

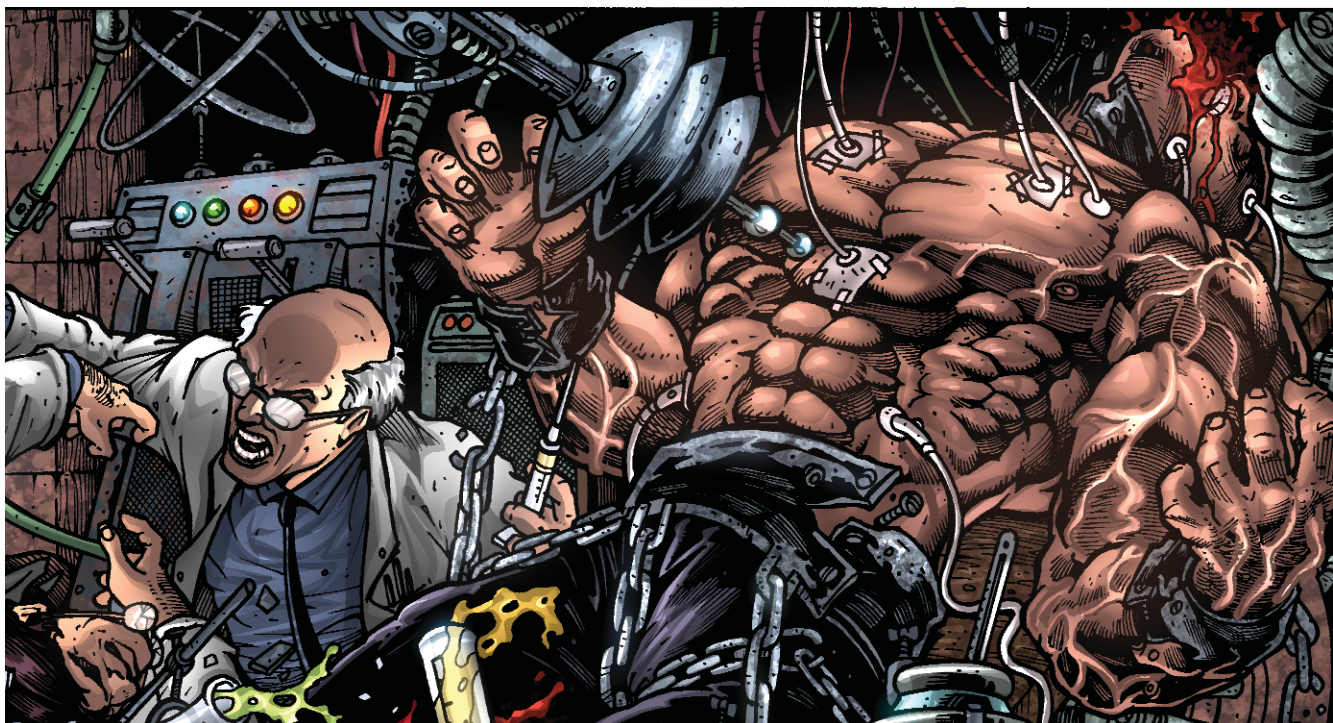


A d20 Modern Sourcebook

# *The Little Black Drug Book*

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

D20 MODERN



The Little Black Drug Book is a guidebook for all things drug-related for D20 Modern. From illegal narcotics to experimental super-soldier serums and zombie-creating nerve gas, if you can smoke it, snort it, or inject it, you'll find it in this book. You'll also find new feats, equipment, and advanced classes for characters who manufacture and deal in drugs. While all of this material can be ported over to any modern d20 campaign, it has been designed with Haven: City of Violence D20 Modern in mind, and as such it might be too gritty or lethal for more general d20 games.

## **NEW FEATS**

The following feats are designed to augment a campaign centered around the drug subculture, whether the campaign focuses on the end users like ravers and smackheads, the dealers and distributors, or the very top of the food chain, the manufacturers themselves.

### ***connoisseur***

*You have an appreciation for the finer things in life, and know how to use that to your advantage.*

**Benefit:** You receive a +3 bonus on Appraise checks to appraise "haute couture" items such as classical paintings, bottles of fine wine, and designer clothing. You also receive a +3 bonus on Diplomacy checks per point of Wealth bonus you spend as a bribe. The maximum bonus on Diplomacy checks from a bribe is +15, if you choose to reduce your Wealth bonus by 5 points.

**Normal:** You only receive a +2 bonus per point of Wealth bonus spent on a bribe, and the maximum bonus is +10.

### ***cultural flexibility***

*You were raised in a multicultural environment and can blend in effortlessly with almost any world culture, from South American Indians to Parisian high society.*



Written by Louis Porter Jr & Travis Stout

**Prerequisites:** Int 13+, Knowledge (popular culture) 1 rank.  
**Benefit:** You gain a number of extra bonus languages equal to your Intelligence bonus, and you receive a +2 bonus on Knowledge (popular culture) checks.  
**Special:** You may only select this feat at 1st level.

### **Fast Healer**

*You have a naturally robust metabolism, and heal at a naturally quicker rate than others.*

**Prerequisite:** Con 15+  
**Benefit:** You recover 2 hit points per character level in hit points per evening of rest (8 hours of sleep). You recover 3 hit points per character level in hit points per day of complete bed rest.  
**Normal:** You recover 1 hit point per character level per evening of rest, and 2 hit points per level per day of complete bed rest.  
**Special:** You may only select this feat at 1st level. You may not have both this feat and the Slow Metabolism feat.

### **Faith**

*You have a strong, unshakable belief in a higher power, which gives you extra reserves of willpower.*

**Prerequisite:** Allegiance to your faith.  
**Benefit:** Once per game session, when you spend an action point, you may roll an extra die and keep the highest result.

### **Fearless**

*You've seen it all, and nothing phases you any more.*

**Prerequisite:** Base Will save +6.  
**Benefit:** You are immune to all fear effects.

### **Home Field**

*You have intimate knowledge of one of Haven's neighborhoods, and operate most effectively in that area.*

**Prerequisite:** Knowledge (*streetwise*) 4 ranks.  
**Benefit:** Choose one of Haven's districts, such as Arcadia or Freeman Hill. While operating within that district, you receive a +1 morale bonus on saving throws and a +1 bonus on Diplomacy, Gather Information, and Knowledge (*streetwise*) checks.  
**Special:** At the G.O.D.'s option, you may select a city other than Haven or a district within another city.

### **Knows Everybody**

*You have social contacts throughout all strata of society, and with a little money to grease the wheels, you can get all sorts of useful information or items out of them.*

**Prerequisites:** Diplomacy 2 ranks, Gather Information 2 ranks, Cha 14+.  
**Benefit:** Once per game session, you may make a Wealth check to gain a no-strings-attached favor or boon from one of your

contacts. The DC of this check depends on the difficulty of the favor you are requesting; the following table lists several sample favors and suggested DCs to serve as a guideline.

FAVOR	DC
Get into exclusive, private club	10*
Find out armored car routes for a given day	15
Acquire dirt on a major public figure	20
Smuggle contraband past customs	20-30+**
Acquire a "clean" weapon (no serial number or registration, never been used in commission of a crime)	Weapon's purchase DC + 5

This Wealth check decreases your Wealth bonus as per the standard rules if successful. If you fail the Wealth check, the favor is still performed, but you owe your contact a major favor in return. The G.O.D. is encouraged to be a vicious bastard in deciding what that favor is.

### **Respected Veteran**

*You are a highly respected soldier in some branch of the armed services, or were at some time in the past.*

**Prerequisites:** Military occupation, allegiance to country.  
**Benefit:** You gain a +4 bonus to your effective Reputation score with regards to military personnel. Whether your reputation helps you or hinders you depends on the character you are interacting with, as usual. For example, a Marine sergeant with this feat would certainly gain the benefits of a positive reputation with his fellow Leathernecks, but might not be so well looked-upon by the soldiers of a hostile nation or a rival service branch

### **Sex Appeal**

*Members of the opposite sex (or the appropriate sexual orientation) are irresistibly attracted to you.*

**Prerequisite:** Cha 15+.  
**Benefit:** You gain a +2 bonus on all Charisma-based checks against members of the opposite sex or appropriate sexual orientation.

### **Slow Metabolism**

*Your body's slow-working metabolism affords you some slight protection against poisons and other drugs.*

**Prerequisite:** Con 13+.  
**Benefit:** You gain a +3 bonus on Fortitude saves against poisons and drugs.  
**Special:** You may only select this feat at 1st level. You may not have both this feat and the Fast Healer feat.

### **Sound Sleeper**

*Your sleep is extremely deep and restful, and you can function on a good deal less sleep than normal.*

**Benefit:** You can function on four hours of sleep as well as a normal person functions on eight. This means you recover hit points after four hours of rest instead of eight hours, recover

from fatigue after four hours, and so on. In campaigns utilizing magic FX, you only need four hours of rest to prepare your arcane spells, if you are a mage.

### unpleasant fate

*You have a nasty end waiting for you, but some perverse force keeps you going until you meet it.*

**Benefit:** Once per game session, if a single attack reduces you to -10 hit points, you may spend an action point to instead be reduced to 1 hit point and be stunned for 1d4 rounds.

**Special:** You must specify your character's fate; a particular circumstance in which this feat cannot be used. For example, a character whose fate is to be killed by a blonde bombshell could not use this feat when fighting an attractive blonde woman, while a character whose fate is to be stabbed in the back would be unable to use this ability if attacked by a friend or ally. In keeping with the theme of Haven: City of Violence, your character's fate should be a dark, unpleasant one, usually involving death or ruin.

You may only select this feat at first level.

## WEAPONRY AND EQUIPMENT

The following new equipment compliments the new drugs and chemicals found in this supplement.

### Grenades and Explosives

The following weapons are excellent ways to deliver chemical agents to a large group.

#### 40mm Gel Ball Shell

This non-lethal weapon is a standard 40mm grenade of the type fired by the M203 grenade launcher. Instead of explosives, however, the shell contains a chemical agent or drug in gel ball form. When the grenade detonates, all characters within the 10-foot blast radius is exposed to the agent and must make a

Fortitude save as normal. These grenades may be loaded with any chemical agent, but the most popular contain a simple knockout drug and are used by police to deal with large crowds without the need for lethal force. More exotic or lethal chemicals raise the purchase DC by 5 or more, at the G.O.D.'s discretion. The purchase DC is for a box of six grenades.

### chemical-filled Grenade

When this grenade explodes, it fills the air with an atomized spray of a chemical agent or drug. It is essentially identical to the 40mm gel ball shell described above, except that it is a traditional "pineapple" style grenade. More exotic or lethal chemicals than a standard knockout drug increase the purchase DC by 5 or more. The purchase DC is for a box of six grenades.

### non-lethal weaponry

The following weapons are commonly used by police, trappers, and others who have reason to want their quarry alive and unharmed.

#### Dart Pistol

This weapon fires darts filled with any type of chemical agent or drug. The darts do little damage themselves, but may be filled with any injected poison, drug, or chemical.

#### Dart Rifle

Larger and with a longer range than the dart pistol, this rifle is frequently carried by those that work with dangerous animals such as lions or bears.

#### Gel Ball Gun

Based off of the typical paintball gun used by children and enthusiasts throughout the city, a gel ball gun is capable of shooting gel balls at targets. Unlike dart guns or chemical grenades, only contact poisons or drugs may be delivered effectively with a gel ball gun.

## Grenades and Explosives

Weapon	Damage	Burst	Reflex	Range	Purchase					
	Damage	Critical	Type	Radius	DC	Increment	Size	Weight	DC	Restriction
gell ball shell	-	-	Special	10 ft.	-	-	Tiny	1 lb.	18	Res (+2)
Chem. grenade	-	-	Special	10 ft.	-	10 ft.	Tiny	1 lb.	16	Res (+2)

## non-lethal weaponry

Weapon	Damage	Critical	Damage	Range	Rate	Magazine	Size	Weight	Purchase	
			Type	Increment	of Fire				DC	Rest.
Dart pistol	1 + poison	20	Piercing	20 ft.	S	5 rnd. int.	Small	3 lb.	15	Lic (+1)
Dart rifle	1d4 + poison	20	Piercing	50 ft.	S	8 rnd. int.	Large	10 lb.	18	Lic (+1)
Squirt gun	-	-	-	5 ft.	S	12 shot	Small	1 lb.	7	-
Super squirt gun	-	-	-	10 ft.	S	20 shot	Medium	2 lb.	8	-
Taser	Special	-	Electricity	See text	S	10 shot battery	Small	3 lb.	13	-

## SQUIRT GUN

Ordinarily harmless children's toys, squirt guns can be filled with liquid contact poison or acid (*provided the acid isn't strong enough to eat through the plastic*) to create a serviceable weapon. The target of such an attack receives a +2 bonus on saving throws against the poison or chemical agent because the squirt gun is not an optimized delivery system, but its inconspicuousness can be a boon.

## SUPER SQUIRT GUN

Larger and more powerful than a regular squirt gun, this device also holds a greater quantity of "ammo" in a large bottle attached to the gun. Its more powerful spray is better for delivery of contact agents than the standard squirt gun, but it is still far from optimal, and the target receives a +1 bonus on his save.

## TASER

This weapon resembles a small pistol and fires a dart connected to the weapon by wires up to 25 feet. Treat the taser as having a range increment of 10 feet, but a maximum range of only 25 feet. About the size of a flashlight, the taser nevertheless packs a significant punch. When struck by a taser, a character must make a Fortitude save (*DC 20*) or be stunned for 1d4 rounds. On a successful save, the target is merely dazed for one round. When its charge has been depleted, a taser can be recharged from any wall electrical socket in about 1 hour.

## AMMUNITION

Ammunition for all of the weapons in this chapter is available for purchase.

### CHEMICAL-FILLED AMMUNITION

When conventional firepower is not enough, ordinary bullets can be constructed with a small gel ball containing a dose of chemical agent or poison in the tip. Such rounds are useful for taking down large, tough targets when large-caliber weapons are not feasible.

**Purchase DC:** Purchase DC of standard ammunition + purchase DC of drug + 2.

## DARTS

Suitable for dart pistols and dart rifles alike, these darts may be purchased pre-filled with tranquilizers or unfilled, so that any drug may be placed in the darts.

**Purchase DC:** 3 per box of 50 for unfilled, 5 per box of 50 for tranquilizers.

## GEL BALLS

These non-lethal shells are drugs that have been liquefied and placed into a gelatin ball. These gel balls are specifically designed as ammunition for a gel ball gun; while other types of

weapons and ammunition in this chapter utilize gel balls, they have their own delivery systems and ammunition.

**Purchase DC:** Purchase DC of drug + 3 per box of 50.

## MEDICAL EQUIPMENT

Even rat bastards need to be patched up from time to time; this equipment will help get you back on your feet in no time.

### SCION ARTERY DISPENSER

This implant, designed by Scion Medical Research, is surgically implanted on an individual, plugging directly into a major artery. With this device, users can pump a drug directly into their blood stream via a simple muscle flex, allowing the drug to react faster and without the issues of hypodermic needles and pills. Any drug using this device is considered to have an onset time of 1d4 rounds and an additional 2 hours of duration, no matter the type of drug that is being used. A Scion Artery Dispenser normally holds 20 doses of drugs; up to a maximum of 3 different drugs can be stored in the S.A.D. at the same time.

**Purchase DC:** 22

### SPRAY SKIN

This medical product is a can of gel-like spray used to treat severe abrasions. It is sterile, medicated, and air permeable, and it flakes off after about a week. Each can is good for only one use and automatically heals 1d6 points of damage without the need for a Treat Injury check. A successful Treat Injury check (*DC 15*), however, increases the healing to 2d6, plus an additional 1d6 per 10 points by which the check exceeds 15. A single character may not benefit from more than two spray skin cans per week.

**Purchase DC:** 8

## DRUGS

Every society has developed drugs. The use of drugs can be both positive and negative to the general welfare of a society. In Haven: City of Violence, the existence of drugs is even more deadly than normal. The background and appearance of illicit drugs in the city of Haven are just like those of the modern world-but amplified. People want to escape reality and their lives, and will do anything to see that done.

### CREATION OF DRUGS

When creating a drug, you must answer the following questions:

1. What does the drug do?
2. What benefits does the drug possess?
3. What drawbacks does the drug possess?
4. What is the need for this drug?
5. What is a drug's duration?
6. What is the strength of the drug?
7. What are the overdose effects of the drug?
8. What forms does the drug come in?

## Physical Drug Form Descriptions

**Direct Contact:** This type of drug is absorbed directly through the skin of the user. Many direct contact drugs are used with a dermal patch, better known as a "slap patch."

**Gel Caplet:** This form of pill is coated in a celluloid, often flavored, coating that makes it easier to swallow.

**Inhaled:** Drugs in this form are usually burnt, or "fired up," and then inhaled into the user's body.

**Injected:** Drugs in this form are ready to be introduced directly into a user's bloodstream, either via a hypodermic needle or a coated slashing, piercing, or ballistic weapon. Many powerful drugs can be easily liquefied so that they can be injected.

**Liquid:** Drugs in liquid form are usually swallowed or absorbed directly into the skin. Several liquid drugs can be mixed with another substance or liquid to improve the drug's taste.

**Pill:** This is the everyday, generic, over-the-counter pill. Pills and tablets come in a variety of shapes, colors, and sizes.

**Plant:** Plant-based drugs like yellow mellow can be ingested directly, inhaled, or processed into direct contact patches.

**Powdered:** Powdered drugs are normally snorted and make their way to the sinuses, lungs, and mucous membranes, where they are absorbed by the body.

**Rock:** Drugs or chemical agents in this form are normally sold in a solid, powdery form, which is referred to as a rock. Rocks can typically be either inhaled or orally injected. Drugs or chemical agents in this form are often broken down into powdered form before being used.

**Tab:** A piece of paper or other material has been soaked in a concentrated liquid form of the drug and then dried. When ready for use, the individual places the paper or material on his tongue and sucks on it or applies it directly to his skin until it takes effect.

## STANDARD TYPES OF DRUGS

The effects of drugs on the human body are vast, and interactions between drugs are too complex to ever fully understand. Certain drugs can be quite beneficial to the human body, while others have a detrimental effect even after a single use. The following is a listing of drugs and their possible effects on the user's body, depending on the amount taken and the condition of the user prior to the drug's introduction.

**Antibiotic:** These drugs were created with the intention of preventing and fighting infections, or stopping a pre-existing one. When an antibiotic drug is introduced into a disease or infection that is vulnerable to it, it will cause the infection to stop spreading. This type of drug or chemical agent gives the user a +4 bonus on his next save against the disease.

- **Overdosing:** Overdosing on antibiotics causes severe nausea and diarrhea for 1d4 days.

**Anticoagulant:** This type of drug is used to prevent blood from clotting and causes extreme blood loss in a wounded individual

who uses it. This drug can be used as an antidote for a coagulant overdose.

- **Overdosing:** Overdosing on an anticoagulant causes hemophilia. Even small cuts will bleed remarkably. The user of this drug will suffer an additional 1 point of damage per round any time he takes damage from a slashing, piercing, or ballistic damage until the drug expires or the wound is attended to. This effect is cumulative for each wound suffered

**Antidote:** Antidotes are used to negate the effects of or reduce the effective intensity of poisons or other various toxins. Antidotes by their very nature are poisons themselves and can cause damage to those that overdose on them. This type of drug or chemical agent grants the user a +4 bonus on his next save against the appropriate type of poison.

- **Overdosing:** Antidotes are almost poisons in their own right, and anyone overdosing on them suffers the effects of the poison the antidote is designed to cure.

**Aphrodisiac:** This type of drug was created to increase the user's libido and sexual drive. An aphrodisiac can help those with a problem in this area to perform up to expected standards. This type of drug or chemical agent's effects are best left to role-playing rather than game mechanics.

- **Overdosing:** The character's sexual urges cannot be satisfied, and his state of arousal will not diminish for up to 12 days.

**Coagulant:** This type of drug is used to help with the clotting of blood, thus reducing or stopping blood loss. If a coagulant is used on an uninjured person, she suffers 1 point of damage per turn until the drug expires or the coagulant is attended to with an anticoagulant. A dose of coagulant can automatically stabilize a dying character, or negate damage from any effect which causes damage from bleeding.

- **Overdosing:** An overdose of coagulants can cause large amounts of blood to clot inside a healthy body. The overdosing character must make a DC 25 Fortitude save or suffer a massive heart attack which inflicts 3d10 points of damage and leaves the character stunned for 5 minutes.

**Contraceptive:** This type of drug is used to prevent pregnancy, and the majority of them are quite effective in that regard. If this drug is overdosed, there is a good chance it will cause sterility.

- **Overdosing:** An overdose of contraceptive drugs causes sterility in the user.

**Depressant:** This type of drug is used to "bring someone down" from a high. A depressant reduces stress and tension, and makes it easier for a person to relax. Characters under the effects of a depressant receive a +2 bonus on saves or checks against fear or stress, but also suffer a -2 penalty to initiative checks, as the drug makes the user listless and lethargic.

- **Overdosing:** An overdose of depressants forces the user to make a Fortitude save (DC 20) or slip into a deep coma for 2d12 hours.

**Euphoric:** These types of drugs are created to make you feel happy. They produce an incredible "high" that lasts for as long

as the drug's duration. The user gains a +2 bonus on Charisma-based checks, but suffers a -2 penalty on Wisdom-based checks as the drug dulls their common sense.

- **Overdosing:** An overdose of a euphoric drug will make the user incredibly sick. The overdosing character must make a Fortitude save (*DC 20*) or be nauseated for 1d3 days.

**Hallucinogen:** These types of drugs make the user see things that are not there. While under the influence of this drug the user is prone to see anything the GM's imagination can cook up. Such hallucinations depend on the mood of the GM, but are not usually terrible unless the drug itself is bad.

- **Overdosing:** An overdose of a hallucinogenic drug has very detrimental effects on the user, at the GM's vicious discretion. Suggestions include a permanent loss of anywhere from two to four points of Wisdom, some form of insanity, or even recurring flashbacks that persist years after the character stopped taking the drug.

**Hypnotic:** Hypnotic drugs can work well in both lower and higher intensity doses. In lower dosages, they can be used to produce sleep during medical surgery. In higher doses, they could be used as a truth serum, causing users to speak about guarded subjects that they would hide under normal conditions. In game terms, a mild hypnotic drug puts the user into a deep sleep suitable for performing surgery, while a high intensity dose inflicts 2 points of temporary Wisdom damage unless the user makes a *DC 20* Fortitude save.

- **Overdosing:** An overdose of a hypnotic drug causes a user to fall unconscious for 2d6 hours.

**Pain Reducer:** Pain reducers lessen the intensity of pain felt. These drugs grant the user a temporary +2 to Constitution for as long as the drug lasts. The user gains all the benefits of his new, temporary Constitution score, including 1 additional hit point per level and a +1 on Fortitude saves. Note, however, that these extra hit points are not lost first the way temporary hit points are.

- **Overdosing:** An overdose of pain reducers requires the user to make a Fortitude save (*DC 20*) or slip into a coma for 1d12 hours.

**Soporific:** Soporifics, better known as "sleeping pills" or "tranquilizers", are used to put a patient to sleep or render them unconscious. To resist the effects of these drugs, a user must make a *DC 15* Fortitude save for each dosage. If a user fails his roll, he falls unconscious for the duration of the drug.

- **Overdosing:** Overdosing on soporifics can cause death. The user must make a *DC 20* Fortitude save, and if he fails the roll, he dies. If the user passes the roll, he falls into a coma for 2d12 days.

**Stimulant:** Stimulants, better known as "uppers," possess the ability to increase the user's feelings of natural energy and endurance. In game terms, this drug grants the user a +4 bonus on Initiative checks and the benefits of the Endurance feat.

- **Overdosing:** Overdosing on stimulants will cause a severe heart attack, and more often than not, death. The user must make a *DC 20* Fortitude save, failure indicating death.

## BENEFITS AND SIDE EFFECTS OF DRUGS

Drugs and chemical agents usually have both positive and negative effects on their users. Safe drugs that can be obtained over-the-counter or by prescription tend to have more positive effects, while illicit substances tend to ruin a user both physically and mentally in exchange for a relatively mild or short-lived benefit. Each benefit has an associated cost (and, conversely, each side effect has an associated cost reduction) which is used in the determination of the drug's purchase DC.

All drugs must have at least two side effects, even if they do not have any benefits.

### BENEFITS OF DRUGS AND CHEMICAL AGENTS

Drug benefits include unique abilities or advantages that a user gains by taking the drug. Benefits range from increased healing rates to the ability to ignore pain. A drug or chemical agent may have as many benefits as the character wishes, with the restrictions noted above. Some benefits may even be chosen multiple times, as noted in the text.

**Ability Boost:** A drug or chemical agent with this benefit gives its user a +2 equipment bonus on any one ability score (*chosen when the drug is created*). This benefit may be selected multiple times, each time applying to a different ability score.

**Cost:** 6

**Calm:** Drugs or chemical agents with this benefit grant the user a +4 morale bonus on Concentration checks and Will saves against fear.

**Cost:** 2

**Extended Duration:** Any drug or chemical agent that possesses this benefit lasts twice as long as normal. This benefit may be selected multiple times, following the standard formula for stacking multipliers (*add all multipliers together, then subtract one per additional multiplier beyond the first*).

**Cost:** 6

**Fast Burnout:** A character under the influence of a drug with this benefit suffers side effects for a lesser period of time than normal. Side effects have their duration cut by 2/3 when suffered by a character under the influence of a drug with this benefit. For example, a drug with a side effect duration of 12 hours would be reduced to 4 hours.

**Cost:** 8

**Ignore Pain:** Drugs or chemical agents with this benefit grant the user the benefits of the Improved Damage Threshold feat for the duration of the drug's effects.

**Cost:** 4

**Immunity:** For some unknown reason, the drug or chemical agent confers immunity to common, and even exotic, poisons and/or diseases. The following chart shows how many points this benefit will cost a drug, depending on its strength. A drug

that confers immunity to a higher-intensity poison also covers those below it.

**Cost:** Variable

<b>COST</b>	<b>TYPE OF IMMUNITY</b>
2	General Poisons (Arsenic) or Diseases (Basic Flu)
4	Rare Poisons (Cobra Venom) or Diseases (Scarlet Fever)
6	Exotic Poisons (Portuguese Man-O-War Venom) or Disease (Ebola)

**Increased Healing:** This drug or chemical agent benefit speeds up the body's natural healing process. While under the influences of this drug, the character's natural healing rate is increased. The user recovers 2 hit points per character level in hit points per evening of rest (*8 hours of sleep*), or 3 hit points per character level in hit points per day of complete bed rest.

**Cost:** 4

**Iron Will:** This drug or chemical agent benefit gives the user a +2 bonus on Will saves.

**Cost:** 2

**Reduced Addiction:** Individuals who use a drug or chemical agent with this benefit become addicted to it less easily. Reduce the DC of the addiction save by 2.

**Cost:** 4

**Reduced Withdrawal Symptoms:** This drug is treated as having a drug strength rating 1 lower than its actual rating for determining withdrawal symptoms and duration. Any drug or chemical agent with the Severe Withdrawal Symptoms side effect cannot also have this benefit.

**Cost:** 8

## **SIDE EFFECTS OF DRUGS**

Side Effects are disadvantages that are inherent to the use of a particular drug. The side effect could be anything from Acne to Sterility, or to the extreme example of Nerve Degeneration. Each drawback has a cost reduction that lowers the net cost of the drug's benefits. Side effects may reduce a drug's net benefit cost to below 1.

Several side effects in this section mention more severe effects for frequent use. Frequent use is defined as more than once per week per point of Constitution bonus (*minimum 1*).

**Acid Indigestion:** The drug or chemical agent causes an excess production of stomach acids. While this is uncomfortable, it is rarely serious, though it can result in ulcers in the stomach and esophagus. Frequent use of the drug or chemical agent causes a serious acid indigestion problem to develop and incurs a -2 penalty on Concentration checks and any other skills requiring focus and concentration (*i.e. Demolitions or Computer Use in certain scenarios*).

**Cost:** -1

**Acne:** The drug or chemical agent causes the user's face to break out in acne due to excess oil production or stress. Frequent use of the drug or chemical agent causes a serious acne problem to develop and causes the user to take a -2 penalty on all Charisma-based checks that might be influenced by the user's appearance.

**Cost:** -1

**Addiction Tolerance:** People who use this drug or chemical agent build up an immunity to its effects. For each week that the character takes the drug, he must double the dosage in order to gain its effects. While the effects of the drug remain normal, the user suffers overdose chances according to the actual dose he is taking.

**Cost:** -3

**Aggressive Behavior:** Any drug or chemical agent with this side effect causes its user to become hostile to those around him. Users will not back down from any type of confrontation, and will even attempt to initiate them on a more frequent basis. Such users have no respect for authority, rebelling against it at almost every opportunity. Frequent users become edgy and aggressive, suffering a -2 penalty to their Defense as they become more recklessly combative.

**Cost:** -3

**Asthma:** Users will experience a tightening of the diaphragm muscles, shortness of breath, and other asthma-related problems. Each time this drug or chemical agent is used, make a Fortitude save (*DC 15*). If the user fails he cannot breathe, and will begin to suffocate unless medical attention is administered (*see Suffocation and Drowning on page 213 of the Modern Core Rulebook*). Frequent users must make a Fortitude save at DC 18 instead.

**Cost:** -4

**Bad Breath:** This side effect indicates that halitosis develops with repeated use of the drug in question. Casual users suffer from a minor case of bad breath, but frequent users' breath will be incredibly rank, incurring a -2 penalty on all Charisma-based checks for direct, face-to-face communication. This is sometimes called "a case of the Gushies."

**Cost:** -1

**Bloody Nose:** Users that suffer from this side effect will randomly develop a bloody nose through the drug's side effect period. These nosebleeds are annoying, messy, and disconcerting for casual users, but frequent users suffer 1 point of damage per hour until the side effect period expires.

**Cost:** -1

**Bloodshot Eyes:** The user who takes this drug or chemical agent will develop puffy, bloodshot eyes. The user's vision is not normally impaired by this side effect, but frequent users suffer a -2 penalty on Spot checks.

**Cost:** -1

**Bruising:** Even small bumps and thumps leave large bruises on the user that tend to be both painful and noticeable. All bludgeoning attacks against the user inflict 1 extra point of damage from bruising. Frequent users suffer 2 extra points of damage,

and a point of damage from general bruising whenever they make a Climb, Jump, or Tumble check.

**Cost:** -2

**Carcinogenic:** Repeated administration of this drug or chemical agent causes the development of cancerous tissues in laboratory tests animals. Every time a character uses the substance, he must make a Fortitude save (*DC 15*). On a failed roll, the user contracts some form of cancer and has a small tumor growing somewhere in his body. Frequent users must make the Fortitude save at DC 20 rather than 15. The exact type of cancer contracted and its effects are left up to the GM, but in keeping with the setting, it should be something that is killing the character slowly and painfully.

**Cost:** -4

**Cardiac Arrest:** This particularly deadly side effect indicates that the drug or chemical agent puts massive strain on the user's heart, risking a severe heart attack. After each use of this substance, a user must make a Fortitude save (*DC 15*). Failure of this roll indicates that the user suffers a fatal heart attack. Frequent users increase the DC to 20

**Cost:** -8

**Cold Sweats:** This side effect causes the user to sweat for no apparent reason. The user easily sweats through clothes and normal attire after an hour, and no amount of antiperspirant will stop the effect. Frequent users sweat so profusely as to suffer a -2 penalty on Charisma-based checks; in addition, users require twice as much water as normal for the duration of this effect.

**Cost:** -1

**Coma:** By using this drug or chemical agent, a character risks falling into a deep coma. When the drug or chemical agent is taken, the user must make a Fortitude save (*DC 20*). Failure of this roll indicates that the user becomes comatose for 1d10 days times the drug's strength rating (*see below*). Unless properly cared for, the user will likely die of starvation and dehydration before waking up.

**Cost:** -7

**Constipation:** This drug or chemical agent causes constipation, preventing a character from performing normal bowel movements for the duration of the side effect. No matter how bad the user feels he has to go, no amount of straining, grunting, or groaning will help. Casual users suffer extreme discomfort, but frequent users suffer a -1 penalty on all actions involving physical action, including initiative rolls and attacks.

**Cost:** -2

**Cowardice:** The user of this drug or chemical agent will exhibit the most passive side of her personality. Any time the character tries to accomplish any tasks that may cause her physical harm, she must make a Will save (*DC 15*) or run from trouble.

**Cost:** -2

**Dandruff/Eczema:** The user's skin will crack and peel away. This side effect could be confined to the user's scalp, or it could affect his body as a whole. Frequent users receive a -2 penalty to Charisma-based checks. In addition, the user tends to leave little bits of dead skin behind, making him an easier target for

DNA identification at crime scenes.

**Cost:** -1

**Death:** Any drug with this side effect is little more than a deadly poison. Each time you use this drug you must make a Fortitude save (*DC 20*). If you fail your roll, you die.

**Cost:** -9

**Dehydration:** The user cannot retain water and suffers from symptoms such as cottonmouth and dry eyes. Cold sweats, diarrhea, and nausea usually accompany these side effects. Frequent users of this drug suffer a -2 penalty to all Constitution-based checks for the duration of this drug or chemical agent's side effects.

**Cost:** -1

**Delusions:** Anyone suffering from delusions is under the impression that something that is highly unlikely is actually happening. Delusions can be as minor as believing that God talks to them or as serious as believing that the user really is God. Every hour, the user must make a Will save (*DC 15*) or succumb to the effects of his delusion. Roll 1d4 to determine the effects of the delusion: On a 1, the character is cowering, on a 2, the character is dazed, on a 3 the character is panicked, and on a 4, the character is shaken.

**Cost:** -4

**Depression:** The user becomes depressed and doesn't feel like doing anything. The user suffers a -1 penalty on all attacks, saves, and checks for the duration of the side effect. Frequent users suffer severe cases of depression, which can cause feelings of hopelessness, and users who are normally unstable may feel like committing suicide.

**Cost:** -2

**Diarrhea:** The drug or chemical agent causes sudden, painful, explosive diarrhea. The unlucky soul will be unable to control his bowels for more than a few moments at a time. The user will feel as if he must use the restroom at least once per ten minutes, and suffer a -1 penalty on all actions involving physical action, including initiative rolls and attacks..

**Cost:** -2

**Diuretic:** The drug or chemical agent increases the amount of urine produced by the body. The user affected by this will exhibit excessive urination, and must visit the restroom at least twice per hour of the effect's duration.

**Cost:** -1

**Dizziness:** The drug or chemical agent causes severe dizziness. A user suffering this effect will have trouble walking in a straight line, or even standing. This side effect causes the user to reduce his Dexterity and base speed by half for the duration of the side effect.

**Cost:** -5

**Genetic Damage:** Users of this drug or chemical agent will suffer severe damage to their genetic structure. Each time a user takes this drug or chemical agent she must make a Fortitude save (*DC 20*). If the roll fails, the user suffers 1d4 points of permanent ability drain to one ability score (*the GM may roll*



1d6 to determine the damaged ability randomly or pick one).

**Cost:** -6

**Headaches:** The drug or chemical agent causes blinding, painful headaches to plague its users. A user cannot focus on anything for long periods of time because of these episodes. In game terms this side effect incurs a -2 penalty on Concentration checks and any other skills requiring focus and concentration.

**Cost:** -1

**Impotence:** While the user might desire to have sex, they are physically incapable of doing so for the duration of the side effect.

**Cost:** -1

**Insomnia:** The user cannot sleep, no matter how tired she might be. Users suffering from lack of sleep tend to be cranky and have difficulty concentrating. The user suffers a -2 penalty to all actions until the side effects of the drug or chemical agent wear off.

**Cost:** -4

**Internal Bleeding:** For some reason, the drug or chemical agent causes the user to hemorrhage and bleed. Blood may show up in the user's stools, urine, or vomit. All slashing, piercing, and ballistic attacks against the user inflict 1 extra point of damage from bleeding. Frequent users suffer 2 extra points of damage, and a point of Constitution damage each time such an attack triggers a massive damage save.

**Cost:** -4

**Irrational Fear:** Anyone suffering this side effect will develop a sudden intense fear of a random object, thing, or circumstance, determined by the GM. The user will stop at nothing to put as much distance between himself and the situation or object he fears. If escape is impossible, he will fight like a cornered animal to rid himself of the object of his fear. In game terms, the user becomes panicked any time he is within 20 feet of the object of his fear.

**Cost:** -2

**Kidney & Liver Failure:** A drug or chemical agent that has this side effect will cause remarkable damage to a user's kidneys and liver. Users must make a Fortitude save (*DC 20*) or suffer from kidney or liver failure. Unless proper medical attention is sought, the user will die within twenty-four hours due to poisons not being filtered out of his blood.

**Cost:** -5

**Light Sensitivity:** The drug or chemical agent cripples the user's pupils which causes his eyes to become bloodshot and very sensitive to bright lights. The user suffers a -1 penalty to all actions in daylight, unless he is wearing polarized sunglasses or lenses.

**Cost:** -3

**Loss of Appetite:** The user of this drug or chemical agent will not eat and does not feel hungry as long as this side effect is active. Users addicted to a drug or chemical agent with this side effect tend to be emaciated and skinny. Characters that don't eat will starve within a couple of weeks if not given treatment. (*See*

*Starvation and Thirst on page 213 of the Modern Core Rulebook.*)

**Cost:** -4

**Nausea:** A character that takes a drug with this side effect must make a DC 15 Fortitude save every hour or be nauseated for an hour. Even if he passes the save, he must make another save (*also DC 15*) any time he sees food or hears food mentioned in more than passing detail.

**Cost:** -2

**Nerve Degeneration:** This side effect is among one of the most dangerous in existence. Each time the user takes this drug or chemical agent, his Dexterity is permanently reduced by 1d6 points. If the user's Dexterity reaches zero, he is paralyzed for life.

**Cost:** -7

**Nightmares:** This side effect causes the drug's user to suffer terrible nightmares. Each time a drug with this side effect is used the user must make a Will save (*DC 15*). Failure indicates that that the user will not be able to sleep through the night for 1d4 days. This will prevent the individual from regaining hit points each night, and causes him to be fatigued the next day.

**Cost:** -3

**Numbness:** This drug causes the user's extremities to become numb and devoid of feeling. The character suffers a -2 penalty to Defense and all Dexterity-related checks. In addition, frequent users experience no pain at all; the GM should secretly keep track of such a character's hit point total.

**Cost:** -4

**Pain Sensitivity:** This side effect causes the pain of injuries to be intensified for the user of the drug; the more intense the pain, the more debilitating the effects. For every 5 points of damage the user suffers, he suffers 1d3 points of nonlethal damage as well.

**Cost:** -5

**Paralysis:** A drug with this side effect causes extreme paralysis in the user, who then cannot move and has trouble speaking and even breathing. The paralysis may manifest as an excruciatingly painful tightening of all the muscles in the user's body or the total relaxation of the user's muscular system. While paralyzed, the user is completely helpless and can perform no actions. The user may make a DC 20 Fortitude save to avoid this paralysis, but even on a successful save, his Dexterity is reduced by 6 points and his speed is halved.

**Cost:** -8

**Physiologically Addictive:** Drugs with this side effect are very physiologically addictive. Anyone using a drug with this side effect must make a Fortitude save (*DC 15*) or become instantly addicted. This is in addition to the standard addiction checks described below.

**Cost:** -3

**Psychologically Addictive:** This side effect enhances the psychological effect the drug or chemical agent has on its user. A user that is psychologically addicted is mentally convinced

that they need the drug or chemical agent to survive. The user thinks and feels as if he can not accomplish anything without using it. The user suffers a -2 penalty on all attacks, saves, and checks while not under the drug's influence.

**Cost:** -5

**Rage:** Any drug or chemical agent with this side effect causes the user to become embroiled in all types of conflict, and forces them to become physically violent at the slightest provocation. Any time the user perceives an insult or threat, he must make a Will save (*DC 15*) or attack the person offering the insult. If the GM feels that a player is overlooking slights against his character, the GM is free to require a Will save to prevent the character from attacking the next person he sees.

**Cost:** -5

**Reduced Attribute:** This side effect reduces a random ability score by 1d4 for its duration. If a physical ability is reduced below zero, the character dies, as normal for ability damage. If a mental ability is reduced below zero, the character suffers a total nervous breakdown and goes permanently insane in a manner decided by the GM.

**Cost:** -4

**Reduced Awareness:** The user of this drug or chemical agent feels as if his senses have been dulled or as if his head is filled with cotton. The user suffers a -2 penalty on Listen, Search, and Spot checks, and his maximum Dexterity bonus to Defense is reduced to +3, as if the character were wearing armor.

**Cost:** -2

**Ringed Ears:** Due to severe tinnitus, the user of this drug or chemical agent has trouble hearing soft to medium volume sounds. As such, he suffers a -2 penalty on Listen checks and any other check related to hearing (*such as Sense Motive to pick up a character's vocal intonation*).

**Cost:** -1

**Sense Reduction:** The drug reduces the user's sense of touch, smell, hearing, taste, or sight for the duration of the side effect. All skill checks related to the affected sense suffer a -2 penalty.

**Cost:** -1

**Severe Withdrawal Symptoms:** This side effect makes all withdrawal symptoms even more intense than normal. All withdrawal symptoms last twice as long as normal. Drugs with the Lessened Withdrawal Symptoms benefit cannot have this side effect.

**Cost:** -5

**Sleepy:** This drug or chemical agent causes the user to fall asleep. A user that is affected by this side effect is overwhelmed with a feeling of extreme sleepiness. Each hour, he must make a Fortitude save (*DC 15*) or fall into a deep, dreamless sleep for 1d8 hours (*or until the side effects wear off*). Soporifics with this side effect induce a coma-like state that lasts for an additional 1d10 days.

**Cost:** -2

**Slow Burn:** Drugs with this side effect work through the character's body more slowly-or at least, the bad parts do. The dura-

tion of all other side effects for the drug is doubled. For example, a drug with a side effect time of 8 hours would be increased to 16 hours

**Cost:** -5

**Sterility:** Users of this drug can become sterile after extended usage. In game terms, sexual function is completely impaired by this side effect, and impotence can result in the long term. Frequent users must make a Fortitude save (*DC 20*) each time they use the drug or become impotent, incapable of any type of sexual interaction.

**Cost:** -4

**Suicidal Tendencies:** A user of a drug or chemical agent with this side effect will become depressed or upset, and can easily be persuaded that life is so insignificant that he should end it all. The character suffers a -3 penalty on all attacks, saves, and checks for the duration of the drug's side effects, and may seek to commit suicide if left unattended.

**Cost:** -3

**Temporary Memory Loss:** The user of this drug or chemical agent will have no memory of what has happened while under the effects of the drug or chemical agent.

**Cost:** -2

**Twitch:** The drug causes the user's body to move and jerk uncontrollably. The user experiences violent tremors in his face, body, and hands for the side effect's duration, incurring a -2 penalty on Dexterity and Charisma-based checks until the effect subsides.

**Cost:** -3

**Water Retention:** Due to nonfunctional kidneys or other less traumatic problems, the user of a drug with this side effect will retain water for its duration. The user will not be able to urinate and will become bloated until the effect wears off. Casual users suffer extreme discomfort, but frequent users suffer a -1 penalty on all actions involving physical action, including initiative rolls and attacks.

**Cost:** -3

**Weight Gain:** This side effect 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 frequent users suffer from extreme obesity. Due to the extra weight, an overweight character's base speed is reduced by 5 feet.

**Cost:** -1

## DRUG STRENGTH RATING

The drug strength rating determines a drug or chemical agent's effectiveness. The higher the number is, the more potent the drug or chemical agent. The drug strength rating also determines the number of doses that can be taken before an overdose, as well as the ease with which a user will become addicted and the difficulty of overcoming that addiction. The strength of the drug or chemical agent can be any number between 1 and 5. The following is a listing of common drugs and chemical agents and their drug strength rating.

Drug Strength Rating	Examples
1	Alcohol, Tobacco
2	Marijuana, Sleeping Pills
3	Cocaine, Methamphetamine
4	Crack Cocaine, Heroin
5	Special

## ONSET TIME AND DRUG DURATION

Nobody knows the truth of the saying "nothing lasts forever" quite like an addict. Drugs take time to affect you, and then they stay in your body long after the benefits have worn off. Eventually your body flushes the toxins out of your system, but not before they can do irreparable harm. The following charts list the amount of time it takes for the drug's dosage to affect a user and the length of time that the drug's benefits last. Side effects, as noted previously, last for 30 hours minus the users Constitution score.

Drug Strength Rating	Onset Time	Duration
1	3 minutes	30 minutes
2	1 minute	1 Hour
3	1d10 Rounds	2 Hours
4	1d6 Rounds	3 Hours
5	1 Round	1d4+1 Hours

## ADDICTION AND DEPENDENCY

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 Fortitude save, the DC of which is determined by the drug's strength rating.

Drug Strength Rating	Fort DC
1	10
2	15
3	20
4	25
5	30+ (GM's discretion)

How often an addiction roll 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. It is recommended that the GM roll these values and keep them secret.

Drug Strength Rating	Next Dosage	Withdrawal Period
1	1d12 Hours	1d6 Hours
2	1d10 Hours	1d8 Hours
3	1d8 Hours	1d0 Hours
4	1d6 Hours	2d6 Hours
5	1d4 Hours	3d10 Hours

### Effects of withdrawal

A character in withdrawal suffers a -4 penalty on all attacks, saves, and checks until he gets another dose of the drug in his system. In addition, he suffers additional effects based on the drug's strength rating, as shown below.

Drug Strength Rating	Effect
1	No effect other than cravings, irritability, and minor sickness.
2	User fatigued
3	User exhausted, user suffers 1d3 points of Con damage (Fort DC 15 negates)
4	User exhausted, dazed, and suffers 1d6 points of Con damage (no save)
5	User suffers hallucinations and extreme pain, loses 2d6 points of Con and Wis.

Yes, it's possible to become addicted to multiple drugs. Yes, the effects all stack. No, it's not a good idea.

## 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 Fortitude 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 Fortitude 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.

## Taking multiple doses

Users may take multiple doses of the same drug or chemical agent, but doing so is far more harmful than beneficial. Reduce the benefit for each further dose by half, but still double all negative effects of the drug.

## Mixing drugs

When a user decides to mix two or more drugs together, the possibility of a bad combination exists. Sometimes these mixtures may end up making the user sick, and they can also cause death. Consult the following chart when a user mixes drugs.

1d10	Effect
1 - 3	Fully Compatible: The two drugs are compatible and work as normal.
4 - 5	Partially Compatible: Both of the drugs function, but at half their normal effective strength.
6 - 7	Superiority: One of the drugs will perform normally while the other has no effect. GM's decision to determine which drug will be dominant.
8	Negation: Both of the drugs are negated but the side effects of both will be experienced.
9	Coma: The user falls into a coma for 4d10 days.
10	Death: You're dead. See ya!

## Overdosing on drugs

When a user takes multiple doses of a single drug or several different drugs at once (within 1 hour), there is an increased chance the user will overdose. If the total drug strength rating of the combined drug doses is greater than twice the user's Con bonus, then the user will overdose. Depending on the drugs used, the effects of the overdose may vary greatly. Please check the individual effect of the type of drug used to determine the results. If a drug has two or more effects, combined effects of the drug's overdose will apply.

## Drugs and the Law

The vast majority of drugs are legal, available over the counter or by a doctor's prescription, but there are many illegal drugs to be found on the streets of Haven as well. Legal drugs must go through rigorous testing and government approval processes, and their benefits must generally outweigh their side effects by a large margin—not so with illicit drugs. The player and GM must decide if the drug being designed is something that can be obtained at a pharmacy, or if a user must hit the mean streets to get his fix. The legality of a drug is important in that it helps determine its base cost.

**Legal or Common:** Legal and Common refer to drugs that can be easily obtained over the counter. These drugs are still regulated by local, state, and federal laws, but need not be obtained illegally.

**By Prescription Only:** Drugs that are available by prescription only include substances that must be obtained through a doctor or pharmacist, and which are prescribed for a specific affliction. The drug is easily accessible to anyone with the proper prescription. These drugs are sometimes peddled on the black market, but are no less difficult to obtain in that method than any other illegal drug.

**Illegal:** Illegal drugs are items that the government has not approved for use. Hazardous, non-medicinal chemicals are also placed under these classifications. Police and Federal agents will always try to stop these sorts of drugs from being sold and distributed. Illegal drugs are broken up into three classifications: Class A, Class B, and Class C. Class C substances are illegal, but possession of these items is generally considered to be a minor offense. Class B materials are more dangerous than Class C, and carry with them a greater penalty. Class A drug substances include the most dangerous, hazardous, and addictive drugs, and the most severe punishments are reserved for carrying or trafficking in these materials.

**Provisional and Experimental Drugs:** Provisional and Experimental drugs consist of chemical compound mixtures that are created anywhere from backyard stills to corporate chemical laboratories to covert, government-sponsored research facilities. These drugs represent a great danger to anyone foolish enough to use them due to their highly unpredictable nature.

## Designing and Creating Drugs

Some characters aren't content to peddle the same old junk their competitors on every street corner are hawking. Coming up with "the next big thing" in the drug trade can make a man a billionaire overnight. Small wonder, then, that drug design and creation is a booming illegal industry.

### DRUG DESIGN

Designing a new drug is an application of the Craft (*pharmaceutical*) skill. It functions exactly like any other Craft skill, based off of the following table.

Prototype Purchase DC	Craft (pharmaceutical) DC	Time
10-15	20	168 hours
16-20	25	336 hours
21-25	30	504 hours
26-30	35	768 hours
31+	40	840 hours

### Determining Prototype Purchase DC

Before the final copy of anything is made, a prototype is created to set the formula for what the drug is and how it is going to be made. A prototype is always more expensive than the mass-produced copy of the drug, because its purchase DC includes failed attempts, base materials, and the fees of the chemical engineer. In order to create a new type of drug, the prototype purchase DC must always be paid before the drug can be mass-

produced. The prototype stage produces no actual doses of the drug.

The base purchase DC for a drug prototype can be figured by using the following formula:

**10 + Net cost of Benefits and Side Effects + Drug Strength Rating + Legality Rating.**

Legality	Rating
Legal	1
By Prescription Only, Class C	2
Class B	3
Class A	4
Provisional	5

For example, consider a popular new club drug called Heaven, also known as "Ecstasy's Big Brother." It's a euphoric in pill form with a drug strength rating of 4, and offers its users the benefits Calm (2), Ignore Pain (4), and Fast Burnout (8). Users of Heaven, however, suffer from painful diarrhea (-2) and dizziness (-4), and face the risk of Nerve Degeneration (-7). Heaven is a Class B illegal drug. The cost for a prototype is as follows:

$$10 + (2 + 4 + 8 - 2 - 4 - 7) + 3 + 3 = 17$$

### CREATING DRUGS

Creating doses of an existing drug (or a newly-designed and prototyped one) uses the same rules as designing a prototype. The difference is that once a drug's formula is known, synthesizing it is a much faster and easier process than designing it from scratch.

Mass Production	Craft (pharmaceutical)	
Purchase DC	DC	Time
1-2	10	1 hour
3-4	15	2 hours
5-6	20	4 hours
7-8	25	8 hours
9-10+	30	16 hours

The mass production base purchase DC of a drug is determined by dividing the prototype's base cost by 5 and rounding up. In the previous example the prototype drug had a purchase DC of 17, so the mass production per dose purchase DC is 4.

### QUALITY OF DRUG PRODUCTS

It is often difficult to procure illegal drugs on the streets, even if you have the proper contacts. The following chart represents the difficulty of locating a dealer who has a supply of the drug sought using a Gather Information check.

Location	Drug Str. Rating 1	Drug Str. Rating 2	Drug Str. Rating 3	Drug Str. Rating 4	Drug Str. Rating 5
Entertainment Area	15	15	18	20	25
Industrial Area	15	15	15	18	20
Suburban	15	15	18	20	20
High End Neighborhood	18	18	20	25	40
Metropolitan Area	15	15	18	20	20
Slums	15	15	15	18	20

If the character fails his Gather Information check by 9 or less, he fails to locate a dealer. If, however, he fails by 10 or more, he finds a dealer who sells bad product. Roll on the following chart to determine the negative effects of these bad drugs.

D10	Result
1	<b>Normal:</b> The drug acts and responds as normal.
2	<b>Higher Intensity:</b> The effects of the drug are stronger than expected. In game terms, double all effects of the drug, including its duration.
3	<b>Slow:</b> The drug is slow to take effect. In game terms, its onset time is tripled.
4	<b>Lower Intensity:</b> The drug is weaker than expected. In game terms, reduce its effects by half.
5 - 6	<b>Fake:</b> The drug is not a drug at all, having either been diluted and cut so far as to lose its effect, or it has been entirely substituted with something else. When the user takes the drug, nothing happens.
7 - 8	<b>Contaminated:</b> The drug is contaminated with some type of foreign substance. It may have been diluted with something toxic, or it might have been accidentally sprayed or dipped with a reactive substance. The user must make a Fortitude save (DC 25) or take 3d12 points of damage. All the normal drug effects are halved.
9 - 10	<b>Lethal Poison:</b> The drug is poisonous! The user suffers the effects of arsenic poisoning (or another type of poison chosen by the GM)

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