

by Christian Conkle

Introduction

This is a set of rules concerning the use and affects of drugs for use in Fuzion games. These rules are intended primarily for use within a Cyberpunk setting, and drugs from Cyberpunk 2020 are included as examples.

Disclaimer

CyberFuzion Drugs is **NOT** an official rules set, nor is it recognized or endorsed by R.Talsorian Games or the Fuzion Labs Group. These drug rules were inspired by the rules that appear in Gold Rush Games' Sengoku by Mark Arsenault.

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I have the utmost respect for the creators of the original Cyberpunk and Cyberpunk 2020 and only wish to improve upon their outstanding work.

CyberFuzion Drugs

Poisons and drugs are described by their Type, Mode of Delivery, Speed, and Effect.

Type

Narcotic: Drugs that dull senses or pain receptors. Narcotics create an initial rush and euphoria. Abuse of Narcotics lead to initial nausea and restlessness, often resulting in loss of consciousness and possibly respiratory or cardiac failure. Examples include Heroin, Codeine, Morphine, and Opium.

Hallucinogen: Drugs that affect the user's senses, perceptions, awareness, thinking, or emotions. Abuse of Hallucinogens can result in uncontrollable hallucinations or brain damage. Examples include LSD, Mescaline, and Psilocybin (Mushrooms).

Stimulant: Stimulants increase mental and physical functions, resulting in a more alert state and faster reaction times, as well as a sense of euphoria, self-confidence, and power. Abuse of Stimulants can lead to addiction, delusions, erratic or violent behavior, and possibly respiratory or cardiac failure. Examples include Cocaine, Amphetamine, Caffeine, Crystal Meth, and Nicotine.

Antidote: Chemicals that act to neutralize or reverse the effects of other drugs or poisons.

Depressant: Drugs that reduce pain, anxiety, and inhibitions. Abuse of Depressants can lead to addiction, low self-esteem, low blood-pressure, confusion, fatigue, poor judgment, and possibly respiratory or cardiac failure. Examples include Barbiturates, Benzodiazepine, Flunitrazepam, GHB, Methaqualone, and Alcohol.

Cannabinoid: Drugs extracted from cannabis that rely on the chemical THC (delta-9-tetrahydrocannabinol), resulting in a sense of euphoria. Abuse of Cannabinoids can lead to slowed thinking and reaction times, impaired balance, impaired memory and learning, increased heart rate, anxiety, and panic.

Dissociative Anesthetic: Drugs that combine the euphoric and anesthetic effects of Opiates with reality bending effects similar to Hallucinogens. Unlike Hallucinogens, however, Dissociative Anesthetics do not impair the senses or create hallucinations. Instead, they alter the user's mental state, creating a detachment from reality. Abuse of Dissociative Anesthetics can lead to aggression, paranoia, impaired motor functions, and possibly respiratory or cardiac failure. Examples include PCP and ketamine.

Mode of Delivery

The mode of delivery is the manner in which the drug or poison is introduced to the target. Whenever a substance is delivered, the target must pass a CON + 3d6 skill test vs. a DV based on the substance's mode of delivery.

Topical (DV 18): Applied through contact with the target's skin through a cream, ointment, or patch.

Ingested (DV 22): Swallowed or tasted, usually as a pill.

Inhaled (DV 20): Either snorted or breathed in as a gas or smoke.

Blood (DV 16): Must be introduced directly into the bloodstream by a cut, abrasion, or hypodermic.

Speed

The amount of time elapsed between when the substance is first delivered to the target and when it will take effect. For example, a drug with a Speed of 10 minutes will not take effect until 10 minutes after the target has taken the drug. Multiple doses of a drug or poison will generally not affect the Speed of its effect.

Effect

The game effect the drug or poison has on the character.

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Real-World Drugs**Cost in Euro****Alcohol****5-10/drink**

(Type: Narcotic. Mode: Ingested/Liquid. Speed: 10 minutes. Effect: -1d6/6 to INT, WILL, REF, and DEX every 10 minutes for 30 minutes.)

Cocaine**50/gram**

(Type: Stimulant. Mode: Inhaled/Powder. Speed: 1 minute. Effect: +1d6 Stun and +1d6/5 to INT and DEX every 15 minutes for 1d6x15 minutes. If the total Stun increase ever exceeds WILL + RES the character suffers from paranoia and addiction and loses -2d6 Humanity.)

Crack Cocaine**25/rock**

(Type: Stimulant. Mode: Inhaled/Smoke. Speed: 1 minute. Effect: +1d6 Stun and +1d6/5 to DEX every minute minutes for 1d6+4 minutes. If the total Stun increase ever exceeds WILL + RES the character suffers from paranoia and addiction and loses -2d6 Humanity.)

Ecstasy**5/pill**

(Type: Stimulant/Hallucinogen. Mode: Ingested/Pill. Speed: 1 minute. Effect: +1d6 Stun and -1d6/5 to INT and DEX every 15 minutes for 1d6x15 minutes. If the total Stun increase ever exceeds WILL + RES the character's body heat increases uncontrollably, the character suffers 1d6 Hits per tablet.)

Heroin**25/half-gram**

(Type: Narcotic. Mode: Blood/Hypodermic. Speed: 1 Round. Effect: +1d6 Stun and -1d6/5 to INT each hour for 1d6+1 hours, afterwards, the subject loses 5d6 Stun. After 1d6 uses, the subject has developed addiction and tolerance and must increase the dose by 1 to achieve the same effect. Abstinence leads to withdrawal symptoms similar to the flu.)

LSD**5/quarter-inch square**

(Type: Hallucinogen. Mode: Ingested/Paper. Speed: 1 minute. Effect: The user experiences altered perception and hallucinations. Roll 1d6, add +1d6 each minute for 1d6+1 minutes. If the total ever exceeds the character's WILL + RES they are having a bad "trip" and will panic and behave violently.)

Marijuana**10/quarter-ounce**

(Type: Cannabinoid. Mode: Inhaled/Smoke. Speed: 1 minute. Effect: +1d6 to Stun and -1d6/5 to DEX each hour for 1d6/2 hours, afterwards, the character loses 2d6 Stun.)

Methamphetamines**50/pill**

(Type: Stimulant. Mode: Ingested/Pill or Blood/Hypodermic. Speed: 1 Phase. Effect: +1d6 to Stun and +1d6/5 to DEX each hour for 1d6/2 hours. If the total Stun increase ever exceeds WILL + RES the character loses 10d6 Stun per dose.)

Cyberpunk 2020 Drugs**Cost in Euro****Black Lace****65/pill**

(Type: Dissociative Anesthetic. Mode: Ingested/Pill. Speed: 1 minute. Effect: +1d6 to Stun each hour for 1d6+1 hours. If the total ever exceeds WILL + RES the character loses 10d6 Humanity.)

Blue Glass**90/quarter-inch square**

(Type: Hallucinogen. Mode: Ingested/Paper. Speed: 15 seconds. Effect: Roll 1d6, add +1d6 each minute for 1d6+1 minutes. If the total ever exceeds the character's WILL + RES they are "flashing out" and are reduced to staring blankly at pretty colors.)

Boost**60/dose**

(Type: Stimulant. Mode: Blood/Hypodermic. Speed: 1 minute. Effect: +1d6/5 to INT each hour for 1d6+1 hours. If the total ever exceeds WILL + RES the character is addicted, the character no longer receives the bonus but must take the drug or lose 10d6 Stun.)

'Dorph**25/pill**

(Type: Dissociative Anesthetic. Mode: Ingested/Pill. Speed: 1 minute. Effect: +1d6 to Stun each Phase for 1d6+1 Phases, -2d6/10 permanent loss to REF, DEX, and TECH, round down.)

Smash**10/drink**

(Type: Cannabinoid. Mode: Ingested/Liquid. Speed: 1 minute. Effect: +1d6 to Stun and -1d6/5 to DEX each minute for 1d6+1 minutes, afterwards, the character loses 2d6 Stun.)

Speedheal**165/dose**

(Type: Stimulant. Mode: Blood/Hypodermic. Speed: 1 minute. Effect: +1d6 REC each hour for 1d6+1 hours, -1d6/3 to REF and DEX for 1 week.)

Stim**50/dose**

(Type: Stimulant. Mode: Blood/Hypodermic. Speed: 1 Phase. Effect: +1d6 to Stun and +1d6/5 to DEX each hour for 1d6+1 hours. If the total Stun increase ever exceeds WILL + RES the character suffers mental delusions and loses -1d6 Humanity.)

Syncomp 15**65/pill**

(Type: Antidote. Mode: Ingestion/Pill. Speed: 1 Minute. Effect: reverses poison and drug effects, -1 REF and DEX per dose.)

Synthcoke**100/gram**

(Type: Stimulant. Mode: Inhaled/Powder. Speed: 1 minute. Effect: +2d6 Stun and +2d6/5 to DEX each minute for 1d6+1 minutes. If the total Stun increase ever exceeds WILL + RES the character suffers from paranoia and addiction and loses -2d6 Humanity.)