

DRUGS

INSTANT FUZION GAIDEN, Revision 3.3
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Drugs are a medicine or other chemical substance which has a physiological effect when ingested or otherwise introduced into a person's body. There are many different kinds of drugs, but the end result for each is addiction and probably death.

TAKING DRUGS

There are a few common ways to take drugs, the most common of which are; ingesting a pill, injecting a liquid, or via smoking or snorting. Swallowing a pill or taking a hit from a pipe or joint takes almost no time, and allows the drug to take affect quickly; usually within 1d6 rounds if taken in combat. Snorting has the drug take effect immediately, but cannot be done reliably in combat as it takes upwards to a minute to set up and then use. Injection is the slowest form, taking at least two minutes to perform, and the easiest to mess up in high-stress situations..

When you take a drug, apply its effects as described in the drug's description. If you take multiple drugs, track their duration separately. The effects of drugs stack (add together for greater effect), but the duration does not.

ADDICTION and CHEMICAL DEPENDENCY

Once you take a drug for the first time you gain an addiction rating for that individual drug. You may, and in some games will, have multiple addition ratings. Your addition rating is a measurement of addicted you are to that drug, and increments up with each use.

Chemical dependency is a condition you gain when your addition rating for a drug is greater than your [PHYSICAL] characteristic, even by 0.1 point. You can have multiple instances of chemical dependency, once for each drug.

EFFECTS OF CHEMICAL DEPENDENCY

- ◆ **ADDITION RESISTANCE:** Decrease the amount of addiction rating gained from taking a dose by half to a minimum of 0.1 points.
- ◆ **DRUG RESISTANCE:** Decrease the duration of the drug's high by half, rounded down to a minimum of 1 round.
- ◆ **WITHDRAWALS:** If you cease taking he drug, you begin to go through withdrawals as described below.

OVERDOSING

Each drug has an overdose effect. For each dose of a drug that you take beyond the first you must make a [PHYSICAL+BODY] check or overdose. The DV for the check starts at standard and increases by one stage for each dose in your system beyond the second (standard for two doses, hard for three does, and so on). When you overdose, you take the overdose effect of every drug you've taken within the last hour.

WITHDRAWALS

When you are addicted to a drug, you must continue to take it every 48 hours or go into withdrawals. Withdrawals is when your body readjusts to not having the drug in your blood system, and punishes you for it.

Depending on how high your addiction rating for a drug is, you go through either Standard or Severe withdrawal symptoms. If your addiction rating is less than double your [PHYSICAL] characteristic, you go through standard withdrawals. If it is even 0.1 point greater you go through sever symptoms instead.

STANDARD WITHDRAWAL EFFECTS

- ◆ You cannot regain hit points via rest.
- ◆ Your [DEXTERITY] and [MOVEMENT] characteristics are halved.
- ◆ Each day of withdrawals you suffer through allows you to make a hard [PHYSICAL+BODY] check. On a successful check, roll 2d6 and reduce your addiction rating by 1/10th of the outcome (a roll of 7 reduces your rating by 0.7).

SEVERE WITHDRAWAL EFFECTS

- ◆ You cannot regain hit points via rest, healing you receive from another source is reduced by half.
- ◆ Your [DEXTERITY], [MENTAL], and [MOVEMENT] characteristics are halved.
- ◆ Each day of withdrawals you suffer through allows you to make a hard [PHYSICAL+BODY] check. On a successful check, roll 2d6 and reduce your addiction rating by 1/10th of the outcome (a roll of 7 reduces your rating by 0.7).
- ◆ Once your addiction rating drops below your [PHYSICAL] characteristic, you begin going through standard withdrawals.

EXAMPLE DRUGS

The highs and overdose effects of drugs do not conform to the any existing subsystem, instead being an ad-hock modifier to your characteristics and other abilities. As such, their effects can be applied on top of anything else, include other drugs. Some drugs have a comedown listed in their effect.

READING THE DRUG ENTRIES

- ◆ **NAME:** This is the name of the drug.
- ◆ **DESCRIPTION:** This is a brief description of the drug.
- ◆ **TYPE:** This describes how the drug is taken, and general category of its effects. Use this to determine how fast the drug can be consumed. For example, it may take a few rounds to smoke a drug, whereas drinking one can take a few just a few seconds (single action).
- ◆ **ADDICTION:** The drug's addiction rating.
- ◆ **ONSET:** How long it takes for the high to kick in after consuming the drug.
- ◆ **HIGH:** The drug's primary effect.
- ◆ **OVERDOSE:** What happens when you overdose with the drug in your system.

ALCOHOL

One of, if not the oldest drug known to humanity. Alcohol is a drink that lowers inhibitions and the effects of pain. Sustained use can cause blackouts, memory loss, migraine-level headaches, and organ failure. It is created by fermenting vegetable matter then distilling it into a liquid for consumption.

- ◆ **TYPE:** Ingested Depressant
- ◆ **ADDICTION:** 0.3
- ◆ **ONSET:** 3d3 minutes
- ◆ **HIGH:** Your senses become dulled and emotions are altered (usually suppressed or exaggerated). You suffer a -2 penalty to all checks and you have +4 [DEFENSE] for the next hour.
- ◆ **OVERDOSE:** You pass out for 1d6 hours. For every 30 minutes you are asleep after the first hour, you must make a Standard saving throw or lose 1d6 hit points. This is not damage, but a direct loss of hit points representing organ damage, choking on your own vomit, or some other related side effect.

HERBAL PAINKILLER

Probably the second oldest drug known to mankind, herbal painkillers are the dried leaves or buds of certain bushes, or cactus nubs. Examples include marijuana, tobacco, and peyote. These sorts of drugs are used for their calming effects, and pain suppression, and mild hallucinogenic effects.

- ◆ **TYPE:** Ingested or Smoked Depressant
- ◆ **ADDICTION:** 0.1
- ◆ **ONSET:** 1d3+1 minutes

- ◆ **HIGH:** Your senses become dulled, you become drowsy, and your behavior becomes somewhat erratic. You suffer a -2 penalty to all checks and you have +4 [DEFENSE] for the next hour.
- ◆ **OVERDOSE:** You pass out for 1d3 hours per dose imbibed.

MILITARY GRADE COMBAT DRUG

The armed forces are always on the lookout for ways to get more out of each individual soldier, and as such have made combat drugs to enhance reflexes and perception. While not created as a military grade combat drug, things like PCP function similarly enough to have the same effect.

- ◆ **TYPE:** Ingested or Injected Stimulant
- ◆ **ADDICTION:** 1
- ◆ **ONSET:** 2d6 minutes
- ◆ **HIGH:** Your senses become sharper, you move quicker, and your ability to withstand intense trauma amplifies. You have +2 [DEXTERITY] and [MOVEMENT], and +6 to [MENTAL+AWARENESS] checks for the next hour. Note each time you roll initiative while high. When the high ends, you lose hit points equal to the number of rounds you spend in combat. This is not damage, but a direct loss of hit points representing organ and nerve damage.
- ◆ **OVERDOSE:** You go into a blind rage, unable to tell friend from foe but with a strong urge to hurt anything you can see for 1d6 minutes for every dose you took. At the end of the duration, you have a heart-attack that causes you to lose 6d6 hit points. A hard saving throw reduces the damage by half.

PHARMACEUTICAL OPIATE

Opiates are a class of drugs naturally found in the opium poppy plant. Some prescription opiates are made from the plant directly, and others are made by scientists in labs using the same chemical structure. Opiates are used as medicines because of their relaxing and pain relief properties.

- ◆ **TYPE:** Ingested Depressant
- ◆ **ADDICTION:** 1.1
- ◆ **ONSET:** 1d3 minutes
- ◆ **HIGH:** Your senses become dulled and emotions are altered (usually suppressed or exaggerated). You suffer a -6 penalty to all checks and you have +10 [DEFENSE] for the next 1d3 hours.
- ◆ **OVERDOSE:** You pass out for 3d3 hours. For every 30 minutes you are asleep after the first hour, you must make a Hard saving throw or lose 1d6 hit points. This is not damage, but a direct loss of hit points representing organ damage, choking on your own vomit, or some other related side effect.

SYNTHETIC HALLUCINOGEN

Chemically altered and distilled from natural compounds, these drugs distort the user's perception of reality. These drugs can produce visual and auditory hallucinations, feelings

of detachment from one's environment and oneself, and distortions in time and perception. They can also cause an increase in blood pressure, heart rate, respiration, and body temperature, as well as confusion and loss of coordination.

- ◆ **TYPE:** Hallucinogen, any intake method
- ◆ **ADDICTION:** 0.5
- ◆ **ONSET:** 1d6 minutes
- ◆ **HIGH:** You hallucinate for 1d3 hours. While hallucinating you may see or hear a myriad of things. However, you also your senses and emotions amplified in ways that just makes everything more. Everything feels more of what it feels like, pleasure is more pleasurable, fear is more frightening, pain is more painful. During combat, you are easily confused and must roll a d6 each round at the start of your turn. On a 1-3; you do nothing but react to the hallucinations harmlessly. On a 4-5; you lash out violently at the nearest character (make a single attack with a weapon in hand for your actions phase). On a 6; you act normally.
- ◆ **OVERDOSE:** You pass out for 3d3 hours, in a nightmare-filled restless sleep. For every 30 minutes you are asleep after the first hour, you must make a Standard saving throw or lose 1d6 hit points. This is not damage, but a direct loss of hit points representing organ damage, choking on your own vomit, or some other related side effect.

TRUTH SERUM

While called a truth serum, these injected drugs are more of a depressant that leaves most people susceptible to suggestion and weakens their will against coercion.

- ◆ **TYPE:** Injected Depressant
- ◆ **ADDICTION:** 0.2
- ◆ **ONSET:** 1d6 minutes
- ◆ **HIGH:** You become lethargic and confused. You suffer a -2 penalty to all checks, and need need to make a Hard saving throw to avoid telling the truth when asked a question. During combat, you are easily confused and must roll a d6 each round at the start of your turn. On a 1-3; you wander off and do nothing meaningful. On a 4-5; babble incoherently. On a 6; you act normally.
- ◆ **OVERDOSE:** You pass out for 1d3 hours per dose imbibed.