous: roll again (D69)the combination causes d6 damage to the character, neither effects are experienced.
101-105	Poisonous: roll again (D69)the combination of drugs causes 2d6 damage. Neither effects are experienced.
106-110	Extremely Poisonous: the combination causes 3d6 damage. Neither effects are experienced.
111-120	Coma: roll again (D69)the character falls into a coma for 2d6 days.
121+	Death: the character must make a death save at -4. If successful the character falls into a coma for 3d6 days.

the Wire

Burning Your Pleasure Centers!

The material here is drawn from several CyberPunk literary sources, where wireheading was a common affliction of the lower class. Most of the specifics in this article are drawn from *Little Heroes* by Norman Spinrad, and have been ported over to work with our [drug production](#) rules.

The wire, as it has become known, stimulates the pleasure centers of the brain. In the original experiments, rats wired into a pleasure center device would tap their trigger unit relentlessly until they died of starvation. In humans results are only slightly less debilitating.

A standard wire, as found on the streets, is not a precision piece of electronics. Instead it's a few electrodes set into a wire mesh that fits over the user's head that is wired into a power pack which is then in turn attached to standard household current. Some few wires run on batteries instead of household current, but because of the lack of precision in the engineering of recreational wire, the effects are less than impressive. No good wirehead would settle for a battery-operated model, instead having to rely on the massive current of the plug-in models to trigger his pleasure centers using the Brute Force method.

Many wireheads who use lower-key wires also jack into simstim recordings to enhance the experience, but hard-core wireheads find more than enough to entertain them on the stronger wires.

The Prong

The Prong is a standard mid-line wire. It manages to reach the pleasure centers of the brain with a significant amount of power without burning out any nearby regions. It runs on standard household current and occasionally produces mild hallucinations from overloading the pleasure centers.

Str:6 Cost:10eb/use

Dif:Average

main Euphoric +3, Psychedelic +1, Aphrodesiac +2
 side Blank +2
 cum Obsession +6

onset:1 minute duration:30

minutes detection:normal residue:no trace
 format:Wire

Uncle Charlie

Uncle Charlie is a brain-burner. The power packs let out irregular pulses of electromagnetic interference, and it is known to mess with more than just your pleasure centers. It isn't considered "bad shit" because it is always overshadowed by Blue Max, which everyone knows is a killer.

Str:10 Cost:10eb/use

Dif:Difficult

main Euphoric +4, Psychedelic +1, Aphrodesiac +2
 Analgesic +1
 side Blank +4
 cum Obsession +6, Brain Degeneration +1

onset:1 minute duration:30

minutes detection:normal residue:no trace
 format:Wire

Blue Max

Blue Max is the upper limit or the lower limit, depending on who you ask. No other wire will take you higher, and no other wire will burn your brain quite as toasty. At Strength 14, this is about as much juice as someone can run through a wire.

Str:14 Cost:25eb/use

Dif:V.Difficult

main Euphoric +6, Psychedelic +4, Analgesic +2
 Aphrodesiac +2
 side Blank +6, Death +1
 cum Obsession +4, Nerve Degen +2

onset:15 Secs duration:30

minutes detection:normal residue:no trace
 format:Wire

MainLine

A wire that no wirehead will touch. This baby runs happily on eight D-cells, and barely massages your pleasure centers. This is the wire that college students wear when chilling or trying to "live dangerously".

Str:4 Cost:10eb/use

Dif:Average

main Euphoric +2, Aphrodesiac +2
 side Blank +1
 cum Obsession +5

onset:1 Minute duration:15

minutes detection:normal residue:no trace
 format:Wire

HomeWork

HomeWork is another battery-pack wire. This one is far cheaper than MainLine and is often used by wanna-be's on a budget. If it ran through standard electrical current instead of batteries, it would probably be found everywhere in the Zone.

Str:2 Cost:5eb/use

Dif:Easy

main Euphoric +2
 side Blank +2
 cum Obsession +2, Nerve Degen +2

onset:1 Minute duration:30

minutes detection:normal residue:no trace
 format:Wire

So, how do we design wire? First off, Wireheading leaves no obvious trace chemicals in the body, so you have to buy the No Residue benefit. Anything else goes, and the per-dose price uses the Small Batch rules. Any wire with a Strength greater than 5 has to run on house-hold current instead of battery packs. The Difficulty rating is the Electronics roll required to build the wire. Making a wire will cost you somewhere around 20 euro times the unit's Strength.

So, you want to buy a wire instead of tripping on someone else's? Purchase price of wire varies, but at the low-end street markets it'll sell for the unit's Strength times 50 euro, and the price goes up as you move to more expensive environments.

For those of you not using the Dream Pod 9 cyberpunk products, you will notice that all the wires here have a cumulative obsession gain. This provides a certain amount of Humanity Loss per use, but this loss is specifically oriented towards Obsession. High levels of obsession result in... an obsession. In this case it will orient towards drug and wire use (while other Obsession gain from cyberware for example will result in an obsession with playing with and acquiring cyberware). You can treat this as a combination of Humanity Loss and Psychological Addiction.

Designer Drug Land!



This collection of lovely new drugs and designer narcotics is brought to us by Merrik, local Field Sales Agent for Biotechnica. Please note that these products are provided on a test-market basis only and are therefore more expensive than your typical street drugs (some prices were set using small batch production).

Merrik would also like to remind you that these drugs were designed using the alternate humanity loss rules from Dream Pod 9's Grimm's CyberTales. If you don't have this product then substitute all references to Egotism, Alienation, Paranoia and Obsession with straight Humanity Loss.

The first drugs on the list (down to the Rain entry) were based on drugs presented in the article on addictions by wolver@agora.rain.com and tierna@agora.rdrop.com.

Chaka

Chaka is a new experimental drug that seems to extend the human hearing range and allow the ear to pick up reduced sound levels. Once inhaled it takes effect quickly and lasts several hours. Due to the increased sensitivity to noise, many users complain that the duration is actually too long...

Chaka is a lightly golden powdered crystal sold in 0.5g hit capsules with a compressed air charge to allow for easier inhalation.

Str:5	Cost:100eb	Dif:Average
main	Stimulant +4, Concentrator +1	
side	Sensitivity +2, Paranoia +2	
cum	Temporary Tolerance +2	
Onset Time:30 sec	Duration:3hrs	
Detection:normal	Residue:normal	
	Format:Inhaled	

Score

With no currently noted side-effects except for a high addictiveness, Score may well become the hottest combat drug to date. Producing both a stimulant high and an absolute speed rush, Score users have noted no other problems in test groups.

What they don't tell you is that regular users of Score get no benefits from it either, as the system rapidly adjusts to the drug and stops producing any of its own adrenaline once the user is hooked.

Score is bought in "rockets" of fine powder with the same propellant charge as Chaka to ease the effort of inhaling the substance.

Str:6	Cost:50eb	Dif:Average
main	Speed +4, Stimulant +2	
cum	Physical Addition +4, Tolerance +1	
Onset Time:1 min	Duration:6hrs	
Detection:normal	Residue:normal	
	Format:Inhaled	

Twenty

Twenty is another variation on the sensory boost formula created for Chaka. Twenty increases visual acuity enormously, providing for better distance vision as well as a better ability to pick out details at normal ranges. After Twenty leaves your system, it takes some amount of time for your system to readjust to operating without it, causing blurry vision and occasionally a rushing noise in the ears.

Twenty is sold exclusively as a Derm patch with the number "20" on the back-side in navy blue characters abt 2cm tall.

Str:4	Cost:50eb	Dif:Average
main	Stimulant +4	
after	Blurry Vision +1	
cum	Sensory Damage +3	
Onset Time:9sec	Duration:3hrs	
Detection:normal	Residue:normal	
	Format:Contact	

Jazz

Jazz is another one of the classic combat drug analogs. Producing a combined speed and euphoric high, Jazz only causes mild aggression compared to some of its nastier cousins. With an amazingly rapid onset, and a very short duration (so you can stop being aggressive when the action is over), Jazz is the combat drug for you!

What isn't advertised is that like many of the original combat drugs, Jazz does tend to burn out the user's nervous system.

Jazz is sold in 5cc ampules for 50eb, each ampule is good for 5 full-strength doses.

Str:8	Cost:10eb	Dif:Difficult
main	Speed +4, Euphoric +4	
side	Obsession +6, Aggression +2	
cum	Nerve Degeneration (0.2 REF / hit) +2	
Onset Time:4sec	Duration:1 min	
Detection:normal	Residue:normal	
	Format:Injected	

SixGun

A high-powered stimulant and concentrator, SixGun sales are picking up where boost left off. The wonderful thing about SixGun when compared to the somewhat cheaper Boost, is that this designer pharmaceutical doesn't destroy the user's nervous system, not to mention that SixGun stays active in your brain for six full hours!

SixGun is available in 3cc ampules of a watery serum that must be injected into the back of the neck up against the spinal cord to take proper effect. It is still only made in small batches.

Str:9 Cost:300eb Dif:Difficult
main Concentrator +6, Stimulant +3
after Convulsions +2, Clouded Thinking +2
cum Amnesia +2
Onset Time:1min Duration:6hrs
Detection:normal Residue:normal
Format:Injected

SynComp 15

A fantastic wide-spectrum antidote to biotoxins and nerve gas, Syncomp 15 is packaged with really nasty and frightening warning labels such as "May cause convulsions, do not use if pregnant, breast feeding, epileptic or if you have a heart condition", "This drug is known to cause nerve degeneration in lab rats and military personel" and "Use with extreme caution". Each 5ml dose of SynComp 15 renders the user immune to biotoxins and nerve gas for 30 seconds. It also sends users into twitching fits and causes nerve degeneration with repeated use.

Str:6 Cost:50eb Dif:Very Difficult
main Antidote +6
side Convulsions +4
after Convulsions +2
cum Nerve Degeneration +2
Onset Time:4sec Duration:30sec
Detection:normal Residue:normal
Format:Injected

Stim

Stim became popular because it is a very long duration stimulant, seemingly providing the user with energy to last all night long, whether that be to dance, have sex or go on a killing rampage. Most users feel on top of the world, and feel that they will never be knocked down. Delusions of invulnerability and absolute competence are common.

Stim can be purchased as either a GelCap as listed at right, or as a derm with an onset time of 30 seconds for twice the list cost.

Str:4 Cost:50eb Dif:Easy
main Stimulant +2, Endurance +2
side Delusions +2
Onset Time:10min Duration:12hrs
Detection:normal Residue:normal
Format:GelCap

GoldCaps

These are a mild soporific and psychedelic giving the user better, more vivid dreams that are easier to remember. They also give more vivid nightmares to some users, but you get whatever your subconscious dishes out, right chummer?

The drug is popular amongst cults and religious groups, as well as with a lot of people who believe in the paranormal.

GoldCaps are sold as gold gel-caps and are taken about an hour before going to bed. They are currently only available from select

dealers and cults in the Boston Atlanta Metropolitan Axis and are manufactured in small batches only.

Str:7 Cost:25eb Dif:Average
main Soporific +1, Sedative +2, Psychedelic +4
side Hallucinations +2
cum Temporary Tolerance +6
Onset Time:1hr Duration:6hrs
Detection:normal Residue:normal
Format:ingested

Klute

A contact-aphrodesiac, Klute makes _you_ the maximum lover. Produces a fast-acting long-duration high, designed to complement the aphrodesiac effects.

Klute is sold in little red derm patches a little smaller than a dime. Usually sold in a strip of 10 on a non-stick paper strip for 1,500eb. Not cheap, but it doesn't screw you up either.

Str:10 Cost:150eb Dif:Easy
main Aphrodesiac +4, Endurance +4, Euphoric +2
after Drowsiness +4
Onset Time:1min Duration:3hrs
Detection:normal Residue:normal
Format:Contact

Rain

Also known as "Acid Rain", Rain is the hottest and cleanest psychedelic on the market. It's one of the ultimate designer drugs in it's field, always uplifting and never subjecting the user to "bad trips". Users float around in a haze of strange events and imagery vaguely linked to events in the real world around them.

Rain is taken as an inhaled powder, and looks like ultra-fine glitter.

Str:6 Cost:50eb Dif:Easy
main Psychedelic +6
side Clouded Thinking +2
Onset Time:10min Duration:6hrs
Detection:normal Residue:normal
Format:Inhaled

Shredded

The hot new derm hitting the chrome scene is Shredded. Making you feel good, react faster and even hallucinate lightly, it's been called a "jacked up joint" by some users. If any new drug puts you on top of the world, this is the beast. People binging on Shredded often don't remember the previous night's events when they come back to consciousness...

Shredded is usually sold as a derm, but as a small batch drug it has seen several incarnations appear from different labs city-wide. All sell for 10eb, but some come as an injection ampule (known as Shredded #2) that lasts for 3 hours and has an onset time of 15 seconds.

Str:6 Cost:10eb Dif:Difficult
main Speed +2, Euphoric +2, Psychedelic +2
side BlackOut +2, Egotism +4, Hallucinations +1
after Clouded Thinking +4
Onset Time:9sec Duration:15min
Detection:normal Residue:normal
Format:Derm

Heavy Melt

Described as either the hallucinogen for the dorphe set, or the black lace of the "dazed and confused" crowd, Heavy melt combines the worst aspects of a hallucinogen with a combat drug. Aside from being a pain killer, producing hallucinations along with enhanced sensitivity is not usually considered a benefit. It also causes catatonia in some users, and mindless aggression in others.

Str:6 Cost:5eb Dif:Average
main Psychedelic +3, Stimulant +3
side Analgesia +4, Aggression +2, Blank +4
Onset Time:1hr Duration:3hrs
Detection:normal Residue:normal
Format:Injected

Slag

A very simple analgesic, Slag reduces the brain to putty while also reducing the ability to detect pain or to realise when you are pushing your body beyond it's limits. On the plus side it's incredibly cheap and great for those REALLY heavy work-outs.

Str:8 Cost:2eb Dif:Very Difficult
main Analgesic +4, Endurance +4
side Clouded Thinking +4, Egotism +4
after Clouded Thinking +4
cum Physically Addictive +4
Onset Time:10min Duration:3hrs
Detection:normal Residue:normal
Format:Contact

Structural

Another pain killer, structural accompanies the deadening of the senses with a euphoric high instead of a mind-numbing blankness. Users feel stronger and tougher than anything the world can set up against them.

Str:8 Cost:50eb Dif:Average
main Analgesic +4, Euphoric +4
side Delusions +4, Egotism +4
Onset Time:15sec Duration:5min
Detection:normal Residue:normal
Format:Contact

Special-K

Special K or Ketamine is veterianation tranquilizer. If administered in the correct dosage, it produces near catatonia along with massive hallucinations. It causes complete paralysis in users while running them through some incredible (and often disturbing) hallucinatory sequences. It acts quickly and has a controlleable duration, but many people are wary about using a drug that induces complete paralysis. Because Ketamine is no longer used by vets, it is only available from street drug labs in limited amounts.

Str:10 Cost:50eb Dif:Average
main Psychedelic +6, Analgesic +4
side Paralysis, Hallucinations +2
Onset Time:1min Duration:30min
Detection:normal Residue:normal
Format:Injected

Hit-n-Run

Another small batch drug, Hit-n-Run is a fast-acting injected accelerator used by street samurais and wannabes. It produces a quick and clean high with no abnormal side effects, no deadening of senses, etc. Users are a little more on edge than usual, but it's usually discounted since the drug is usually taken just prior to action.

Str:5 Cost:300eb Dif:Average
main Accelerator +5
side Aggression +1
after Instant Addict +1
Onset Time:4sec Duration:5min
Detection:normal Residue:normal
Format:Injection

Absolute

Another combat accelerator for the street samurai, this small batch drug combines some of the active ingredients from Hit-n-Run with a cocaine-analog. The result is an incredibly fast drug with very nasty side-effects. Users report internal hemorrhaging, pains, and acute cases of death.

Str:12 Cost:200eb Dif:Near Impossible
main Speed +6, Accelerator +6
side Poisonous +4, Death +4
after Death +2
Onset Time:15sec Duration:10min
Detection:normal Residue:normal
Format:Injection

Adrenalzene

A synthetic adrenaline-analog, Adrenalzene is the smart-man's booster. One derm in the morning on the way to work and you are King Of The Road and Lord Of The Promotion. It gives a quick adrenaline rush followed by he normal adrenaline crash that you come to expect after such an event. After regular use, some users systems have stopped providing their own adrenaline, instead relying on the artificial boost of the Adrenalzene.

Str:5 Cost:50eb Dif:Difficult
main Speed +2, Analgesic +1, Accelerator +1, Stim +1
side Aggression +2, Clouded Thinking +2
after Drowsiness +2
cum Physically Addictive +2
Onset Time:4sec Duration:5min
Detection:normal Residue:normal
Format:Contact

Cram

The world's first net enhancer, Cram is unusual in that it must be injected into the character's interface plugs where the contact drug quickly spreads along the nervous system and improves net connectivity.

Currently only available from select dealers, even if it does become mass-produced it will never go down in price due to its incredible usefulness to netranners and everyone else who plies their trade through the internet.

Str:6 Cost:100eb Dif:V.Difficult
main Net Enhancer +4, Concentrator +2
side Anxiety +2, Delusions +2, Egotism +3
after Depression +2
cum Alienation +3, Carcinogen +2
Onset Time:2sec Duration:1min
Detection:normal Residue:normal
Format:Injected

T e c h E x

The newest and hottest net enhancer. Incredibly potent, users describe it as Cram twice over. It also lasts longer, allowing for it's user during extended runs instead of just rapid attacks. Again, this substance must be injected, but it need not be done straight into the interface, but it must be near the spine.

Currently only available from very select dealers, manufacturing this drug is a closely held secret. It involves giving a user a slow but steady fatal overdose of cram while they are jacked into a very strong fear-inducing sim-stim. The hormones extracted from the spinal column are already impregnated with the activated Cram and are much stronger than Cram alone when introduced into a new host.

If obtained from it's one regular source (a gang in San Francisco) it can be purchased at the small batch price listed. From other sources it will sell at prototype cost (600eb per dose). It is estimated that aprox 20 doses can be obtained from one host under optimal conditions.

Str:10 Cost:300eb Dif:Near Imposs.
main Net Enhancer +6, Concentrator +2,
 Euphoric +2, Accelerator +2
side Delusions +4, Egotism +6
 after Depression +2
cum Alienation +6, Carcinogen +2
Onset Time:4sec Duration:30min
Detection:normal Residue:normal
 Format:Injected



Merrick would like to remind all shoppers that drugs can be purchased with cash only, and there are no guarantees or refunds available for those not content with the high provided nor the after-effects experienced. "Bad Trip" insurance is available with the purchase of some drugs for a significant fee.

Sorry, but no refunds or exchanges on used drugs.

The Real-World Drug Project

A PROJECT TO DOCUMENT MODERN PHARMACEUTICALS IN CP2020.

The Real-World Drug Project was created out of a perceived need to compare 2020 street drugs with their modern precursors. After all, even with the DEA lockdowns on most natural drugs, many of these pharmacological compounds will still be in production and use in 2020, just as opium is still smoked today after hundreds of years and the introduction of hundreds of new drugs.

We've attempted to be as honest and accurate as we could with these listings, but admittedly a lot of our documentation is "aged" at best, and some of it may be outright wrong now. We've also avoided covering drugs whose effects are still under debate (such as the long-term effects of cannabis consumption).

The project is now into it's second stage. The first stage was 17 real pharmaceuticals uploaded on March 2nd, Stage 2 includes an additional 7 drugs, (some requests from other players and GMs, some others I dug up) appended to the original file and uploaded on June 1st.

Once again, this list is nowhere near complete, and if there are drugs you would like to see added to it, please contact [the editor](#) with your specific needs and we'll see what we can manage.



Adrenochrome

One of the components of "pink adrenaline," a derivative of the epinephrine produced in the body. It has an indole nucleus, identical to that in the hallucinogens, and for this reason was thought to be a chemical cause of schizophrenia, since some of the effect of that disease are similar to those produced by the hallucinogens. When injected, adrenochrome will cause immediate physical pain unless it is mixed with the subject's own blood. Mixed or not, it produces certain abnormal and unpredictable effects in the subject, including changes in color and texture of the environment, distorted visual patterns, vague paranoia and irritability.

Str:4 Cost:50eb/dose Dif:Easy

main Psychedelic +3, Accelerator +1
side Aggression +1, Paranoia +2

onset:9 seconds duration:15 minutes
detection:normal residue:normal
format:Injected

Amanita Muscaria (Fly Agaric)

A hallucinogenic, poisonous mushroom *Amanita Muscaria* which grows in North America, Siberia and Europe. The mushroom contains an alkaloid, *muscarine*, which in sufficient quantities will stop the heart. Death usually follows the ingestion of three of the mushrooms. In smaller toxic amounts it induces vomiting, rapid breathing, hallucinations, intoxication, gaiety and perception distortion in which small objects seem large, and sometimes paranoia and aggressive behaviour. Intoxication usually ends in a deep sleep.

Str:10 Cost:5eb/dose Dif:Average

main Psychedelic +6, Euphoric +4
side Physical Reaction +3, Aggression +1
after Sleepiness +4, Poisonous +4

onset:10 minutes duration:1 hour
detection:normal residue:normal
format:Ingested

Amyl Nitrite

An inhalant dilator of the small blood vessels, this drug also relaxes the smooth (involuntary) muscles of the body. It is only active when inhaled, hence it is sold as a clear, yellow, volatile liquid in glass ampuls, which are broken open, usually in a handkerchief, and inhaled. It has a fruity odor and a pungent, aromatic taste. The drug causes a rush, supposedly enhances orgasm, and occasionally causes temporary visual disorders such as yellow or blue halos surrounding dark objects against a light background.

Str:5 Cost:10eb/dose Dif:Average

main Euphoric +4, Stimulant +1
side Convulsions +1
cum Tolerance +1

onset:4 seconds duration:15 seconds
detection:normal residue:normal
format:Inhaled

Amytal (amobarbital)

And intermediate-acting Barbiturate hypnotic and sedative. Amytal comes in capsule-shaped scored tablets inscribed "Lilly" in different colors, depending on the amount of the drug (the rules below are for a 50mg dosage).

yellow	30mg
orange	50mg
pink	100mg

Str:6 Cost:5eb/dose Dif:Average

main Hypnotic+2, Sedative+3, Analgesic+1
side Alienation+2, Clouded Thinking +2, Drowsy+2
after Sleepiness+3
cum Physical Addiction+1

onset:30 minutes duration:2 hours
detection:normal residue:normal
format:Ingested

Anileridine

A synthetic compound similar in effects to morphine, it is also very similar to mperidine, another synthetic opiate, in chemical structure and pharmacological action. It is not as constipating as morphine, but has similar side reactions (sometimes results in vomiting, nausea, feelings of warmth, faintness and dizziness.) Physical dependence results from long-term usage.

Str:5 Cost:5eb/dose Dif:Average

main Analgesic +5
side Physical Reaction +1, Clouded Thinking +2
cum Physical Addiction +4

onset:1 minute duration:3 hours
detection:normal residue:normal
format:Injected

Ayahuesca

Also called caapi and yage. A hallucinogenic beverage brewed from various species of the tropical liana *Banisterio psis*, especially *banisteriopsis caapi* by the Chama Indians of northeastern Peru. Sometimes the beverage is prepared with the vine alone, and sometimes in conjunction with other leaves, especially *haemadictyon amazonica*. When ill, the Indians take the beverage in the belief that they will see in their hallucinations the plants that will cure them. They also take it before an important enterprise, in the hope that their visions will foretell the future, and for other shamanic visions and vision-quests.

Str:9 Cost:50eb/dose Dif:Difficult

main Psychedelic+5, Hypnotic+2, Analgesic+2
side Delusions+3, Disorientation+2, Hallucinations+2, Time Distortion+2

onset:10 minutes duration:3 hours
detection:normal residue:normal
format:Ingested

Benzedrine (amphetamine sulfate)

A central nervous system stimulant first used as a decongestant and in the treatment of narcolepsy. It was issued in ship's kits and to German paratroopers in the Spanish Civil War. During World War II it was issued to troops on both sides to counteract fatigue amongst frontline units. Benzedrine is sold in flat pink, three-sided 5 and 10 milligram tablets. Standard dosage (below) is for about 25-50mg.

Str:8 Cost:5eb/dose Dif:Difficult

main Stimulant +4, Speed +2, Euphoric +2
side Aggression +1
after Anxiety +3
cum Insomnia +3, Paranoia +4, Tolerance +2

onset:1 minute duration:30 minutes
detection:normal residue:normal
format:Ingested

BOL-148

[*d*-2-bromolysergic acid tartrate]

A hallucinogenic congener (analog - related in function, design and origin) of LSD-25.

Str:7 Cost:5eb/dose Dif:Average

main Psychedelic +4, Hypnotic +2, Euphoric +1
side Hallucinations +2
cum Flashbacks +2, Temporary Tolerance +4

onset:30 minutes duration:6 hours
detection:normal residue:normal
format:Ingested

Bufotenine

[2-methylserotonin (5-hydroxydimethyltryptamine)]

A substance first isolated from the skin of toads and used medically to raise blood pressure. It has also been isolated in two hallucinogenic plants. When taken alone, it does have consciousness-altering effects. In an experiment, 16 milligrams of bufotenine injected caused color hallucinations in the form of red and purple spots and a yellowish haze, an impairment of time and space perception, and mental confusion and cloudiness. Bufotenine is close in structure to serotonin which in turn is similar, structurally, to a part of the molecular structure of LSD.

Str:2 Cost:5eb/dose Dif:Easy

main Psychedelic +2
side Clouded Thinking +2, Disorientation +1, Time Distortion +1
cum Temporary Tolerance +2

onset:1 minute duration:40 minutes
detection:normal residue:normal
format:Injected

Carbon Tetrachloride

[tetrachloromethane]

This is a heavy, colorless, toxic liquid with a strong odor used in cleaning fluids and the source of the deliriant effect sought by the drug abusers who sniff them. Toxic reactions to the fumes include headache, mental confusion, depression, fatigue, loss of appetite, nausea, vomiting. Some of these symptoms do not appear until after the passage of several hours.

Str:2 Cost:0.5eb/dose Dif:Average

main Euphoric +2
side Clouded Thinking +2, Physical Reaction +2
after Depression +2, Drowsiness +3
cum Nerve Degeneration +1

onset:4 seconds duration:1 minute
detection:normal residue:normal
format:Inhaled

Chloral Hydrate

[trichloroacetaldehyde]

A nonbarbiturate hypnotic and sedative. Combined with alcohol, liquid chloral hydrate induces acute intoxication, resembling an overdose of barbiturates, including unconsciousness and coma. In this illicit use it was known as a Mickey Finn or KnockOut Drops. Excessive, long-term use of chloral hydrate can result in both psychic and physical dependence. The hypnotic dose is 1-2 grams with a toxic dose of about 10 grams.

Str:6 Cost:10eb/dose Dif:Average

main Sedative +2, Hypnotic +2, Soporific +2
side Clouded Thinking +2
after Sleepiness +1
cum Obsession +2, Physically Addictive +2

onset:30 minutes duration:1 hour
detection:normal residue:normal
format:Ingested

Ditran

[piperidyl benzilate]

A hallucinogen and psychotomimetic drug. Experiments with Ditran induced clear psychotic symptoms, hallucinations (mainly auditory), delusions and a catatonic state. Upon injection it produced odd sensations and heaviness of limbs. After fifteen minutes it produced slurred speech, inertia and sensory cloudiness. One hour after injection it produced unresponsiveness both to question and to environmental occurrences. Changes in perception altered the form, distance, movement and color of objects.

Str:6 Cost:10eb/dose Dif:Average

main Psychedelic +6
side Blank +4, Disorientation +2

onset:1 hour duration:6 hours
detection:normal residue:normal
format:Ingested

DMT

[*N,N*-dimethyltryptamine]

A semisynthetic, fast-acting hallucinogenic chemical very similar in structure to psilocin. It is easily synthesized with rudimentary equipment and common ingredients. The usual mode of ingestion is to soak parsely in the drug, let it dry, then smoke it in a pipe or cigarette, or to ingest the crystals directly.

Str:4 Cost:5eb/dose Dif:Easy

main Psychedelic +4
side Hallucinations +1
cum Temporary Tolerance +4

onset:1 minute duration:30 minutes
detection:normal residue:normal
format:Ingested

Kava

A mild, soporific beverage made from the roots of the plant *piper methysticum*, a member of the pepper family. It is drunk by South Sea Islanders of New Guinea (where it is called kavakava) and hawaii (where it is called ava). The beverage is served hot; it is aromatic, rather soapy in taste, and astringent. Kava is not addictive, and its action is sedative; if enough is drunk, the user will fall asleep.

Str:3 Cost:10eb/dose Dif:Average

main Sedative +3
side Clouded Thinking +1
after Sleepiness +2

onset:10 minutes duration:30 minutes
detection:normal residue:normal
format:Ingested

Khat

The buds or fresh leaves of *Catha Edulis* which are chewed or drunk as tea in Yemen, East Africa and the Arabian Peninsula. It is a central nervous system stimulant very similar in chemical structure and effects to amphetamines. In Yemen it is used to banish sleepiness and hunger on long treks and also for its exhilarating effects. Adverse effects include restlessness, insomnia, overstimulation of the heart and loss of sexual desire. The usual mode of ingestion is to chew the leaves when they are fresh. Psychic dependence does occur in habitual users, who feel strongly impelled to use it once a day or more and will do so in preference to eating.

Str:3 Cost:10eb/dose Dif:Easy

main Stimulant +2, Accelerator +1
side Anxiousness +2, Egotism +2
cum Obsession +2

onset:10 minutes duration:1 hour
detection:normal residue:normal
format:Ingested

Meperidine (Demerol)

[ethyl-1-methyl-4-phenylpiperidine-4-carboxylate]

A synthetic narcotic analgesic, structurally dissimilar to morphine, but which has many similar pharmacological analgesic effects when given in equipotent doses. Intramuscular injections of 80 to 100mg give analgesia equivalent to 10mg of morphine. Unlike morphine, meperidine does not usually produce constipation or urinary retention or respiratory depression. It still sometimes causes nausea, vomiting, giddiness, vertigo and faintness in some patients. It is also considered less addictive than morphine.

Str:3 Cost:10eb/dose Dif:Easy

main Analgesic +2, Sedative +1
side Physical Reaction +1, Convulsions +1
cum Physical Addiction +1

onset:10 min duration:3 hours
detection:normal residue:normal
format:Injected

Morphine

A natural alkaloid of opium. Morphine acts directly on the central nervous system and also on the bowel muscles, relieving almost all kinds of pain, especially continuing, dull pain. The preferred method of application is through subcutaneous injection, taking effect in an hour to 90 minutes, and lasting for 4-6 hours. Intravenous injection reaches peak effect in 20 minutes, but duration is cut down to just over an hour. Effects include constriction of the pupils, heaviness of limbs, itchiness of face and nose, yawning warmth in the stomach, respiratory depression, sweating and a fall in body temperature. Psychological effects include analgesia, euphoria, drowsiness, impairment of mental and physical performance, reduced sex and hunger drives, mental clouding, inability to concentrate, and sometimes apathy.

Str:6 Cost:5eb/dose Dif:Difficult

main Analgesic +4, Euphoric +3
side Drowsiness +2, Clouded Thinking +3
after Depression +2
cum Physical Addiction +3, Tolerance +2

onset:1 hour duration:6 hours
detection:normal residue:normal
format:Injected

Phenobarbitol

A "long-acting" barbituric acid derivative. Phenobarbs (under the trade names of Luminol, Phenobella, and many others) move slowly through the blood to the brain, and hence are slow to take effect, but which produce a more profound and prolonged effect because they are slow in passing through the kidneys. Phenobarbitol is a sedative and a hypnotic, which in clinical doses produces a long, deep sleep. Those who do not fall asleep following such a dosage are usually confused and have their mental faculties impaired. The long duration also means that many users awaken still confused and drowsy. Prolonged use results in a physical dependence on the drug. Also since it takes so long to take effect, addicts sometimes overdose by taking additional dosages before the initial dosage has even taken effect.

Str:10 Cost:10eb/dose Dif:V.Diff.

main Sedative +5, Hypnotic +2, Soporific +3
side Clouded Thinking +4
after Clouded Thinking +3
cum Physical Addiction +3

onset:1 hour duration:6 hours
detection:normal residue:normal
format:Ingested

Tetrahydrocannabinol

The synthesized euphoric active principle in Cannabis. When cannabis is smoked, this material is changed less than any of the other resinous materials found in hemp leaves. It is a mild euphoric and psychedelic, first synthesized in 1966, and still quite expensive to manufacture.

Str:3 Cost:10eb/dose Dif:Easy

main Euphoric +2, Psychedelic +1
side Drowsiness +2
after Hunger +3

onset:1 minute duration:30 minutes
detection:normal residue:normal
format:Ingested

Drug TV!

With Dopeman X and Sooch

Firestarter

- from Dopeman X -

"So, ya looking fer a speed drug, huh punk? Well lesse... we got da kind at'll cost ya upwards a 150eb a hit ova here... or der's somadese at're poifect if'n ya got 10 minutes ta sit around un wait fer 'em ta kick in... or howsabout deez 'uns, guaranteed ta make ya a killin' machine while yer on 'em... 'course, yer probably gunna wanna put a bullet in ya skull when you come down in a few hours. Hold on a sec, choomba... I got sumtin' here 'at I tink might be a little more yer style, judgin' by da looks a'ya..."

Firestarter isn't just the cheapest, quickest-acting, most versatile, and cleanest speed drug available... it also feels like the fastest. Ever wanted the 'flexes of a full 200% hardwiring job, but without the 20,000eb price tag and the hefty loss of humanity? A 5eb Firestarter shot will give you a taste of the world of the hyper-accelerated for half an hour with no messy side effects... and it'll kick in in under 10 seconds, so you're ready to rumble when the shit hits the fan unexpectedly. On the mean streets of Night City, conflict can break out in a heart-beat... you'd better be ready to react in half that time.

Firestarter is available in three forms; as a quick-dissolving red Jel-Cap pill, an injection, or as a slap patch. As a pill, Firestarter costs 1eb a pop, lasts 30 minutes, and has an onset time of 1 minute. They aren't kidding about quick-dissolving, either... these things will melt in your mouth or hand in no time, and sure as hell don't taste like Smarties. As an injection, Firestarter will run you 5eb a hit, also lasting half an hour, but has an onset time of only 9 seconds. For those who need that boost of speed now Now NOW, the Firestarter slap patch has an instantaneous effect, with no onset time. The patches are available for 25eb each, have a duration of 15 minutes, but leave your system a little ruffer than the other forms of Firestarter. All are available from a street dealer or other fine pharmaceutical supplier near you!

Strictly speaking, Firestarter is a pretty lame accelerator, giving the user +1 initiative, +1 Ref, and +2 Awareness. The real value of any drug, however, is not in how it actually effects you, but rather in how it feels like it effects you. Firestarter distorts time for the user, making the rest of the

world appear to be moving slow-mo while your own actions seem to speed up. A healthy 1-2 punch of egotism and delusions sure helps make the effect believable, and the user is likely to feel like a Combat Gawd snapping off shots at the speed of light and catching bullets in her teeth.

Str:5	Cost:1/5/25eb	
	Dif:Avg to V.Dif	
main	Accelerator +1, Speed +2, Stimulant +2	
side	Delusions +3, Egotism +5, Time Distortion +2	
after	Anxious +2 (contact: Convulsion +2)	
	Onset Time:1min/9sec/instant	
	Duration:30min/30min/15min	
	Detection:normal	Residue:normal
	Format:Ingested/Injected/Contact	

Lover

- from Sooch -

It's yer chillin' drug, it's yer combat drug, it's yer keep-breathin'-when-yer-shot-ta-bits drug, and with Time Distortion it's even yer party-time drug (just sit back and watch the world flowwww...)

Pretty soon, ya won't let it outta yer sight. It's yer one true love. But it's jealous. Yer on it 24-7 thanks ta the addiction and if ya try ta mix it with *anything*, it'll prob'ly kill ya.

Don't matter. Ya get so inta this stuff that ya don't even *think* about usin' other chems. And even if someone slaps a derm on ya, well, yer life's worth squat anyways, eh?

Str:18	Cost:1eb	Dif:Impossible	
Main	Euphoric +6, Speed +6, Stabilizer +6		
Side	Immiscible +6, Obsession +6, Time Distortion +6		
After	Instant Addict +6		
Cum	Physical Addict +6		
Onset	1 min	Duration	12
hrs			
Detect	very faint	Residue	
	ample ("Wow! Blue pee!")		
Format	ingested - tiny red cinnamony hearts.		

Welcome to the Hunter BioMedical Drug Catalog

"Ok, who's got the drugs..." a nameless Hunter BioMedical TestSubject

NOTE : All drugs on this page created using the new drug construction rules created by [Hound](#) for his BlackHammer Project. For those who are interested, the new construction rules are located [Here](#).

Snooze Alarm

Snooze Alarm is a fast-acting combat drug which quickens your reactions and your heightens your senses. Useful for waking you up when you've slept thru the initial ambush and need to get back in the game quickly. Users have reported no harmful side effects as of yet. Comes in a small pressurized vial that is squeezed and inhaled thru the nose or mouth.

Fire Alarm

Fire Alarm is a turbocharged cousin to Snooze Alarm which also quickens physical reaction time and heightens the user's senses. Aside from a mild allergic reaction to one of the natural ingredients in the drug in some users, there have been no other reported side effects to date. It is taken in the form of a couple red caplets with a tiny flame symbol in yellow on them.

Tiny Rubberband

Ever feel like you've been wound up on the end of a rubberband and then cut loose suddenly? Did you enjoy that feeling? Want to experience it whenever you want? The really cool part of this drug is that its packaged like chewing gum (mint flavour only) and taken 2 pieces at a time (a pack of rubberbands contains 20 pieces) and as you chew the gum the active ingredients mix with your saliva and enter your nervous system thru your taste buds.

Professor X

The first in the new X-men series of designer drugs that's being marketed to compete directly with Nuke. This little jewel will leave you feeling like your totally in touch with your surroundings and that you're an all-knowing telepath because you always seem to know what people are about to do before they even do it. Delusions of grandeur are not uncommon amongst habitual users of this narcotic. Comes in chewable pills shaped like the letter X.

Colossus

The second in the new X-men series of designer drugs that's being marketed to compete directly with Nuke. This little gem will deaden the pain receptors in your body and

maintains your peak levels of physical exertion for longer period but leaves you with delusions of of invulnerability. Comes in chewable pills shaped like the letter C.

Quicksilver

The third in the new X-men series of designer drugs that's being marketed to compete directly with Nuke. Taking this drug heightens your reactions to incredible levels. You believe you're the fastest person alive and that no one else can even lay a finger on you, because they're so slow in comparison. Comes in chewable pills shaped like the letter Q.

Gambit

Fourth in the new X-men series of designer drugs that's being marketed to compete directly with Nuke. On this puppy you'll believe yourself to be the coolest person in town, as well as in tune with everyone on the street and that the world is moving a little bit slower (or are you moving just that much faster?). Comes in chewable pills shaped like the letter G.

Wolverine

Fifth in the new X-men series of designer drugs that's being marketed to compete directly with Nuke. You are the best at what you do, and nothing but the best. Your senses are razor sharp, your reactions lightning fast, and your able to take any blow as your wounds seem to knit before your very eyes but you're also more likely to give in to fits of aggressive behavior towards others (including your friends) as your animal instincts take over. Comes in chewable pills shaped like the letter W.

Beast

Sixth in the new X-men series of designer drugs that's being marketed to compete directly with Nuke. You're as smart as they come, a seducer of women (or men), and an amazing acrobat, or so you believe at least. Comes in chewable pills shaped like the letter B.

Snooze Alarm

Str:4

Cost:25eb

Dif:Average

main Accelerate +2, Stimulant +2
after Instant Addict +1

Onset Time: 9 seconds
Detection: normal
Format: Inhaled

Duration: 30 seconds
Residue: normal

Fire Alarm

Str:8 Cost:100eb Dif:Average

main Accelerate +4, Stimulant +4
side Physical Reaction +1
after Instant Addict +1
cum Temp. Tolerance +2

Onset Time: 1 minute
Detection: Normal
Format: Ingested

Duration: 30 minutes
Residue: Normal

Tiny Rubberband

Str:2 Cst:1eb Dif: Easy

main Accelerate +1, Stimulant +1
side Anxiousness +2

Onset Time: 1 minute Duration: 10 minutes
Detection: Distinct ("green teeth?!") Residue: Ample (minty fresh breath)
Format: Injected

Professor X

Str:8 Cost:5eb Dif: Difficult

main Stimulant +6, Concentrator +2
side Delusions +3, Egotism +6,
after Instant Addict +1
cum Physical Addict +1

Onset Time: 10 minutes
Detection: Normal
Format: Ingested

Duration: 6 Hours
Residue: Ample

Colossus

Str:8 Cost:5eb Dif: Difficult

main Analgesic +6, Eudurance +2
side Delusions +3, Egotism +6,
after Instant Addict +1
cum Physical Addict +1

Onset Time: 10 minutes
Detection: Normal
Format: Ingested

Duration: 6 Hours
Residue: Ample

Quicksilver

Str:7 Cost:5eb Dif: Difficult

So I got bored one day at work and worked through this "Future History" of a combat drug. A lot of synthetic and custom-designed drugs have a history behind them, one of use with animals, in the medical field or just a lab experiment gone wrong and the results then being refined or mixed with other drugs to make them more "palatable" to the average user. In this case I took up the cause of a drug I had created for my NPCs called Psycho X, a very effective combat drug, and decided to trace its history and previous incarnations as a nasty plague on the history of drug manufacture...

The bottom of the article has the rules for all these drugs using my drug system, but listing their full effects in game terms so anyone can use them, no matter what drug system you are using (but you may have to adjust the price upwards a bit using Ocelot's system and a LOT if you use the normal drug system from CP2020) - Hound

Psycho is the West Coast and Mexican street name of one of the world's first series of combat drugs. Initially created and quietly marketed to third-world militaries by the orbital Tupolev I.G., Psycho's formula was originally based on the same combination of nasty chemicals and the extract of an amazonian fungus that created the Black Lace prototypes.

The first incarnation of Psycho to make out of the Tupolev orbital labs was used by Mexican national troops during the Central American Conflict, and although the stories of these drug-crazed soldiers were told and retold by the Central American vets, the actual drug was far worse than they knew, as many of the troops that had received a Psycho injection never made it to the battlefield. The composition of the drug was discovered by a few army medics on both sides of the fighting, and someone made the bad decision to sell it to a mexican drug lab. To this day there are bad-to-worse variants of **Psycho 1** (known as **Mexican Psycho**) available in various black markets in Mexico, Panama and California.

The first truly maektable Psycho variant (**Psycho 6**), shows its roots as a "First Generation" combat drug - while it does whip troops into a violent frenzy and makes them immune to pain, it causes both brain and motor-control damage (as well as internal bleeding, clotting and hemorrhaging, and a bunch of other fun effects). It also got a nasty reputation very quickly on the streets because of a coincidence involving its release in 2013. At the same time as Psycho was becoming available, Synthcoke had become very cheap and very popular on the West Coast, and it was quickly discovered that in combination with even minute quantities of cocaine-analogs Psycho 6 was Potentiated a hundred-fold and became a deadly toxin.

One rogue Biotechnica lab in Las Vegas, with considerable experimentation, finally managed a mix of Psycho 6 and SynthCoke (with less than 3% of the normal Psycho dosage) that took advantage of these potentiated effects without always killing the user. The drug was not much safer than Psycho 1, but released to the streets of L.A. "**Psycho Killer**" got quite the rep as a nasty kick. It was originally released as "Killer" but was renamed to "Psycho Killer" by mexican gangers who recognized the Psycho effects and guessed at the source of the drug. Unfortunately for the labs and for the users (and fortunately for the effort of law enforcement), Psycho Killer is mind-bogglingly difficult to synthesize properly without creating a nearly instantly deadly poison, and so is only rarely seen on the streets since 2015.

Working with this synergistic compound, Tupolev IG labs managed to turn out several variations of Psycho Killer until they struck pay dirt with what would become one of the world's first "Second Generation Combat Drugs", **Psycho 13**. The main advantage of Psycho 13 was the removal of the natural toxins in compoind without damaging or losing the Active Principle, thus eliminating the clotting and bleeding problems associated with the drug, as well as the brain damage. Never the less, the Active Principle proved to still cause motor-function damage with prolonged use. Sales were still brisk as "Prolonged Use" was very rarely a problem for front line troops taking Psycho, and the addition of the stimulant was

considered an excellent improvement by purchasers, while troops were more likely to use the drug voluntarily now that the toxins had been neutralized.



When Mexican Metals equipped their first Production Model ACPAs with Psycho 13 in the autodocs, they discovered it was incompatible with their standard stabilizing drug. They were forced to begin experimenting with alternate stabilizers and finally found one that worked in combination with Psycho in an "interesting" fashion. Now known as "**Zombie**", this mixture is a fairly effective stabilizer (+3 on death saves), and the subjects experience all the "benefits" of psycho (immunity to pain, aggressive behaviour, heightened reflexes), but few subjects actually survived the experience... "Zombie" was never used for ACPA troops, but it is still occasionally encountered with troops in a biomonitor-linked injection rig to get them back on their feet for five more minutes after a few good mortal wounds.

The move to a genuine "Third Generation" combat drug was a lot slower, as most buyers weren't interested in footing the expense to research "clean" combat drugs (those not causing nervous system damage), since they didn't expect much in the way of repeated use or prolonged exposure among their troops and security forces. Those organizations that did have a use for such a "Third Generation" drug (Edgerunners, Mercenary Units, IPC, etc), didn't have the investment capital to promote the research.

It wasn't until 2019, and almost the very end of Tupolev's Psycho Project, that Psycho 24 was released. The second-ever "Third Generation" combat drug, **Psycho 24** managed to survive the bad hype given to it by Psycho 1, Psycho Killer and Zombie to seal enough to mercenary units until the major military buyers took interest in it. They saw finally a combat drug that could be used repeatedly without the drug itself destroying the user, but then they decided against using it as their special forces and commando units needed their wits about them, and a drug that promoted mindless aggression would seriously reduce the life expectancy and success rates of the special forces teams. This was driven home after an unfortunate incident involving a Navy SEAL team. The Navy did, however, put out a memo indicating that they needed a similar drug that wouldn't trigger the mindless rage inherent in all current combat drugs.

The results of this line of research went into testing the next year. The first, **Psycho 30**, was a reversion to the Psycho 13 formula with a less "aggressive" stimulant base and the modification of the Active Principle of the Psycho involving the placement of a ketone group. The result isn't quite a fourth generation drug, and exists in a limbo between second and third generation. The final product was called **Psycho X**, the last production drug from Tupolev's Psycho Project. Psycho X uses a variation of the Psycho 24 formula with the same inversion of the Ketone group discovered for Psycho 30. This last drug was exactly what everyone was looking for, an effective combat drug without any of the standard debilitating side effects.

Mexican Psycho (Psycho 1)

Mexican Psycho is a nasty, rough drug. It deadens pain and enhances reactions, but it's effects on the mind and body are deadly. Users injecting Psycho 1 gain +2 on stun saves, +4 to the Endurance skill, and +1 REF. They often have trouble concentrating or thinking of anything but the simplest, most violent answers to a problem. They are at -1 INT and TECH, and must make a successful COOL roll at -6 to avoid aggressive rage in any confrontation or in reaction to any setback. The toxins in the drug cause D6 damage to the user (no BTM) and often result in some internal bleeding, blood in the stool, cramps and occasional clotting. Towards the end of the hour rush the user must make a death save at -2 to avoid succumbing to the poisons, and if the user does manage to pull through, they lose 0.1 INT and 0.2 REF for every dose they have taken. (5 eb per dose)

Str:8 Cost:5eb/dose Dif:V.Dif.

main Analgesic +2, Endurance +4, Speed +2
side Aggression +6, Clouded Thinking +2, Poisonous +2
after Death +2
cum Brain Degen +1, Nerve Degen +2
onset:4 seconds duration:1 hour
detection:normal residue:normal
format:Injected

Psycho 6

Not much better in the long run or in immediate effects than Psycho 1, Psycho 6 at least doesn't have the tendency to kill the user on it's own. The analgesic effects are stronger (+4 stun saves, +4 endurance) and the rest is pretty much the same, although users claim to have slightly more control over the overwhelming flood of rage (+1 REF, -1 INT, -1 TEK, -4 Cool Checks for aggression). Although still poisonous (D6 damage upon administration), the new formula doesn't usually build up a lethal dose of toxins in the body as it runs it's course... But the nervous system still takes quite the beating (user loses 0.5 INT and 0.2 REF for each dose taken). (10 eb per dose)

Str:10 Cost:10eb/dose Dif:V.Dif.

main Analgesic +4, Endurance +4, Speed +2
side Aggression +4, Clouded Thinking +2, Poisonous +2
cum Brain Degen +3, Nerve Degen +2
onset:4 seconds duration:1 hour
detection:normal residue:normal
format:Injected

Psycho Killer

The single nastiest of the Psycho's, Killer is an overdose waiting to happen. Cranked full of a stimulant, the user has an overwhelming ability to ignore damage (+6 stun saves, +4 endurance), faster reactions and stimulated mental state (+2 REF, +4 Awareness). It's side effects include Death (save at -3), clouded thinking (-1.5 INT and TEK - roll a d10 for each, even it's -1, odd it's -2), aggressive behaviour (Cool checks at -4 to avoid), D10 damage upon administration and gradual nervous system degeneration for those few who survive (loss of 0.5 INT and 0.2 REF per dose). (25 eb per dose)

Str:18 Cost:25eb/dose Dif:Impossible

main Analgesic +6, Endurance +4, Speed +4, Stimulant +4
side Aggression +4, Clouded Thinking +3, Poisonous +3, Death +3
cum Brain Degen +3, Nerve Degen +2
onset:9 seconds duration:10 min
detection:normal residue:normal
format:Injected

Psycho 13

A much cleaner Psycho variant. At heart, it's still an analgesic and reaction booster (+4 stun saves, +2 endurance, +1 REF) and it still contains some stimulant base from Psycho Killer (+2 awareness), but the aggression is more controlled (-2 Cool for aggression checks, -1 INT, -1 TEK) and with the lack of pain and discomfort from the toxins, users generally feel better than anyone and able to take on the world (4HL, Egotism if using Grimm's CyberTales) while on the drug. Unfortunately the after effects are more pronounced than with previous versions (-1 INT and TEK for 2D6 hours after the 30 minute trip) and there are still long-term side effects that are not advertised (loss of 0.2 REF and of 0.5 Humanity per dose taken - humanity loss is Egotism in Grimm's CyberTales). (25 eb per dose)

Str:10 Cost:25eb/dose Dif:V.Dif.

main Analgesic +4, Endurance +2, Speed +2, Stimulant +2
side Aggression +2, Clouded Thinking +2, Egotism +4
after Clouded Thinking +2
cum Nerve Degen +2, Egotism +4
onset:4 seconds duration:30 min
detection:normal residue:normal
format:Injected

"Zombie"

When injected into a target that has failed his death save or is about to make death saves, Zombie acts as a stabilizer, giving +3 on death saves. Otherwise it is typical

Str:7 Cost:10eb/dose Dif:V.Dif.

of the bad Psycho variants, deadening all sensations of pain, enhancing reaction times and causing mindless aggression (+4 stun saves, GM records all damage instead of player, +1 REF, +2 Endurance, Aggression checks at -4, -2 INT and TEK). After it's 5 minute duration, users must make an unaided Death Save at -2 or keel over again. For those few who survive, there is a cumulative 0.2 REF loss per dose survived. (10 eb per dose)

main Stabilizer +3, Endurance +2, Speed +2
 side Aggression +4, Clouded Thinking +4, Analgesia +4
 after Death +2
 cum Nerve Degen +2
 onset:2 seconds duration:5 min
 detection:normal residue:normal
 format:Injected

Psycho 24

At heart, just a variant of Psycho 24 without the nervous system damage, or other major long term effects. Has all the benefits of Psycho 13(+4 stun saves, +2 endurance, +1 REF, +2 awareness), somewhat controllable aggressivion (-2 Cool for aggression checks, -1 INT, -1 TEK) . Users generally feel better than anyone and able to take on the world (4HL, Egotism if using Grimm's CyberTales) while on the drug. Unfortunately the after effects are more pronounced than with original versions (-1 INT and TEK for 2D6 hours after the 30 minute trip) and there are still long-term side effects that are not advertised (loss of 0.5 Humanity per dose taken - humanity loss is Egotism in Grimm's CyberTales). (100 eb per dose)

Str:10 Cost:100eb/dose Dif:V.Dif.
 main Analgesic +4, Endurance +2, Speed +2, Stimulant +2
 side Aggression +2, Clouded Thinking +2, Egotism +4
 after Clouded Thinking +2
 cum Egotism +4
 onset:4 seconds duration:30 min
 detection:normal residue:normal
 format:Injected

Psycho 30

Essentially Psycho 13 with the new ketone group, Psycho 30 is an analgesic reaction booster and stimulant(+4 stun saves, +2 endurance, +1 REF, +2 Awareness) causing some clouded thinking (-1 INT, -1 TEK) and with the lack of pain and discomfort from the toxins, users generally feel better than anyone and able to take on the world (4HL, Egotism if using Grimm's CyberTales) while on the drug. Unfortunately the after effects are still as pronounced as Psycho 13 (-1 INT and TEK for 2D6 hours after the 30 minute trip) and there are still long-term side effects that are not advertised (loss of 0.2 REF and of 0.5 Humanity per dose taken - humanity loss is Egotism in Grimm's CyberTales). (50 eb per dose)

Str:10 Cost:50eb/dose Dif:Difficult
 main Analgesic +4, Endurance +2, Speed +2, Stimulant +2
 side Clouded Thinking +2, Egotism +4
 after Clouded Thinking +2
 cum Nerve Degen +2, Egotism +4
 onset:4 seconds duration:30 min
 detection:normal residue:normal
 format:Injected

Psycho X (PsychoNaut)

The first "fourth generation" combat drug from the Tupolev labs, and the last of the Psycho project line. Has the same effects as Psycho 24 without the aggressive tendencies. (+4 stun saves, +2 Endurance, +1 REF, +2 Awareness, -1 INT, -1 TEK, 4HL (egotism); -1 INT & TEK for 2D6 hours afterwards, 0.5HL (egotism) afterwards). This is the most sought after of the Psycho series, the only one of the batch that most edgerunners will touch. The other Psychos are most often encountered being used by NPCs or purchased accidentally by shady streetmerchants claiming it is Psycho X or PsychoNaut. (100eb per dose)

Str:10 Cost:100eb/dose Dif:V.Dif.
 main Analgesic +4, Endurance +2, Speed +2, Stimulant +2
 side Clouded Thinking +2, Egotism +4
 after Clouded Thinking +2
 cum Egotism +4
 onset:4 seconds duration:30 min
 detection:normal residue:normal
 format:Injected

A NOTE ON OBTAINING DRUGS

If you're looking for anything on the streets of Night City, you have to know where to look. That's why Streetdeal, and Streetwise are so important. When looking for drugs, it's kinda hard to determine whether a certain drug is available or not, or what difficulty the PC'S are up against. Here is a simple system based on the legality and difficulty of the drug itself.

Legality	Difficulty Mod.
Legal/Common	x no roll needed
By Prescription Only	x .25
Type C Illegal	x .50 Type B
Illegal	x .75
Type A Illegal	x 1
Experimental	x ? (1D3+1)

When working out the difficulty, reduce the final total by 5 for Streetdeal. If the Difficulty is still too high for you, you can lower it for 100eb per point of difficulty, if the need is (too) strong... So it's drugs you want? Yeh, right, I know the Mr Smith you want, you got the price?...

TITAN

Titan is a steroid. Used by bodybuilders to help their training routine, Titan boosts your strength (+5 BOD), endurance (+5 Endurance), and acts as a pain killer (ignore the first 5 wound levels). As such it is also used as a combat drug, by edgerunners and other professionals who get into shady dealings. Titan is also mildly physiologically addictive. When the drug wears off, the user will also suffer from heartburn, headaches, and the munchies. The worst of it is that Titan overworks the muscles and the cardiovascular system (the character will have to make a Difficult BOD roll against his normal BOD to avoid taking 3D3 points of damage). Considered as a Class C Illegal Substance. Duration 1D6x10 minutes. Difficulty 36. Available as a Sports Drink (270eb/bottle), capsule (180eb/capsule) or Derm (360eb/derm).

HARDFIRE

Hardfire is a common street drug, only just considered to be illegal (Type C), as it is used as an activator for the Owari Reflex Booster (see Cyberware). Bought in inhalers, the drug is snorted up the nose. One dose is considered to be a 'double barrel', a blast up each nostril. The common street slang for all drugs used with an inhaler is 'torpedoed', as in "fire a torpedo up your nose". The drug speeds up reflexes (+1 REF), enhances perception (+1 Awareness), and increases endurance (+1 Endurance). When the drug wears off, the user will have a runny nose (1-2 on 1D10 = bloody nose), and a diminished sense of smell (-4 Awareness). An Inhaler will typically hold 10 doses. Duration of 1D10+1 turns. Difficulty 40. 200eb/dose. A empty nasal inhaler costs 25eb.

Note: In the Hardwired sourcebook, the Hardfire drug will increase the users REF by +1 on a Average REF roll, but if the user has Owari hardwiring the +1 or +2 is automatic. The drugs bonuses aren't cumulative with the booster. User will have a mild hangover afterwards. \$4/dose.

EINSTEIN

Named after the 20th Century genius, Einstein is a drug often used by netrunners. It obviously boosts ones intelligence (+3 INT), but also enhances ones perception (+3 Awareness). However, while under the effect of the drug, users become slightly less coordinated than they were (-3 REF), and sometimes more than a bit nauseous (8-10 on 1D10 save at -4. If failed the character suffers from nausea, vomiting and stiff joints, incapacitating the character. If made, the character suffers from the effect for the minimum duration of the drug). Einstein is considered to be a Type C Illegal drug. Duration of 1D10+1 hours. Difficulty 17. Available as a slap patch (300eb/patch), or pill (150eb/pill).

BUZZ

Whoow man, I feel Gooooood... Buzz helps you zone out after a tough day at work in the combat zone. Buzz is a euphoric drug, designed to make you feel good about, well, you just feel good. That is until it wears off. Then you'll want more. A lot more. Just what your fixer wants. Pay the man, Pay the price. Buzz also is a pain killer. Helps when you accidentally bump into a wall or something just because you feel sooo good (+2 stun saves). Just be warned, Buzz will make you dependant on it just to function in life. You will be convinced you need it (mildly psychologically addictive). Buzz is legal, but you have been warned. Duration of 1d10+1 minutes. Difficulty 9. Available as a drink (13.5eb/can), pills (4.5eb/pill), cigarette (9eb/cigarette) or slap patch (18eb/patch).

MEDIC

Medic is a medical drug carried by medics in the Armed Forces. It speeds up the healing rate (+2 points healed per day), and is an antibiotic (clears up infection x4 as fast) and coagulant (-4 points of bloodloss) as well. The soldiers friend. Medic is also one of the few drugs that is truly friendly, it has NO side effects!! Some wonder why it doesn't also deaden pain or help reduce it. That's because the medics need to know how serious an injury is, thus needing feedback from the soldier. Considered to be a Type C substance on the street, common in the Armed Services. Duration of 1D6x10 minutes. Difficulty 78. Available only as an ampoule (117eb/ampoule in the forces, 585eb/ampoule on the streets).

DOC

Doc is the commercial version of Medic. As such, it's cheaper, but it also has some side effects. Like Medic it speeds up the healing rate (+1 points healed per day), and is an antibiotic (clears up infection x2 as fast) and coagulant (-2 points of bloodloss). The patient eyes become sensitive to light (-2 to all actions in bright light), and they become less coordinated (-2 to REF and MA), as well as feeling weak (-2 BOD). DOC is considered to be a Type C drug on the street, Common in hospitals. Duration of 1D6x10 minutes. Difficulty 59. Available as an injected drug (88.5eb/dose in hospital, 442.5eb/dose on the street).

SLUT

Also known as Stud, Slut is an aphrodisiac (-3 Seduction), euphoric and endurance (+3 Endurance) drug all in one. You know what that means. Yo' be the ladies Man o' Man! Mister Dynamite!! The number one Stud Muffin!!! (At least that's what you think of

yourself, if so why do you need this drug?). With duration of up to eleven hours, you'll be up all night (if you know what I mean). But something this good doesn't come free... Will make you mildly psychologically dependant, dumb (-3 INT while under the effects), and possibly sterile (3 in 10 chance). Found absolutely everywhere (who doesn't wanna get laid??). Duration of 1D10+1 hours. Difficulty 21. Available as a drink additive (31.5eb/bottle), or pill (10.5eb/pill).

KILLER

Killer is the street name for a combat drug released upon the streets by an unknown Corporation. (Can anyone say Ara...). The drug ups the users REF and Awareness (+3) and negates pain (ignore the first three wound levels). While under the influence, the user goes berserk (read psychotic rage), attacking even friends (difficult resist torture/drugs to NOT attack your friends). When the drug wears off, the user will suffer from nausea (stun save at -2 or vomit, will lead to dry heaves, if tries to eat/drink another stun save or loose your lunch, if there's anything left), cold sweats, internal bleeding (every 2 hours of drug duration, take 1 point of damage - BTM not withstanding. May show up in vomit, urine or stool), and depression (-2 to all actions, if already unstable, may attempt suicide). Not a happy drug.... Type B Illegal substance. Duration of 1D10+1 minutes. Difficulty 24. Available as a gas (inhaled)(180eb/dose), tablet (90eb/tablet), or Derm (360eb/derm).

The following drugs are from the When Gravity Fails sourcebook. I'll leave them as they were originally described, but will add a note with info to bring them up to speed, i.e. new cost, possibly new difficulty, and possible drug forms.

TRI-PHETS

Type: Stimulant
Strength: +1 Cost: 1000 eb
Difficulty: 40 Duration: 1d6+1 hours
Blue, triangular tablets of trihetamine. This drug increases cool by +1 as well as filling the user with incredible energy, giving him a bonus on all endurance checks. Physiologically addictive, this drug can cause severe nausea and vomiting. It carries with it the side effect of negative physical reaction (see below).

NOTE: Difficulty 57. Tablet (28.5eb/tablet). Common street drug.

PAXIUM

Type: soporific
Strength: +1 Cost: 50 eb
Difficulty: 2 Duration: 1d6+1 turns
Paxiums are yellow, hexagonal tablets with very mild tranquillising effects. Also called Nofeq's, these tablets also cause severe nausea. They have the negative physical reaction.

NOTE: Difficulty 2. Tablet (.50eb/tablet). Common drug.

RPM

Type: Hallucinogen
Strength: +3 Cost: 100 eb
Difficulty: 4 Duration: 1d6+1 minutes

RPM stands for I. Ribopropylmethionine. This drug usually comes in a small, square, plastic derm. It can be applied anywhere on the skin. Few people willingly take this drug: it creates horrifying hallucinations which get steadily worse for duration. Not only that, but with every use the drug gradually burns out the user's nervous system. For every use roll a d10. On a one the user loses 1 point of REF permanently.

NOTE: Difficulty 4. Derm (40eb/derm). Type C Illegal Substance. (95% results in bad trips).

NEOCORTICINE

Type: Hallucinogen
Strength: +2 Cost: 100 eb
Difficulty: 4 Duration: 1d6+1 minutes
This very nasty and powerful hallucinogen was developed as a tool for interrogation. Through some sick, cosmic twist it has ended up as a street drug. Acetylated neocorticine causes the user to have terrifying hallucinations which follow a basic theme which seems to repeat endlessly. Comes in the form of a deep red microdot. This drug causes negative physical reaction.

NOTE: Difficulty 3. Microdot (derm)(30eb/microdot). Type C Illegal Substance. (95% results in bad trips).

BEAUTIES

Type: Euphoric
Strength: +3 Cost: 200 eb
Difficulty: 8 Duration: 1d6+1 minutes
Beauties are butaqualide hc1. Butaqualide comes in a bicolored capsule of powder blue and peacock blue. Illegal without a prescription, beauties are a potent sleeping drug which acts as both a sopophoris and a euphorant. They also scramble the user's coordination. The user stumbles around bouncing into walls and people. This loss of coordination reflects a REF loss of 3 pts for the duration of the drug. If the user hurts himself while on the drug he will not feel it until the effects wear off. Beauties are physiologically addictive.

NOTE: Difficulty 1. Capsule (5eb/capsule). Prescription drug.

SUNNIES

Type: Pain killer
Strength: +2 Cost: 825 eb
Difficulty: 33 Duration: 1d6+1 hours
Sonnienne is a powerful opiate from Holland, developed to negate pain and act as a euphoriant. The chalky white tablets, nicknamed sunnies, were however, physiologically addictive. They also gave the user delusions of invulnerability. These delusions can put the user at risk, especially in combat situations. This drug raises the user's cool by 2 for the duration as a side effect.

NOTE: Difficulty 66. Tablet (247.5eb/tablet). Type B Illegal Substance.

The following drugs are from the CP2020 Rule Book and various source books. This brings them in line with the Drug Lab 101 rule supplement.

STIM

Stim increases endurance (+3), allowing the user to stay alert for longer periods. Side effects include mental delusions. Duration 1D10+1 minutes. Difficulty 8. Prescription drug. Available as a Slap Patch (80eb/patch), or tablet (20eb/tablet).

SYNCOMP 15

Syncomp is a broad spectrum poison antidote (+3), used to treat nerve and biotoxins. Ref is reduced at the rate of one point per dose for the duration of the drug. Difficulty 15. Duration 1D10+1 turns. Prescription drug. Available as injected drug (112.5eb/dose), or slap patch (150eb/patch).

SPEEDHEAL

Speedheal (strength +2),(described on CP page 117), is designed to enhance the natural healing process (+1 point a day). Side effects are a reduced Ref by 1D3 for a period of 1 week after use. Difficulty 60. Duration 1D10+1 hours. Prescription drug. Available as injected drug (1500eb/dose).

BOOST

Boost increases INT by +1 (STR +1) for a 2-7 hour period. A boost addict has gained full tolerance - his INT is no longer increased, and he must have more boost within 12 hours or be reduced to screaming fits and hallucinations. Type B drug. Difficulty 24. Duration 1D6+1 hours. Available in satchels (180eb/dose).

SMASH

Smash (strength +2) is 2020's answer to alcohol - it's yellow, foamy, and comes in cans. It makes you loose, happy and ready to party (euphoric and depresant). The downside is that when it wears off, its psychological addiction component makes you suicidal. If you fail your addiction Save, you sink into total catatonia; a feebly mumbling ball of pain - a ripe target for some Booster looking for spare change. Difficulty 2. Duration 1D6+1 minutes. Common drug. Available in cans (12eb/six pack).

'DORPH

Designed as a combat drug and painkiller, endorphins reduce pain and stress effects. 'Dorph allows you to reduce the effects of stun or shock (+2 to stun saves). 'Dorph also has a nasty cost in nervous system damage. Each time you use 'dorph, roll an additional 1D10. On a 1, you have lost 1 point of REF - permanently. Difficulty 4. Duration 1D6+1 turns. Type B drug. Available in derms (60eb/derm), or Injected (45eb/dose).

BLACK LACE

A high powered version of 'Dorph which imparts euphoric, adrenal rush, and invulnerability to pain (ignore first 2 wound levels). Your

CL is raised by 2, and you are resistant to stun or shock effects (+2 to stun saves). Lace is deadly. Lace users become fearless, cold-blooded killing machines - exactly what its military designers were looking for (won't back down from a fight, rebels against authority, etc). If you fail your addiction (moderately addictive) save (1D10 roll higher than Body type) roll an additional 1D6 and subtract the result from your EMP stat. Treat the result as if suffering from cyberpsychosis. If you go over the line, too bad. Roll up another character. Type A drug. Difficulty 16. Available as an Injected drug (720eb/dose).

...from Protect and Serve...

WEREWOLF

Strength : +2
Difficulty : 32
Duration : 1D6x10 minutes

+2 ref, +2 cool, negates pain, reduces stun.

reduces INT, paranoia, psychotic rage.

Werewolf is an experimental combat drug, which boosts the users strength (Bod +2) and willpower (Cool +2). It also limits the brains pain receptors from registering said pain (+2 vs Stun/Death saves, ignore first 2 wound levels). It also interferes with the logic centres of the brain, causing the user to become rash, muddle headed, delusional and prone to violent outbreaks (Int -2, paranoid, and will attack all within range. A Resist Drug/Torture roll vs 20 will allow the user to choose his target, not his friends. All side effects last for the duration of the drug). Difficulty 84. Duration 1D6x10 minutes. Experimental drug. Available as injected drug (3150eb/dose), or slap patch (4200eb/patch).