

WAR DRUGS

A Micro-Sourcebook for Psi-Watch



OGL

3.5 SYSTEM COMPATIBLE

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War Drugs

A micro-sourcebook for the Psi-Watch Campaign Setting

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These products of cutting edge bio-technology empower.... and addict... supersoldiers from across the world. War Drugs can give an insurmountable edge in battle, but have their risks. For many of the desperate and obsessed super-mercenaries and urban vigilantes prowling the Psi-Watch campaign setting, the rewards far out weigh the risks.

The War Drugs described in this sourcebook are intended for use with the Psi-Watch campaign setting, but can easily be imported into any cyberpunk, near future or sci-fi campaign run with the D20 Modern ruleset. Most of the drugs described below can be found in the Otherverse America campaign setting- APEX troops know to be wary of any Lifer super-soldier tripping on Happy and Bastian assassins enhanced with Psi-Wine are terrifying mind-killers.

Addiction and Recovery

Many things can be addictive, either physiologically or psychologically. People who are addicted to a drug or chemical agent cannot behave and function at full capacity without it. When a drug or chemical agent is used, a roll for addiction is needed. This roll is a FORT save, the DC of which is determined by the drug's strength rating.

Drug Strength Rating	FORT Save to Resist or Overcome Addiction
Zero	Non addictive
One	DC 10
Two	DC 15
Three	DC 20
Four	DC 25
Five	DC 30

How often a FORT Save to resist addiction is needed depends on a drug's drug strength rating.

- Drugs with drug strength rating of 1 are considered to be slightly addictive, forcing an addiction roll only once for every eight times a drug is used.
- Drugs or chemical agents with drug strength rating of 2 to 3 are considered to be mildly addictive, and a user must make an addiction roll every one out of three times he uses the drug.
- Drugs or chemical agents with drug strength rating of 4 to 5 are considered to be highly addictive, forcing an addiction roll every time they are used.

Any time a character fails this addiction check, he becomes an addict and begins to suffer even worse drawbacks, as described below.

Effects of Addiction

Once a drug or chemical agent has expired, the addict will need to acquire another dose. However, the user won't necessarily need one right away. The following chart lists the time a user can go before he is incapacitated by his need for the drug or chemical agent. When the user's most recent dosage has worn off, check under Next Dosage to determine how long it will be before his cravings for the drug return.

If at that time he does not get the drug or chemical agent, roll under the Withdrawal Period to determine how long withdrawal symptoms last. The effects of multiple drug addictions stack, creating potentially lethal withdrawal symptoms.

Drug Strength Rating	Time Till Next Dose	Withdrawal Period
One	1d12 hours	1d6 hours
Two	1d10 hours	1d8 hours
Three	1d8 hours	1d10 hours
Four	1d6 hours	2d6 hours
Five	1d4 hours	3d10 hours

Drug Strength Rating	Additional Withdrawal Effects
One	No effect other than cravings, irritability and minor sickness.
Two	User is considered fatigued
Three	User is exhausted and suffers 1d3 points of temporary CON Damage (FORT DC 15 negates)
Four	User is exhausted, dazed and suffers 1d6 points of temporary CON damage (no save)
Five	User suffers extreme pain and hallucinations, suffering 2d6 points of temporary WIS and CON damage (no save)

Overcoming Addiction

Overcoming addiction is a difficult prospect. The character must go through an entire period of withdrawal without indulging in his vice. At the end of the withdrawal period, the addict must make a FORT save (DC 15 + drug strength rating + 1 per failed attempt to break the addiction).

If he fails, he remains addicted to the drug. Roll another withdrawal period on the table above; the user continues to suffer withdrawal symptoms until he breaks the habit, takes more drugs, or dies. If the character passes the FORT save, he is no longer physically addicted to the drug.

The psychological addiction still remains, however, and if presented with an opportunity to indulge again, a former addict must roll a WILL save (DC 15 + drug strength rating) to keep from indulging. Formerly addicted characters to consume a drug they have become addicted to in the past are re-addicted if they take that drug again.

War Drugs

On the next few pages, you'll find a selection of new War Drugs for use in the Psi-Watch Campaign Setting. Unless specifically noted otherwise, all War Drugs are Diminutive objects with Negligible weight.

Blink Sense (PL 7)

An old Culture potion, now administered through a fast acting injector, allows the user an insight into the subquantum world. This war-drug is a favorite of soldiers and bodyguards across the world, allowing them to react to teleporters with blinding speed. Blink Sense is made from the liquefied core of expended ioun stones.

For 1d4 hours after a dose, may make an attack of opportunity any time a character teleports either into or out of any adjacent square. The character's strange insight into space time provides them with a +2 deflection bonus to Defense against attacks made by any character who teleports at any time during the encounter.

Drawback: Experiencing time from this perspective is mentally draining, and the user suffers 1d3 points of temporary INT damage.

"Catgut" (PL 6)

Catgut is a street level mutagen incorporating blood and genetic material from dissected Mutants. Some of the hardest freaks in mutant-ridden Detroit make a good living as gladiators because of Catgut. Any time a Mutie gladiator wins one of the city's hundred illegal pit fights they not only get the fight purse, they also claim salvage to the loser's DNA. Catgut is sold in small steel vials, and is downed like a shot of bad whiskey.

Once in the user's system, Catgut completely and painfully rewrites their DNA. The user's body swells with strange pustules, and their musculature loses its symmetry. The user's dominant hand becomes a massive, gnarled paw with saber like talons. For 1d6+2 hours after ingesting the drug, the user gains the Animalistic Weapons feat.

Animalistic Weapons (Precursor)

Your body develops natural striking surfaces: your claws, fangs and hooves are as deadly a weapon as anything a blacksmith can forge.

Benefit: You gain any two of the following natural weapon types: claws, fangs, horns or hooves. You may make unarmed attacks using your natural weapons without penalty, and without provoking attacks of opportunity. You are always considered proficient in the use of your natural weapons. The damage inflicted with your natural weapons is determined by your size. Medium creatures inflict 1d6 points of slashing damage with natural weapons. Large creatures inflict 1d8 points of slashing damage while small creatures inflict 1d4.

Limitations: Characters with this feat suffer a -4 penalty on Disguise checks. You may choose this feat multiple times, each time you do, your Animalistic Weapons inflict damage as if they were one size category larger, though their actual size does not change. Each time you choose this feat, the Disguise check penalty increases by -1.

The drug also provides the user with a +2d4 bonus to his STR score during the duration, but the character suffers a penalty to his INT score equal to 150% of the STR bonus gained. The character cannot be reduced to below 1 INT by this drug-based temporary ability score damage.

Cyber Oil (PL 6)

Cyber Oil is an injectible vitamin and painkiller cocktail designed specifically for cyborgs. For 24 hours after injecting cyber oil, the cyborg no longer suffers from negative levels caused by excessive cyborgization. This drug functions identically no matter if you use the standard D20 Future cybernetics rules or the more complex Drain rules found in State of the Otherverses: Cybernetics Armory.

"Happy" (PL 6)

Happy is the street name for a next gen amphetamine mixed with a painkiller potent enough to affect metahumans. Capable of turning a high level Powered into a frothing berserker, it is almost instantly lethal when ingested by an ordinary human. Happy is bathtub-brewed by LA Pyru Nation chemists and exported to the rest of America, and is usually sold as a little yellow pill. Most of the Pyru's mutant soldiers scream into battle while blasted out of their minds on Happy.

Anyone taking Happy gains 3d8 temporary Hit Points, which last for 1d4+1 hours or until they are expended. While the drug remains active, the user is nearly manic with energy, and receives a +3 bonus on Initiative checks and REF Saves. Once during the drug's effective duration, the user may use the Full

Attack option and take a move action during the same round.

Drawbacks: Any character without the Psionic subtype that ingests Happy treats the drug as a deadly poison. Initial and secondary damage is 1d6 CON, resisted with a DC 18 FORT Save.

While the drug is active, the user cannot use skills requiring patience or concentration, and must succeed at a DC 22 WILL Save to break off combat or retreat once combat begins.

Gene-blander (PL 6)

Gene-blanders are underground drugs with a long pedigree. Before the advent of mutant civil rights during the 1980s, these drugs kept generations of mutants hidden from the lethal “Watchtower” sweeps. The formula for Gene-blanding drugs can be found on the internet, and during the Vietnam-era, mutants taught one another how to make these chemicals or passed the formulas via coded classified ads in the Mutie papers.

Most gene-blanders are injectibles. For 1d8+2 hours after injecting the drug, a Mutant character assumes a normal human appearance. Any ability score reduced below 10 by racial attribute penalties is increased to 10. The user’s genome reads as fully human when scanned either by high tech or Psionic means. The character’s Psionic subtype is suppressed.



Drawback: The character must spend an action point to be able to use any innate Psionic abilities during the drug’s duration. Each round the abilities are active, the user must spend an additional action point.

Hyper-Ox Injector (PL 6)

This self injecting syringe is about the size of an AA battery. When injected into a patient's jugular vein, the viscous, pale pink chemical hyperoxygenates their blood. For thirty minutes + 5 minutes per point of the user's CON modifier, the patient can function normally regardless of atmospheric conditions. The character can't drown, be suffocated or strangled, nor is he affected by hard vacuum. The patient is considered *Sickened* on the round after the injection and for 1d4 minutes after the drug wears off.

Imperial Coda (PL 7)

Imperial Coda is a drug, but more than that it is a weapon. The golden, nearly nano-scale dust has helped the ancient, star-spanning empire conquer a million worlds. Administered to the inhabitants on a conquered world, this chemical gradually seeps into the atmosphere and ground water, until the inhabitants of the subject world inhale it with every breath. A kind of uplift drug, Imperial Coda is also traded freely by Coda xeno-diplomats and the chemical formula for the drug is presented to newly discovered worlds as a gift, along with other culture tech-advances. The Culture makes the drug freely available to their allies.

On Earth, Final Sword chapterhouses manufacture Imperial Coda, and ensure its distribution to their human servants and into the wider world. Puzzle Ops and the secretive "Bradbury Poker League" make eliminating Coda supplies and assassinating Cultural chemists who know its secret a priority. However, where Slayton's secret rebellion is content to destroy the drug, Puzzle Ops wants to reverse engineer it. Their eventual goal is to create a derivative drug that will ensure the same loyalty to America and it's mega-corps that Imperial Coda generates towards the aliens of the Culture.

For 8 hours after ingesting a dose of Imperial Coda, all the user's ability scores are increased by +1.

Drawback: During the drug's active life, the user cannot physically harm a recognized member of the Culture species. The user will view the words and actions of any recognized member of the Culture in the most positive light, as if she were *charmed*.

Intelligence Maximizer (PL 6)

This green and white drug patch is instantly recognizable by the stylized brain design on the wrapper, and is a common sight in Psi-Watch tech labs. Officially a controlled substance, most technologists, some artists and several especially deadly kinds of Psi use IM regularly.

For 3 hours after ingestion, the user's receives an +4 enhancement bonus to her Intelligence score.

Drawback: The user is considered *fatigued* after the drug wears off.

Ironclad (PL 6)

Iron Clad first became popular during the Vietnam War, a black market combat enhancer that could (hopefully) keep early Frontliners alive long enough to complete their tours and come back home. Today, Ironclad use has all but died out, but a few old soldiers still keep a stash handy. Finding hits of Ironclad is all but impossible outside of the military and spec ops community.

Ironclad is derived from Neon genetic tissue and is injected into the jugular vein. Long time users develop thick scar tissue beneath their jawline. For 2d4 hours after injection, the wear's body is sheathed in a thick bio-metallic carapace. During this time, the user's superdense chrome hide provides her with Damage Resistance 10/-.

Drawback: Iron Clad dulls the reflexes and even the most nimble soldier finds it hard to move beneath three tons of steel. During the drug's active period, the user's base land speed is reduced to 15 ft if it is greater, and the user fails any REF Save she's called to make.

Liquid Quantum (PL 7)

Liquid Quantum is an alien drug stored in a liquid nitrogen suspension. The storage medium is about the size of a cassette tape and is designed to be inserted into a service port on most models of Steamer containment suits. Warmed by the excited plasma of the mutate's body, Liquid Quantum generates a powerful magnetic field around the gaseous plasma that comprises a Steamer.

For 3d6 hours after applying the drug, a Steamer who uses Liquid Quantum gains the Magnetic Bottle feat.

Magnetic Bottle (Steamer)

Your gaseous mind is contained within a self generated magnetic bottle. You can maintain a basically humanoid shape without needing a containment suit. The electromagnetic field comprising your body allows for humanlike sense of touch.

Prerequisite: Steamer race

Benefit: You do not need a Survival Suit. Instead, you are a basically humanoid being composed of solidified smoke and room-temperature plasma discharges. You no longer suffer a racial penalty to your DEX score.

When venting core, you only suffer 2d6 points of damage, thanks to your greater control over your bio-mass. As you do not need a Survival Suit, you do not suffer ability score damage after venting core.

Drawback: For the duration of the drug's effect, the user suffers double damage from electricity.

Omega Serum (PL 8)

Omega Serum is a strange black, oily liquid injected into the rich network of veins beneath the tongue. Its origin unknown, this alien drug is forbidden, on pain of death in Culture space. Those who use Omega Serum undergo a terrifying transformation.

For 6d6 hours after taking a dose of Omega Serum, the user becomes Undead. The user gains all immunities common to undead, including becoming immune to mind influencing abilities. The user's body cools to room temperature, his skin pales to an ashy grey and begins sloughing off, and their eyes glow with blood red light.

Drawback: For the duration of the effect, the user suffers 1 point of damage per round of exposure to natural sunlight or bright artificial light. While in the drugged state, the character cannot recover hit points by any means. If reduced to 0 HP while drugged, the character is slain outright, and his body quickly rots away to stinking bones.

Psiwine (PL 6)

Brewed by genius Huxley Emergency chemists, this blood red wine includes stolen Culture nanotech, repurposed to serve Terran psions. For 1d4+1 hours after drinking Psiwine, all variable numeric effects of innate Psionic talents are maximized. Psiwine is a sacrament to the elitist mentats of the Emergence.

Rushblood (PL 6)

Rushblood is a crimson crystal, smoked like meth. Extremely popular among Detroit's mutant population and pit fighters across the world, this drug increases speed and reaction time to superhuman levels, but makes the user paranoid and jumpy enough to disembowel anyone dumb or unlucky enough to come up on their blindside.

For 1d4-1 hours after ingestion, Rushblood increases the user's base land speed by +20 ft. During this time, the user receives a +3 bonus on Initiative checks and may act normally during a surprise round. The user is still considered flatfooted until he acts during the surprise round.

Drawback: For the drug's duration, the Rushblood user must make a melee attack (either unarmed or with any weapon in hand) against any character who moves adjacent to him without the user noticing, including allies.

Serum X (PL 6)

Serum X is one of the world's oldest and most successful physical enhancement protocols. Developed during the closing days of WWII, Serum X research helped beat the Nazis and eventually lead to the formation of the Korean War-era Project Gladiator, which in turn became Psi-Watch. Soldiers enhanced with Serum X helped win the war in the Pacific, and many of these physically enhanced supersoldiers are still alive today, their enhancements keeping them at a physical peak that even a man of 40, or of 30, would envy.

Serum X's chemical recipe is one of America's most closely guarded secrets, though derivatives and inferior copies exist and sell for millions of dollars on the black market. Serum X is only required to be administered once, through a series of intramuscular injections and chemical implants injected directly into the spine.

A patient enhanced by Serum X undergoes a body-wide physical change, becoming a near perfect physical specimen. The patient receives 5 bonus points which can be distributed to any ability score or scores of the patient's choice. Serum X cannot raise any ability score beyond 19.

Serum Z (PL 6)

Serum Z is an inferior derivative of Serum X, often traded in the genetic underground as the real thing. Like Serum X, a single injection of Serum Z enhances the subject's biology to peak human levels, but unlike the true serum, carries dangerous side effects.

After an application of Serum Z, the patient receives 3 bonus points which can be applied to either his STR, CON or DEX scores. Serum Z cannot raise any ability score beyond 19.

Drawback: Serum Z causes severe brain-damage and can lead to severe mental retardation. Users suffer -3 points of damage to their INT and CHA scores (minimum 3) after being treated with Serum Z. Patients end up misshapen mounds of muscle and gristle.

"Sose" (PL 6)

Sose, or Sociotropocal III, is a combat drug designed to remove inhibitions and fear from frontline soldiers and prevent the formation of traumatic memories after combat. Intended to prevent PTSD, Sose is even more effective than the designers intended, plunging users into a sociopathic, emotionally deadened state where they feel no fear, no remorse and no pain. Sose is a tiny, dark blue pill carried in a durable waterproof bottle.

For 2 hours after ingesting Sose, the user is immune to fear, including magical and Psionic fear, as well as to the sickened, shaken and nauseated conditions.

Drawback: During the drug's active period, the user has no real moral restraints on his behavior. Any good or humanitarian allegiances are suppressed, and the character must succeed at a DC 15 WILL Save to show mercy, leave a captured adversary alive or pass up an opportunity to rape, kill or otherwise show dominance.

Steroid VII (PL 6)

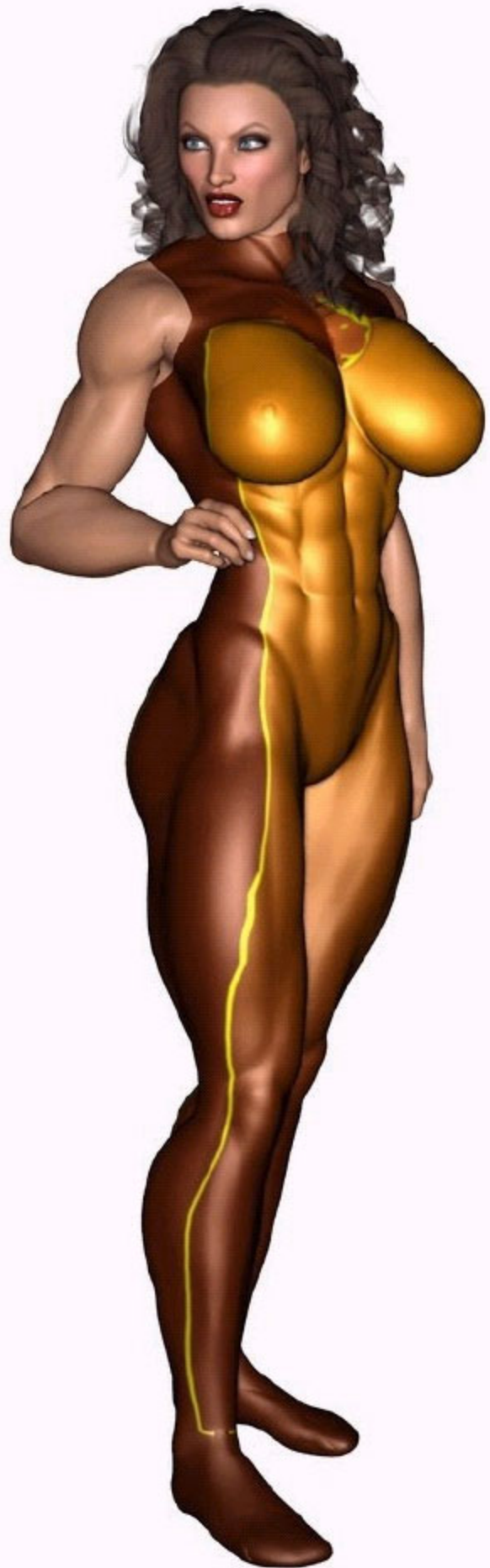
Steroid VII is a military grade performance enhancer that can push a user's strength and endurance into the high superhuman range. Injected into the femoral artery, Steroid VII rapidly increases muscle mass- turning an ordinary soldier into a giant within seconds.

For 1d3 hours after injecting Steroid VII the user receives a +4 bonus to his STR and CON scores. The user undergoes a dramatic physical transformation, moving to the next larger size category for the duration of the effect. This is a non-magical transformation, meaning the player's gear does not resize and depending on what the character is wearing, he might end up wearing tattered purple pants and nothing else.

Spark (PL 6)

Injecting Spark magnifies the body's electromagnetic field to an inhuman degree, turning ordinary neural electricity into a lethal weapon. An alien drug brewed from the photo-electric organs of xeno-beasts capable of firing electrical charges, Spark is all but impossible to find on Earth.

For 1d4+1 hours after taking Spark, the user gains Electrical Resistance 10. During the drug's duration, as an attack action, the user can fire an energy bolt that inflicts 2d4 points of electrical damage and has a maximum range of 30 ft.



Object	Drug Strength Rating	Craft: Pharmaceutical DC to Create	Purchase DC	Restriction Rating
Blink Sense	Three	DC 30	DC 18	Military (+3)
Catgut	Three	DC 16	DC 8	Illegal(+4)
CyberOil	Three	DC 14	DC 10	Licensed (+1)
Gene-blander	One	DC 15	DC 6	Restricted (+2)
Happy	Four	DC 18	DC 11	Illegal(+4)
HyperOx Injector	Zero	DC 20	DC 9	Restricted (+2)
Imperial Coda	Four	DC 18	DC 8	Illegal(+4)
Intelligence Maximizer	Two	DC 22	DC 8	Licensed (+1)
Ironclad	Two	DC 16	DC 10	Restricted (+2)
Liquid Quantum	One	DC 30	DC 12	Licensed (+1)
Omega Serum	Two	DC 32	DC 14	Illegal(+4)
Psidine	Four	DC 25	DC 18	Military (+3)
Rushbbody	Four	DC 18	DC 12	Illegal(+4)
Serum X	Zero	DC 32	DC 22	Military (+3)
Serum Z	Zero	DC 30	DC 20	Illegal(+4)
Sose	Five	DC 21	DC 10	Illegal(+4)
Spark	Three	DC 28	DC 15	Illegal(+4)
Steroid VII	Four	DC 20	DC 16	Military (+3)

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