

# CP2020 Addictions List

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Been compiling this list for people in my game, not to mention to make MY life easier when I run it. But please, if I have missed something or you have something 'nasty' either Email it or post it. Thanks.

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## Addictions: From Electronic to Pharmacuedical

### Wireheading

**EFFECT:** Hardware device that will link right into a person's brain. Result is continual stimulation of that person's pleasure-center.

**ADDICTIVE:** VERY! Its usually a one time ride.

**DISADVANTAGES:** Once the person is wired in, then will no longer have any cares at all. Battery-pack usually lasts between 1-3 days. Since the addiction to the stimulation is so high, the addict usually dies of thirst before the battery runs down.

### Braindance

**EFFECT:** The usage of Braindance chips or use via inter- face plugs will give the user the desired effect. This depends upon what type of chip/interface they use. The main 5 types are Experience Chips, Memory Chips, Envir- onment Chips, Virtual Reality and Visitor Reality.

**Experience Chips** are the most common. It is similar to a movie where the user is the star. It shuts off the current reality so the user only experiences what the chip is geared for.

**Memory Chips** gives the user a specific memory or set of them.

**Environment Chips** are still mostly in development, though in theory they will give the user's consciousness to be changed from reality to a programmed one. Does not alter their actions any, just what they perceive.

**Virtual Realities** are like the Experience Chips but are interactive.

**Visitor Realities** are like the Virtual Realities, but they are linked into the net. They will give the user the experience of VR in Reality, as they walk, talk, etc.

**ADDICTIVE:** Excessive use can alter their perceptions, giving the user the perception that the braindance is actually real.

**DISADVANTAGES:** Fairly expensive and since these chips will always give pleasure. Usage of these chips can lead to dependence.

## Combat Drugs

**CARBONS:** (derm) Raise BODY+2 for 1d3+1 hours. Once worn off, reduced REF -2 for 1d3 days. 350eb/dose.

**CHAKA:** (crystal) Extended hearing range (+4 awareness) for 1d6 hours. 120eb / dose.

**DAB:** (inhalers) Gives excellent precision with small instruments (+3 tech) for 1d3+5 hours. 140eb/dose.

**RED:** (derm) Raise BODY +3 for 1d6+3 hours. User will receive 2d6 damage when it wears off. 700/dose.

**'DORPH:** (var) Painkiller. Reduces pain and stress. Possible side effects: 1 in 10 chance of losing REF -1 forever. Lasts 1d6+1 turns and costs 250eb/dose.

**BLACK LACE:** (var) Painkiller. Raise COOL +2 and not effected by stun of shock effects. Possible side effects: EMP loss, death. Lasts 1d6+1 hours and costs 650eb/ dose.

**SCORE:** (powder) Raise REF +2 for 1d3+1 hours. 250eb/ dose.

**SMIFF:** (crystal) Raise +3 to awareness (smell only) for 1d3 hours. 85eb/dose.

**TWENTY:** (derm) +2 to awareness (visual) and human perception, +1 to all REF checks involving the visual perceptions. Blindness can be experienced from with- drawl. Lasts 1d6+1 hours and costs 120eb/dose.

**JAZZ:** (capsule) Gives +2 REF & COOL for 1d10+1 turns. Costs 300eb/dose. Possible sideeffects: psychological addictive, aggressive behavior, possible nerve damage.

**FOOLKILLER:** (derm) +3 COOL & Perception roll & Endurance check for 1d10+1 minutes. Costs 2000eb/dose. Possible side effects: reduced REF &/or INT, sterility, immune deficiency.

**RAMBO-7:** (injection) Gives +2 BODY & REF & Perception and helps negate pain. Possible side effects: reduced int, paranoia, psychotic rage, nerve degeneration, physiologically addictive. Lasts 1d10+1 minutes and costs 800eb/dose.

## Psychological Drugs

**NIGHTLINE:** (derm) Grants the user +3 on skills (perform) in which benefits will be +2 (INT) Side Effects are reduced capacity in logical thought and reactions (-2 tech -1 ref) for the duration. Lasts 2d10 hours and costs 100eb/dose.

**CLOCK:** (powder) Induces logic and aids reflexes (+1 REF +2 TECH/INT) in return it reduces emotional (+2 COOL, -3 EMP). If failure of effect, -1 INT & EMP. Lasts 1d6+2 hours and costs 90eb/dose.

**GUN:** (derm) Exaggerated emotions (+3 EMP) and -1 TECH & INT. Elevated energy level, +1 BODY & MA. Lasts 1d3 hours and costs 50eb/dose.

**SIXGUN:** (injection) Gives +3 INT & Perception + Delayed side effects. Possible side effects: tremors, reduced REF &/or INT, irrational fear, possible nerve damage. Lasts 1d10+1 hours and costs 2175eb/dose.

**BOOST:** (var) Boosts your INT by +1. Possible side effects: screaming fits and hallucinations. Lasts 1d6+1 hours and costs 600eb/dose.

## Recreational Drugs

**SYNCOMP 15:** (var) Broad spectrum poison antidote for treating nerve and biotoxins. REF is reduced at rate of 1 pt / dose. Lasts 1d6+1 turns and costs 650eb/dose.

**STIM:** (var) Increases endurance and alertness for long periods of time. Possible side effects: mental delusions. Lasts 1d6+1 minutes and costs 500eb/dose.

**SYNTHCOKE:** (var) Stimulant. Possible side effects: paranoia, psychological addiction. Lasts 1d6+1 minutes and costs 1000eb/dose.

**GOLD:** (capsule) Sedative and gives the user greater appreciation of dreams. Remembering them as well. Also will remember nightmares, if not make them worse. 125eb per dose.

**KLUTE:** (derm) Enhanced sexual performance for 1d6 hours. 70eb/dose.

**RAIN:** (crystal) Mind altering drug. 1d6+4 hours it will last. 130eb/dose.

**LeSADE:** (injection) Gives aphrodisiac, euphoric and coagulant. Possible side effects: psychologically addictive, reduced INT, delusions. Lasts 1d10+1 minutes and costs 600eb/dose.

**DIAMOND FOUR:** (injection) Gives increased healing, antibiotic, antidote vs nerve agents. Possible side effects: Tremors, irrational fear, reduced REF, extend reduced REF for 1 week. Lasts 1d10+1 hours and costs 1725eb/dose.

**THRILL:** (injection) Gives euphoria. Side effects: delusion, paranoia, hallucinations. Lasts 1d10+1 turns and costs 75eb/ dose.

**SKATE:** (capsule) Gives euphoria and increased endurance. Possible side effects: delusion, paranoia, reduced INT. Lasts 1d10+1 hours and costs 195eb/dose.

**SPEEDHEAL:** (var) Enhance the natural healing processes. Possible side effects: reduced REF by 1d6/3 for 1 week after use. Lasts 1d6+1 hours and costs 1650eb/dose.

**BLUE GLASS:** (var) Hallucinogenic, see colors in your mind. Possible side effects: (other than the obvious - 3in10 chance of it working though) and you are reduced to looking at them for the entire period. Lasts 1d6+1 minutes and costs 900eb/ dose.

**SMASH:** (cans) Makes you loose and happy. Very Euphoric. Possible side effects: psychological addiction - suicide thoughts, catatonic states. Lasts 1d6+1 minutes and costs 100eb per 6pack.