

CP2020 Addictions List

by wolver@agora.rain.com

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.

Wolvercuss

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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 dependance.

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.

SNIFF: (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.