

# SLA Industries: Medication

When working for SLA Industries, an operative's acquaintance with the medical profession begins before the operative is injured. Drugs can be used to prepare for a BPN, ready operatives for combat and help them relax afterward.

Drugs take effect on the third phase after they have been injected, either by a medic or by an automatic injector. With the exception of Kick Start, multiple doses do not have a larger effect and may cause an overdose.

Drugs carry a risk of addiction. The user must check PHY at the end of the drug's duration, with a penalty based on the number of doses consumed in the last 30 days rounded down. If the penalty is less than one, no check need be made.

If the check is failed, the user has a habit requiring a specified dosage per day. If the dosage is not found, withdrawal occurs. In addition to the stated effects, addicts lose one rank of Good Looks or gain one rank of Ugly. Withdrawal effects are permanent unless the addict obtains the correct dosage or undergoes detoxification using the Flush drug or ebb Purification.

*The following is non-canonical*

An addict in withdrawal confronted by a situation where the drug is available and would normally be consumed must make a CON roll or take the drug, regardless of any consequences. In addition an addict in withdrawal must make a CON roll at the end of each month or seek out the drug, ignoring all other objectives.

An addict who continues to take a drug risks developing toleration to it. At the end of each month the user must roll the dice, and on doubles is tolerant to the drug. The dose must still be obtained to meet the habit but the drug has no effect. The user loses 1 PHY and either loses one rank of Good Looks or gains one rank of Ugly. Complete detoxification removes all of these effects.

The addict may continue to enjoy the effects of the drug by increasing the dosage. Additional doses beyond the habit are effective but carry a risk of deeper addiction. PHY checks are made with an additional penalty of -1 per rank of toleration, but only the additional doses count.

The addict may become tolerant to the increased dosage and elect to increase it further, again losing physique and appearance. Additional effects of long-term drug abuse may also appear, the exact symptoms depending on the drug in question.

If any PHY check for drugs gives a result of zero or less, the user has overdosed and is a medical emergency. The games master will keep secret the amount of time the character can survive without medical attention, but this is rarely more than two hours.

## Civilian Drugs

Operatives may also encounter a variety of civilian drugs in the course of their duties:

Name	Effect	Access	Cost	Packet
Pro-cane	painkiller	Civilian	20u	50 tablets
Pain Solver	painkiller	Civilian	30u	50 tablets
Pre-solv	steroid	Civilian	50u	30 tablets
Aprolap	multi-vitamin	Civilian	3u	100 tablets
Glowgood	antidepressant	Civilian	50u	50 tablets
Feelgood	antidepressant	Civilian	3u	20 cigarettes
Bio-block	anaesthetic	SCL 11	100u	20 vials
Hyponock	stimulant	Civilian	30u	40 tablets

1 tablet a day of Pre-Solv after 4 hours exercise will increase STR by 1

Name	Cost & Duration	Effect	Risk & Habit	Detoxification
Rush	15c 6 hrs	+1 action, -25% damage no PHY rolls	-1 / 4 4	-1 STR, -1 PHY, -1 HP
Ultra-Violence	15c 12 hrs	+2 actions, -50% damage no PHY or COL rolls	-1 2	-2 STR, -2 PHY, -2 HP 3 psychoses
Pineal Stim	20c instant	double duration of ebb Enhancement	-1 / 2 2	-1 CON, -2 Flux, -1 Enhancement
Shatter	varies 12 hrs	+2 actions, -50% damage no PHY or COL rolls	-1 2	-2 STR, -2 PHY, -2 HP
Beat	5c 6hrs	+2 COL	-1 / 2 1	-1 CON, -1 COL
Personal Interest	5c 1hr	sexual hallucinations	-1 / 4 1	-1 CON, -1 COL
Kick Start	5c instant	-2 wounds recover 2 HP	-1 / 30 2	-1 PHY, -2 HP
Pain Away	10c 6 hrs	no PHY rolls	-1 / 3 4	-2 PHY, -1 COL, +1 phobia: pain
Flush	5c instant	blocks drugs ends habits, lifts detox	-1 / 30 1	-1 PHY
Streak	20c 1 hr	+2 CON, +2 KNO	-1 / 4 1	-1 KNO
Honesty	10c 30 min	cannot lie	-1 / 4 2	-1 CON
White Noise	10c 1 day	stops dream demons	-1 / 5 1	demons return
Alice	10c 2-4 hrs	fantasy trip	-1 1	-1 CON, -1 COL
Drum	3c 3 hrs	sleep, regain Flux +1 COL next 2 hrs	-1 / 15 1	-1 CON
Flip	4c 3 hrs	+3 COL	-1 / 20	-2 COL
Lumo	4c 12 hrs	skin changes colour	-1 / 30 1	change becomes permanent
Slosh	2c varies	extreme inebriation	-1 / 20 2	-1 DEX
Blaze UV	10c 10 min	+2 actions, -50% damage no PHY or COL rolls	-1 / 20 1	-2 STR
Bass	5c 1 hr	+2 STR	-1 / 17 2	-1 STR, -1 DEX
Kick Start+	7c instant	-2 wounds recover 4 HP	-1 / 25 2	-1 PHY, -3 HP
Kick Start Solo	10c 30 min	-2 wounds recover 4 HP no PHY rolls	-1 / 15 2	-1 STR, -1 COL, -1 PHY, -3 HP
Karma KS	8c instant	-2 wounds recover 2 HP recover 1 extra if Nuke	-1 / 25 2	-1 PHY, -2 HP
Chain	4c 10 hrs	+3 COL stops LAD rejection	auto 1	LAD: -2 STR, -2 DEX, -2 DIA, -2 CON others: -1 DIA, -1 CON
Barezark	20c 1 hr	+2 PEN, +4 DMG, -4 PV no COL rolls	-1 / 2 4	-1 STR, -1 DEX, -2 PHY, -2 HP
Meta Boost	25c 10 min	Human regenerates as Stormer 313	-1 / 2 10	-1 STR, -1 PHY, -2 HP
NiteLite	10c 10min	Low light vision, blinded in strong light for 4 rds	-1 / 25 1	-1 CON
Vox Plus	10c ?	Increases voice volume	-1 / 30 2	-2 voice-based Persuasion