

# Future Pharma

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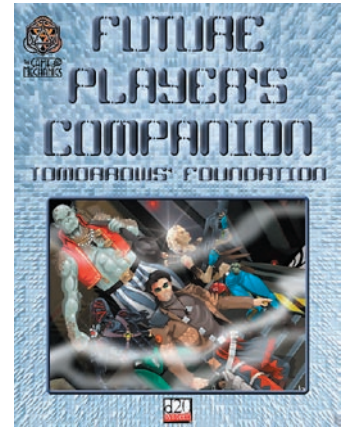
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*Future Pharma* is a free publication offered in promotion of the *Future Player's Companion: Tomorrows' Evolution*, the third publication in the Future Player's Companion PDF series from The Game Mechanics, Inc. It includes samples of drug-related material found in *Tomorrows' Evolution*, including the Pharmer advanced class, rules for defining pharmaceuticals in the d20 System, and feats involving ,

*Tomorrows' Evolution* focuses on options for advancing your sci-fi hero in experience and equipment. Inside, you'll find:

- New advanced and prestige classes for sci-fi campaigns
- Cybernetic upgrades for flesh-and-blood heroes
- New equipment, plus gadgets to modify existing equipment
- Designer drugs and sci-fi medicine, both the good and the bad

*Tomorrows' Evolution* is the third and final installment in the innovative series of *Future Player's Companion* PDF sourcebooks providing new options and ideas for adventuring in the many worlds of science-fiction roleplaying. *Future Player's Companion* will appear in one compiled print volume in early 2006.



This product requires the use of the *d20 Modern Roleplaying Game*, published by Wizards of the Coast, Inc. For players and Gamemasters, this product is compatible with other d20 System roleplaying games.



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Drug use and abuse is common in science fiction stories, especially in tales that focus on that dark side of high tech. The chemists and pharmacists of the future can cook up a variety of useful medications that can treat serious illnesses or enhance the abilities of the people who use them. Often, these drugs are illegal and unregulated, filtering down to the lowest echelons of society while making criminal or corporate syndicates wealthy at the expense of addicts. Other times, they are easily obtained at most retail outlets, and are a common sight at any recreational gathering.

Future campaigns certainly need not revolve around drugs, but occasional instances of drug use can present interesting scenarios and plot complications. Players may find themselves trafficking in illegal narcotics against their wishes, or may even be exposed to drugs if captured and interrogated. Characters may also become involved with clinical trials for new drugs, and these sorts of endeavors often provide free medical care relating to the drug, as well as free medication.

This document has a collection of rules found in *Future Player's Companion: Tomorrows' Evolution*. These rules are not meant to be a realistic portrayal of drugs and their effects. They are a collection of game mechanics intended to introduce drug use as a viable option for players and GMs who wish to include such options in their games.

The Pharmer is an advanced class focused on the use of pharmaceuticals. Next is Drug Design and Creation, with new rules to define the effects of designer drugs in your sci-fi d20 System campaign. **This portion of the document contains only those drug effects and drawbacks used by the sample pharmaceuticals at the end of the section, but includes rules for the full creation process.** After the sample drugs are a set of new feats used by the Pharmer advanced class, but available to any modern or sci-fi d20 System character, at the GM's discretion.

**Table 1-5: The Pharmer**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+1	Better living through chemistry (+1)	+1	+0
2nd	+1	+3	+0	+2	One man's poison	+1	+0
3rd	+1	+3	+1	+2	Increased absorption rate	+2	+1
4th	+2	+4	+1	+2	Bonus feat	+2	+1
5th	+2	+4	+1	+3	Better living through chemistry (duration x 2)	+3	+1
6th	+3	+5	+2	+3	Diminished side effects	+3	+2
7th	+3	+5	+2	+4	Intentional overdose	+4	+2
8th	+4	+6	+2	+4	Bonus feat	+4	+2
9th	+4	+6	+3	+4	Too much of a bad thing	+5	+3
10th	+5	+7	+3	+5	Better living through chemistry (+3)	+5	+3

## Pharmer

Pharmers are adepts that focus their minds and bodies in order to gain additional benefits from pharmaceutical agents. Through their use of biofeedback, chi, and rigorous physical training, Pharmers are capable of ingesting dosages that would kill most normal folk. "Pharmboys" and "pharmgirls," as they are known on the streets, truly seek to improve their lives through the liberal use of both legal and controlled substances. Though many enjoy the sensations that drugs provide as a sort of side benefit, traditional Pharmers are more interested in taking their bodies to the limit.

Select this class if you want to play a character who uses pharmaceuticals to boost his own abilities.

The quickest path into the Pharmer advanced class is from the Dedicated hero basic class, though it is also possible for Strong and Tough heroes to achieve status as a Pharmer.

## Requirements

To qualify to become a Pharmer, a character must fulfill the following criteria.

**Base Save Bonuses:** Fort +2, Will +1.

**Skills:** Craft (pharmaceutical) 6 ranks, Knowledge (streetwise) 6 ranks.

**Feats:** Chemical Youth.

## Class Information

The following information pertains to the Pharmer advanced class.

### Hit Die

The Pharmer gains 1d8 hit points per level. The character's Constitution modifier applies.



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### Action Points

The Pharmer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Pharmer's class skills (and the key ability for each skill) are as follows.

Computer Use (Int), Concentration (Con), Craft (chemical) (Int), Craft (pharmaceutical) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences) (Int), Knowledge (earth and life sciences) (Int), Knowledge (Streetwise) (Int), Profession (Wis), Research (Int), Sense Motive (Wis), Survival (Wis), and Treat Injury (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

### Class Features

The following features pertain to the Pharmer advanced class.

#### Better Living Through Chemistry

Every Pharmer learns to control his hormonal and chemical processes by force of will alone. When used in conjunction with ability-enhancing drugs, the Pharmer is able to increase the effectiveness and extend the durations of such drugs.

At 1st level, the Effect Potency of any drug with the Ability Enhancement effect that the Pharmer takes is increased by +1. This bonus to the Effect Potency of such drugs is further increased to +3 at 10th level. In addition, when the Pharmer attains 5th level, the duration of all ability-enhancing drugs he takes is doubled.

#### One Man's Poison

A Pharmer of 2nd level gains a bonus equal to half his class level to Fortitude saves made to resist the effects of poison.

#### Increased Absorption Rate

At 3rd level, a Pharmer can adjust his metabolism so that the drugs that he ingests take effect more quickly. The time to effect of any drugs that the Pharmer takes is cut in half (minimum time to effect is 1 round).

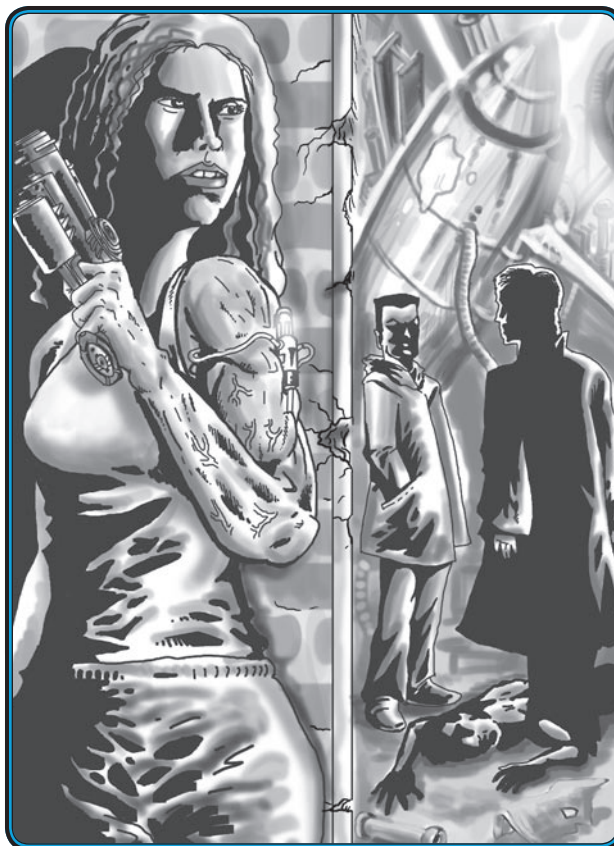
#### Bonus Feat

At 4th and 8th level, the Pharmer gains a bonus feat. The bonus feat must be selected from the following list, and the Pharmer must meet all the prerequisites of the feat to select it.

Black Marketeer, Chemically Attuned, Endurance, Great Fortitude, Iron Will, Pickled, Ride the Wave, Ultra Immune System.

#### Diminished Side Effects

At 6th level, a Pharmer knows how to ameliorate the side effects of his drugs by mixing in additional ingredients. If the Pharmer makes a successful Craft (pharmaceutical) check (with a DC equal to 5 + the drug's Craft DC), any side effects that incur negative modifiers to skill and ability checks are halved, and the duration of any side effect that has one is cut in half.



#### Intentional Overdose

Due to constant exposure to high levels of the pharmaceuticals that he takes, an experienced Pharmer is less likely to suffer an overdose when ingesting more than one dose. A Pharmer of 7th level or higher applies his class level as a bonus to Fortitude saves that he makes to resist drug overdose.

#### Too Much of a Bad Thing

Pharmers who intentionally overdose on drugs in order to gain additional benefits are capable of near-superhuman feats. At 9th level, a Pharmer who takes two doses of a drug gains the full benefits of the second dose, instead of the normal one-half. Although he still risks an overdose, the numerical penalties of any side effects are only increased by half.

## Drug Design and Creation

Creating unique drugs for your campaign allows you to tailor how drugs are presented in your universe. These rules provide a simple and flexible way to fashion a multitude of chemical substances that you can then introduce into your game.

A summary of drug creation follows.

#### 1.) Choose the Drug's Overall Potency Rating.

The drug's Overall Potency rating determines its base Craft DC. Total Potency determines how many drug effects a specific drug can potentially have. See Table 4-1: Drug Potency for details.

#### 2.) Choose the Drug's Effect(s).

Drug effects define what a drug does. A drug can have any number of effects, but the drug's total Potency must be



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divided between them. Thus, a drug with a total Potency of 5 cannot have more than 5 effects. The Potency of a single drug effect is referred to as an Effect Potency.

The Craft DC of a drug is increased by +5 for every drug effect it has past the first, and some drug effects, such as Ability Enhancement, will increase the drug's base difficulty even more.

### 3.) Choose the Drug's Duration.

A drug's duration determines how long its effects last, and this modifies the drug's base Craft DC as detailed on Table 4–3: Drug Duration DC Modifiers.

### 4.) Choose the Drug's Drawbacks.

Drug drawbacks are negative situations that can apply to drugs. Drawbacks decrease the base Craft DC of the drug as listed in their descriptions.

### 5.) Choose the Drug's Side Effects.

Side effects represent the undesirable qualities of a drug. By cutting corners and making the drug less safe, chemists can reduce the difficulty of creating them. Each side effect chosen lowers the base Craft DC by a set amount. A drug's Craft DC can never be less than 10.

### 6.) Determine the Drug's Method of Use.

The drug's method of use relates to how a user applies it, whether it is a pill, a powder, a liquid, or a gas. A drug's method of use affects several factors, including shelf life, how quickly the drug takes effect, and how much the drug costs. See Table 4–4: Method of Use for details.

### 7.) Determine the Drug's Final Craft DC.

All the modifiers are added together to determine a drug's final Craft DC. The Craft DC of the drug also determines how long it takes to produce the drug under normal working conditions.

### 8.) Determine the Drug's Purchase DC.

The Purchase DC of a single dose of the drug is equal to its Craft DC minus 10, with a minimum Purchase DC of 1. The Purchase DC of a drug is modified by +1 if it is a legal prescription drug, and by +4 if it is an illegal (controlled) substance.

## Potency Rating

A drug's Potency rating determines how powerful it is. Drugs with more than one effect must have their Potency rating

**Table 4-1: Drug Potency**

Potency	Base Craft DC
1	10
2	15
3	20
4	25
5	30
6*	35
7*	40
8*	45
9*	50
10*	55

\* While a drug may have a total Potency rating of 6 or higher, a single drug effect may not have a Potency rating higher than 5.

divided between the different effects. So, a drug with a Potency of 4 may have a single effect with a Potency of 4, two effects with Potency ratings of 2 each, or three effects with Potency ratings of 2, 1, and 1 respectively.

A drug's total Potency rating determines its base Craft (Pharmaceuticals) DC. A single drug effect cannot have a Potency higher than 5, though a drug can have a total Potency rating of 10, which is then divided between up to 10 drug effects.

## Drug Effects

Drug effects include the beneficial results of taking a drug. Drugs can possess multiple effects, but the more effects that a drug has, the harder it is to create and the more expensive it will be to buy. Likewise, a drug with multiple effects must have its total Potency divided between the different effects. In this way, versatile drugs with multiple uses can be created, but for each drug effect past the first, the drug's base Craft DC is increased by +5. A drug must have a Potency of at least 2 in order to have multiple effects.

Each drug effect is listed with the following statistics.

**Craft DC Modifier:** Some effects are harder to produce than others, and this can result in an additional modifier to the drug's Craft DC. If such a modifier is applicable to a specific drug effect, it will be listed here.

**Saving Throw:** Some drug effects can be resisted, if the user chooses to do so. Not all drug effects have a saving throw as an option. The DC to resist the drug effect is determined by the effect's Effect Potency ( $DC = 15 + \text{Effect Potency}$ ).

**Benefits:** This is where the game rules for the effect are described.

**Special:** Any special circumstances or restrictions regarding the use of this drug effect are described here.

## Ability Enhancement

By manipulating chemical and hormone levels in the body, ability enhancing drugs can temporarily boost a character's abilities to superhuman levels. Powerful versions of ability enhancing drugs are often both psychologically and physiologically addictive, and many addicts feel that they cannot perform without them.

**Craft DC Modifier:** +5.

**Saving Throw:** None.

**Benefits:** Drugs with the Ability Enhancement effect increase any one of the user's abilities by the drug's Potency rating. The specific ability is chosen when the drug is created. The boost provided by these drugs lasts as long as the drug's duration.

## Antibiotic

Antibiotic drugs prevent or cure infections. They are effective against most diseases that are caused by viruses and bacteria.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** These drugs work just like the standard pharmaceuticals in *d20 Modern*. For the duration of the drug, an antibiotic provides a bonus equal to its Potency rating to



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any Fortitude saves made to resist the effects of disease. Antibiotics have no effect on nano-plagues, as well as certain alien diseases (at the GM's discretion).

## Euphoric

Narcotics make their users feel elated and peaceful, reducing stress.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** Characters under the influence of a euphoric drug benefit from a morale bonus to all Will saves equal to the drug's Potency.

## Mood Stabilizers

Mood stabilizers are used to treat personality disorders, depression, and the effects of stress.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** A character who is under the effect of a mood stabilizing drug gains a bonus to all Will saves equal to the drug's Potency rating.

## Regeneratives

Drugs in this category increase the body's natural healing rate.

**Craft DC Modifier:** +5.

**Saving Throw:** None.

**Benefits:** The Potency of a regenerative drug is added to the natural healing rate of the subject. For example, a 5th level character who takes a regenerative drug with a Potency of 2 heals 7 hit points per evening of rest, or 14 hit points for an entire day of bed rest.

## Onset Time

A drug's onset time determines how long before its beneficial effects begin. Some drugs require a steady regimen over the course of days before their effects even begin to manifest.

Choose the drug's onset time from Table 4-2: Drug Onset Time.

## Drug Duration

The drug's duration determines how long its beneficial effects last. Drug effects can last anywhere from a few minutes to several hours. Drugs with longer durations are more difficult to manufacture, and therefore more expensive.

Choose the drug's duration from Table 4-3: Drug Duration DC Modifiers.

## Drug Drawbacks

Drug drawbacks are undesirable factors of a drug that make it less versatile, less stable, or less effective. There is no limit to the number of drawbacks that a drug may possess; each one reduces the base Craft DC of the drug.

Each drug drawback is listed with the following statistics.

**Craft DC Modifier:** This is the modifier that is subtracted from the drug's base Craft DC.

**Game Rules:** This is where the game rules for the drawback are described.

**Special:** Any special circumstances or restrictions regarding the use of this drug drawback are described here.

## Acute Side Effects

The side effects of a drug with this side effect are more difficult to resist.

**Craft DC Modifier:** -5.

**Game Rules:** The saving throw difficulties associated with the side effects of a drug with acute side effects are increased by +2.

**Special:** A drug with acute side effects must have at least one side effect that requires a saving throw.

## Additional Storage Requirement

Drugs that are affected by adverse environmental conditions must be stored in particular environments (such as refrigeration).

**Craft DC Modifier:** -5 per restriction.

**Game Rules:** This drug drawback can be applied to a drug multiple times. Each time it is chosen, pick a different method

**Table 4-2: Drug Onset Time**

Onset Time	Craft DC Modifier
5 rounds	+25
1 minute	+20
5 minutes	+15
30 minutes	+10
1 hour	+5
3 hours	+0
6 hours	-5
12 hours	-10
24 hours	-15
72 hours	-20
1 week	-25

If a drug requires regular doses before it takes effect, reduce its Craft DC as outlined below:

Dosage Interval	Craft DC Modifier
1 round (constant)	-25
1 hour	-20
2 hours	-15
4 hours	-10
6 hours	-5

**Table 4-3: Drug Duration DC Modifiers**

Duration	Craft DC Modifier
30 minutes	-10
1 hour	-5
3 hours	+0
6 hours	+5
12 hours	+10
24 hours	+15



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of storage that is required for the drug's application form, such as Cool, Dry, Hermetic, or Refrigerated. This particular drug must be stored in that specific form of storage in order to retain its potency. Most drugs require at least one of these methods already (see Method of Use).

### Random Duration

The duration of this drug is unusually unpredictable.

**Craft DC Modifier:** -5.

**Game Rules:** A drug with a random duration affects a user for a variable amount of time, which is determined when the drug is created (see below). The usual duration determines the range of the random duration.

Normal Duration	Duration Range
30 minutes	4d6 minutes
1 hour	5d10 minutes
3 hours	1d3 hours
6 hours	1d4+1 hours
12 hours	1d6+4 hours
24 hours	3d6+2 hours

### Reduced Shelf Life

A drug with a reduced shelf life only retains its potency for a short period.

**Craft DC Modifier:** -5.

**Game Rules:** A drug with this drawback has its shelf life halved.

**Special:** This drug drawback can be taken multiple times. Each time, the drug's shelf life is reduced by half.



### Specialized

This drug is only good at treating one particular condition, toxin, or disease.

**Craft DC Modifier:** -5.

**Game Rules:** Choose specific type of disease or poison. A drug with this drawback has its Potency rating reduced by -2 when used against a disease or poison other than the specified type. If this reduces the drug's Potency to 0 or less, it has no effect upon other diseases or poisons.

**Special:** A drug with the specialized drawback must be either an Antibiotic or an Antidote.

### Side Effects

By their nature, side effects are always harmful and never desirable. By cutting corners and reducing a drug's quality, chemists and pharmacists can reduce the difficulty of making a drug, thereby cutting costs as well. Side effects can be annoying or even crippling, and some are occasionally deadly.

Each side effect is listed with the following statistics.

**Craft DC Modifier:** The modifier to the Craft DC of a drug with this side-effect. The total negative modifiers of a drug's side effects can never exceed the drug's base Craft DC.

**Onset Time:** How long before the side effects manifest.

**Duration:** This is how long the side effect lasts.

**Saving Throw:** Some side effects can be resisted, either in whole or in part. Not all side effects have saving throws as an option. The DC to resist a side effect is determined by the drug's total Potency (DC = 15 + Total Potency).

**Game Rules:** This is where the game rules for the side effect are described.

**Special:** Any special circumstances or restrictions regarding the use of this side effect are described here.

### Ability Damage

The drug adversely affects one (or more) ability scores, chosen at the time that the drug is created.

**Craft DC Modifier:** -10.

**Duration:** Instantaneous.

**Saving Throw:** Fortitude halves.

**Game Rules:** The user takes 1d6 points ability damage to the indicated ability score.

**Special:** This side effect can be purchased multiple times. Its effects do not stack. Each time this side effect is chosen, select a different ability score. A separate Fortitude save must be attempted for each ability score that is affected by this side effect.

### Addiction Tolerance

The benefit(s) of a drug with this side effect are reduced for characters who are addicted to it.

**Craft DC Modifier:** -10.

**Duration:** Instantaneous.

**Saving Throw:** None.

**Game Rules:** A character who is addicted to a drug with this side effect only gains half the normal benefit that the drug's effects normally provide.

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**Special:** A drug with this side effect must be either physiologically addictive or psychologically addictive.

## Dizziness

Dizzy characters become lightheaded and disoriented while under the effects of the drug.

**Craft DC Modifier:** –5.

**Duration:** Potency hours.

**Saving Throw:** Fortitude negates.

**Game Rules:** A dizzy character suffers a penalty equal to the dizzying drug's Potency to all Balance, Climb, Drive, Jump, Move Silently, Pilot, Ride, and Tumble skill checks.

## Drowsiness

Even though the drug is not a soporific, it causes intense sleepiness in many users.

**Craft DC Modifier:** –5.

**Duration:** Potency hours.

**Saving Throw:** Fortitude negates.

**Game Rules:** A character who fails his Fortitude save against drowsiness is fatigued. A soporific with the drowsiness side effect has its save DC increased by +10.

## Impaired Reaction Time

The drug seems to speed up the world around its users, making their own reactions sluggish and lethargic.

**Craft DC Modifier:** –5.

**Duration:** Potency hours.

**Saving Throw:** Fortitude halves.

**Game Rules:** The character suffers a –4 penalty to all Initiative checks. If the character's Fortitude save succeeds, the penalty to his Initiative checks is reduced to –2.

## Memory Loss

The drug causes those under its influence to black out, making memories of their activities fuzzy and indistinct.

**Craft DC Modifier:** –5.

**Duration:** Instant.

**Saving Throw:** Will negates.

**Game Rules:** The character will have no memory of the actions he takes or the experiences he has while under the influence of the drug. Any experience points earned by the character while this side effect is in effect are halved.

## Paranoia

The drug causes characters to become paranoid, suspecting foul play from everyone around them.

**Craft DC Modifier:** –5.

**Duration:** Potency hours.

**Saving Throw:** Will negates.

**Game Rules:** Due to their odd behavior and mistrust of others, paranoid characters suffer a –4 penalty to all Bluff, Diplomacy, Gather Information, and Sense Motive checks.

## Physiologically Addictive

The drug is physiologically addictive, and creates a chemical imbalance in addicts.

**Craft DC Modifier:** –10/–15/–20

**Duration:** Instant.

**Saving Throw:** Fortitude negates.

**Game Rules:** A character who fails his Fortitude saving throw against physiological addiction develops a physical need for the drug. If he does not have another dose of the drug by the end of his last dose's duration, he suffers from standard physical withdrawal penalties (see Addiction, below). The DC of the Fortitude save depends on the Craft DC modifier of the drug's physiological addiction side effect.

Craft DC Modifier	Fortitude DC
–10	10 + Potency Rating
–15	15 + Potency Rating
–20	20 + Potency Rating

## Psychologically Addictive

The drug is psychologically addictive.

**Craft DC Modifier:** –5/–10/–15

**Duration:** Instant or Permanent.

**Saving Throw:** Will negates.

**Game Rules:** A character who fails his Will saving throw against psychological addiction has developed a psychological need for the drug. If he does not have another dose of the drug by the end of his last dose's duration, he suffers from standard psychological withdrawal penalties (see Addiction, below). The DC of the Will save depends on the Craft DC modifier of the drug's psychological addiction side effect.

Craft DC Modifier	Will DC
–5	10 + Potency Rating
–10	15 + Potency Rating
–15	20 + Potency Rating

## Method of Use

In order for a character to benefit from a drug's effects, or be crippled by its side effects, the drug must be used or applied in a specific fashion. A drug's method of use determines the form of the drug, such as a powder, pill, or liquid, as well as how the substance is applied, be it injected, consumed, or inhaled.

Each method of use is listed with the following statistics.

**Method of Use:** This is how the drug is applied. A drug must be applied in this fashion in order for it to take proper effect.

**Table 4–4: Method of Use**

Method of Use	Time to Effect	Shelf Life (Storage)	Craft DC Modifier
Pill	30 min	12 months (D)	–5
Caplet	10 min	6 months (C, D)	+0
Ingested Liquid	10 rnds	2 months (C)	+5
Inhaled	8 rnds	6 months (D)	+5
Powdered	5 rnds	6 months (D, H)	+10
Intravenous	3 rnds	2 months (H, R)	+10
Contact	1 rnd	1 month (C, H)	+15



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**Table 4-5: Drug Craft DCs, Purchases DCs, and Craft Time**

Craft DC	Purchase DC	Time	Craft DC	Purchase DC	Time
-15	5	1 hr	40	30	6 hrs
20	10	2 hrs	45	35	7 hrs
25	15	3 hrs	50	40	8 hrs
30	20	4 hrs	55	45	9 hrs
35	25	5 hrs	+5	+5	+1 hr

**Time to Effect:** This is how long the drug takes to go into effect. A drug's duration is timed from when the drug actually takes effect, as opposed to when the drug is taken.

**Shelf Life:** This is the shelf life of the drug type in question. Different applications must also be stored differently in order for them to retain their potency.

**C—Cool.** While the drug does not require refrigeration, it must still be kept cool (between 60 and 80 degrees Fahrenheit). If the drug is exposed to temperatures of greater than 80 degrees for longer than 15 minutes, its shelf life is reduced by one-half.

**D—Dry.** The drug must be kept away from moisture. If the drug comes into contact with liquid, it will no longer be effective.

**H—Hermetic.** The drug must remain in an airtight container to retain its potency. If exposed to air for more than a minute, the drug's shelf life is reduced by ½; if exposed to air for longer than 24 hours, the drug becomes completely inert.

**R—Refrigerated.** The drug must be kept in a refrigerated environment (between 40 and 60 degrees). If the drug is exposed to temperatures of greater than 60 degrees for longer than 15 minutes, the drug's shelf life is reduced by one.

**Craft DC Modifier:** This is the modifier to the drug's Craft DC.

### Method of Use Descriptions

The different methods for applying drugs are described below.

**Pill:** Pills come in any number of colors, shapes, and sizes, and must be ingested to be used effectively. They are typically chalky in consistency, and some are coated to assist ingestion. While they are notoriously slow to take effect, they possess a long shelf life and are easy to manufacture and store.

**Caplet:** Caplets, also known as geltabs or gelcaps, are similar to pills, but they are formulated to release their contents in a more timely fashion. They are smooth, and like pills, they come in a variety of colors and sizes. Caplets must be ingested.

**Ingested Liquid:** Ingested liquids must be consumed, either alone or after being mixed with another liquid medium. They go into effect relatively quickly, and can be stored for a month so long as they are kept cool.

**Inhaled:** Inhaled drugs enter the user's bloodstream through his lungs. As such, they must be administered in the form of vapor, smoke, or very fine particles that are inhaled. These drugs store well, and go into effect relatively rapidly, but most of them have tell-tale odors that can be easily detected.

**Powdered:** Powdered drugs are stable, so long as they are stored correctly. Most powdered drugs are inhaled—introduced into the body by way of the mucous membranes that line the nose, throat, and mouth.

**Intravenous:** Intravenous drugs require injection directly into the user's bloodstream. They might also be introduced via an intra-muscular injection. These drugs take effect very quickly, but must be refrigerated to remain effective.

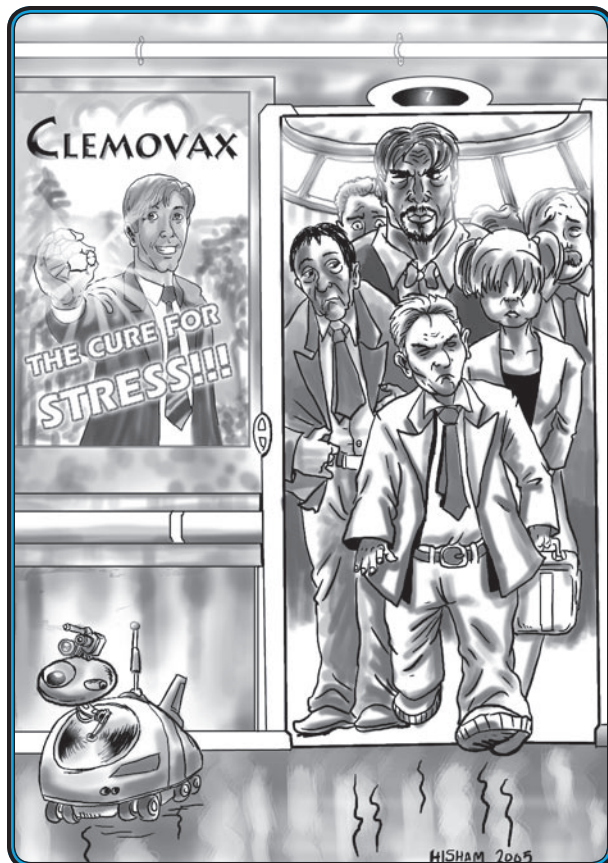
**Contact:** A contact drug is absorbed through a user's skin. Most drugs of this type are delivered via an adhesive dermal applicator (also known as a "derm" or "slap patch"). So long as these drugs are kept cool and away from air, they can be stored for up to two weeks.

### Final Craft (Pharmaceutical) DC

The final Craft DC of a drug is determined by applying any modifiers for drug duration, drug drawbacks, side effects, and method of use to the drug's base Craft DC. The Craft DC of a drug can never be reduced lower than 10.

### Final Purchase DC

The final Purchase DC of a drug is equal to the drug's Craft DC -10 (minimum 1). This is further modified, depending on whether the drug is by prescription only (+1, licensed) or completely illegal (+4, restricted). Typically, the Purchase DC is associated with a single dose of a specific drug, though over-the-counter and prescription pharmaceuticals are often sold in larger quantities (typically 30 doses).





### Time to Craft

A drug with a Craft DC of 15 or less takes a minimum of one hour to concoct using normal methods. Proper drug creation requires a lab environment, or its equivalent, in order to be successful. For each additional 5 points on a drug's Craft DC, the time to create the drug is increased by 1 hour.

### Addiction

Not all drugs are addictive, though there are many exceptions. Addiction is rarely an overnight occurrence. Continued use of an addictive substance is often required for serious addiction to take place. In rare circumstances, powerful drugs can hook unfortunate users after a single dose. Weaker drugs can take weeks, months, or even years of constant use before a user's addiction is complete.

Psychologically addictive drugs prey on an individual's own mental weakness in order to take hold of his life. A psychological addiction to a drug is akin to a compulsion, albeit a strong one, to indulge in a particular substance or activity. Often, an addict feels that he cannot perform well if he is not under the influence of his chosen narcotic. His drug is a "lucky charm" that provides an edge that he does not otherwise possess. Whether they know it or not, psychological addicts are so strongly influenced by their mental dependence on a drug that they cannot function adequately without it.

Physiological addiction is similar to psychological addiction in some respects, but it is based on a person's actual, physical need for a drug. Repeated use of a physiologically addictive substance creates a chemical imbalance in the body. When deprived of a physiologically addictive drug, the consequences can be severe. The user's body attempts to adjust to its new condition, flushing out the poisons left behind by the drug, and repairing any damage that may have been caused by it.

Characters who fail a saving throw to resist addiction, be it physiological or psychological, develop a deep craving and need for the drug in question. This need lasts as long as they continue to use the drug. Even in the case of addicts who have kicked the habit, an overwhelming desire for the drug may still remain behind for several months or years.

### Withdrawal

There are two types of withdrawal caused by drug addiction: physical withdrawal, and psychological withdrawal.

#### **Physical Withdrawal**

Physical withdrawal is caused by a physiological addiction to a drug. The effects of physical withdrawal are crippling, and often include any of the following: headache, sweating, nausea, vomiting, appetite loss, insomnia, paleness, heart palpitations, dilated pupils, clammy skin, and tremors. More severe symptoms consist of confusion, visual hallucinations (delirium tremens), agitation, fever, convulsions, and memory loss (black outs). Physical withdrawal lasts for several days, though symptoms can persist for weeks, months, or even years after an addict's last dose of a drug.

**Game Effects:** A character who fails to ingest the physiologically addictive drug that he is hooked on will begin to experience physical withdrawal symptoms within a number of hours equal to his Constitution modifier + 12. Anyone who is experiencing physical withdrawal symptoms suffers a -4 penalty to all attack rolls, saves, and skill checks. Additionally, all of the character's ability scores are reduced by 8 points each (minimum 1).

So long as the character is resting, these ability points return at a rate of 1 point per attribute per day. Even after his ability scores are restored, the character continues to suffer a -4 penalty to all attack rolls, saves, and skill checks for a number of days equal to 7 minus his Constitution modifier.

If a physiologically addicted character takes the drug that he is addicted to at any time during his withdrawal, all symptoms immediately cease.

#### **Psychological Withdrawal**

Psychological withdrawal occurs when a user believes that he cannot function adequately without a drug—but is otherwise physically capable of functioning normally. While the symptoms of psychological withdrawal are less severe than those relating to physical withdrawal, they are still serious. Symptoms of psychological withdrawal are jumpiness, nervousness, shakiness, anxiety, irritability, rapid emotional changes (mood swings), depression, fatigue, nightmares, and difficulty concentrating.

**Game Effects:** A character who does not get a dose of the psychologically addictive drug that he is addicted to will begin to experience psychological withdrawal symptoms within a number of days equal to his Wisdom modifier + 3. Anyone who is experiencing psychological withdrawal symptoms suffers a -2 penalty to all attack rolls, saves, and skill checks. In addition, a character's Intelligence, Wisdom, and Charisma scores are reduced by 4 points each (minimum 1).

These points return at a rate of 1 point per attribute per day. Even after his ability scores are restored, the character continues to suffer a -2 penalty to all attack rolls, saves, and skill checks for a number of days equal to 7 minus his Wisdom modifier.

If a psychologically addicted character takes the drug that he is addicted to at any time during his withdrawal, all symptoms immediately cease.

### Temptation

Characters who have experienced addiction may "fall off the wagon" if presented with an opportunity to take a drug that they were previously addicted to. Resisting the temptation of taking the drug requires a Will save (DC 15). If the character fails this Will save, he will take the drug that is offered to him, and suffers from any of the drug's normal side effects.

A former addict suffers a -4 penalty to any saves made to resist the drug's physiological addiction or psychological addiction side effects. A character is subject to the effects of temptation for a number of months equal to 12 minus his Wisdom modifier.



## Future Pharma



### Taking Multiple Doses

Taking multiple doses of a drug can increase its effectiveness, but at substantial risk (see Drug Overdose, below). In instances when this occurs, the numerical bonuses and penalties of the drug's effects and side effects are halved, duration is doubled, and any saving throw DCs for the drug's effects or side effects are increased by half of the drug's total Potency rating (rounded up).

For example, Rufus injects himself with two ampoules of blackout, a dangerous combat medication, in order to get an increased high. The extra dose increases the drug's Ability Enhancement: Strength effect by half, from +4 to +6, but the numerical effects of all the drug's side effects are increased by half as much as well.

When taking different drugs that have similar effects, the highest potency rating is used.

### Drug Overdose

A drug overdose occurs when a character takes two or more doses of the same drug within the span of the initial dose's duration. In such an instance, the user must make a Fortitude Save (DC = 10 + [the total Potency of the drug multiplied by the total number of doses taken]). Failure of this roll results in a negative effect, depending on the overdosed drug's effects. In the previous example of taking multiple doses, Rufus must make a Fortitude save, DC 24 (10 + [7 x 2]), or suffer the effects of an overdose.

If a user overdoses on a drug with multiple effects, he suffers overdose penalties for each.

#### Drug Effect

#### Overdose Result

Ability Enhancement	Suffers 1d4 ability drain for the specified ability (after drug's duration expires).
Analgesic	Fatigued for the duration of the drug.
Antibiotic	Nauseated for the duration of the drug.
Antidote	Poisoned by the antidote, suffers 1d6 Constitution damage.
Coagulant	Cardiac arrest, as per the drug side-effect of the same name.
Depressant	Exhausted for the duration of the drug.
Euphoric	Dazed for the duration of the drug.
Hallucinogenic	Cowering for the duration of the drug (bad trip).
Hypnotic	Paralyzed for the duration of the drug.
Mood Stabilizer	Fatigued for the duration of the drug.
Regenerative	Shock (becomes unconscious for duration of dose).
Soporific	Falls into a coma for 2d6 days.
Stimulant	Insomnia, as per the drug side effect of the same name.

## The Medicine Cabinet of the Future

There are literally millions of drugs in the universe, some benign, some incredibly harmful. There are many that have little but a placebo effect, while others have almost miraculous effects. Some drugs are designed with healing properties, while others, referred to as combat drugs or comeds (which is short for "Combat Medication"), are intended to increase a soldier's lethality on the battlefield.

Regardless of a drug's end result, each is described in the same fashion, and each is listed with the following statistics.

**Potency:** The drug's total Potency rating.

**Effects:** The effects of the drug. A parenthetical value next to each effect is equal to the effect's Effect Potency.

**Duration:** The drug's duration.

**Drawbacks:** The drawbacks that a drug has.

**Side-Effects:** The drug's known side effects.

**Method of Use:** How the drug is applied.

**Craft DC:** The drug's final Craft (Pharmaceuticals) DC.

**Purchase DC:** The Purchase DC for a dose of the drug.

**Description:** A description of the drug, including any historical or societal details.

### The First Taste is Free: Sample Drugs

What follows here are examples of three drugs created with the rules that have been presented to you.

#### Blackout

**Potency:** 7; **Effects:** Ability Enhancement: Strength (4), Euphoric (3); **Duration:** 1 hour; **Side-Effects:** Ability Damage: Wisdom, Addiction Tolerance, Memory Loss, Paranoia, Physiologically Addictive: DC 16; **Method of Use:** Intravenous; **Craft DC:** 20; **Purchase DC:** 13 (Restricted).

## Future Pharma

Blackout is an illegal combat drug that first found use in illegal bloodsports. It is considered to be one of the first comeds, probably a throw-back to military trials that failed in the early part of the twenty-first century. Because blackout is difficult to detect in users, it slowly made its way into sanctioned sports such as boxing and martial arts competitions. When a widely televised bout turned into a bloodbath, the drug was discovered to be the root cause. Blackout is a colorless liquid. It is often sold in single-use glass ampoules that are decorated with a featureless black label.

### Prolexa

**Potency:** 3; **Effects:** Mood Stabilizer (3); **Duration:** 12 hours; **Side-Effects:** Dizziness, Impaired Reaction Time, Psychologically Addictive; **Method of Use:** Caplet; **Craft DC:** 20; **Purchase DC:** 11 (Licensed).

One of the many commercial drugs on the market, Prolexa is marketed as one of the most reliable mood stabilizers in common use. It is used by physicians to treat the symptoms of anxiety and stress, but it also sees use as a party drug due to the fact that it mellows people out and makes them less likely to worry about trivialities. Prolexa is distributed as a shiny green caplet.

### Regen-Rx

**Potency:** 4; **Effects:** Antibiotic (1), Regenerative (3); **Duration:** 24 hours; **Side-Effects:** Ability Damage (Str), Dizziness, Drowsiness; **Method of Use:** Ingested Liquid; **Craft DC:** 35; **Purchase DC:** 26 (Licensed).

Regen-Rx is a drug designed by the military to aid in battlefield surgery and wound recovery. It sees occasional use in expensive health centers, but rarely filters down to common hospitals or low-cost clinics due to its high price tag. The drug is supplied in single-dose container filled with an amber liquid with a bitter aftertaste.

## New Feats

The following feats are part of the Pharmer advanced class, but are also available to any modern or sci-fi d20 System character, at the GM's discretion.

### Chemical Youth

Due to your exposure to drugs and drug culture, you are less likely to become physically or mentally dependent on the drugs that you take.

**Benefit:** You gain a +4 bonus to Fortitude and Will saves that you make to resist addiction.

### Chemically Attuned

Choose a drug effect. Drugs with that effect are more effective when you use them.

**Prerequisite:** Chemical Youth.

**Benefit:** You treat the Effect Potency of drugs with your chosen effect as if they are 1 higher than normal.

**Normal:** You can gain this feat multiple times. Each time you take this feat, choose a different drug effect.

### Pickled

Because of constant exposure to narcotics, the negative side effects of drugs affect you less than they do others.

**Benefit:** You gain a +4 bonus to saving throws that you make to resist the side effects of drugs.

**Special:** The bonus granted by this feat does not affect saves that you make to resist addiction.

### Ride the Wave

Drugs that you take seem to remain in effect longer than usual.

**Prerequisite:** Chemical Youth.

**Benefit:** The duration of drugs that you take is increased by half.



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