

WISDOM FROM THE WASTELANDS

Issue #33:
Drugs



By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

The science fiction equivalent of magical potions and elixirs, drugs and medications are similarly treasured. Because of widespread use by the Ancients, chemical compounds of all sorts can be found almost anywhere: in ruined bases, villains' caches, or within the junk hoarded by mutant monsters. These potent pharmaceuticals can bring a character back from the brink of death, or provide enough of an edge to keep him from getting there. This issue describes different (and yet familiar) types of drugs commonly found in the post-apocalyptic environment, includes a few optional rules, and has a handy chart for the Mutant Lord who would like to randomly determine a drug's form.

Optional Rule: Time Delay

In *Mutant Future*, drugs normally take effect almost immediately. However, if the Mutant Lord wishes, he can use this optional rule to delay a chemical's activation. This can be pre-determined or generated using the table below.

Optional Rule: Random Drug Form

Some drugs come in standard forms, such as injections or pills, but the **Drug Form Table** also allows MLs to randomly determine a drug's form and activation period.



Drug Form Table

Roll	Form	Description	Time Until Effective
1	Pill	Either swallowed or inserted under the skin (depending on size and purpose).	1d3 minutes
2	Syrup	This thick liquid must be swallowed and often acts slower than Liquid forms.	1d3 minutes
3	Inhaler	A pressurized atomizer delivers the drug.	1d6 rounds
4	Injection	Delivered into the blood or muscle using either hypodermic or pressurized air injectors. If the former is not sterilized, it may spread disease.	1d3 rounds
5	Patch/Gel	A small adhesive patch or viscous gel applied externally delivers the drug through the skin.	2d8 minutes
6	Liquid	If ingested, this is similar to syrup, but easier to swallow. Usually taken alone or mixed into another liquid. Some are administered through the eye or mucous membrane.	2d8 rounds
7	Powder	Typically snorted through the nose, heated until liquid and injected, or mixed into food or drink then swallowed.	1d6 rounds
8	ML Choice	The Mutant Lord can choose or create a form.	N/A

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This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The material contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

New Drugs

Adrenal Boost

Simply put, this is raw adrenaline. After injection the compound provides an immediate rush lasting for 3d6 rounds. During this time the user gains +2 to initiative, a 50% speed increase, +2 to Strength, and becomes immune to the effects of pain, stun, and sickness. (See *Wisdom from the Wastelands* issue #8, for details regarding these conditions.)

Once the drug wears off, the user is considered heavily fatigued (again, see issue #8) until she can rest for 2 full hours (no walking or strenuous activities such as fighting, etc.). Without this down time, the character remains fatigued until she does rest.

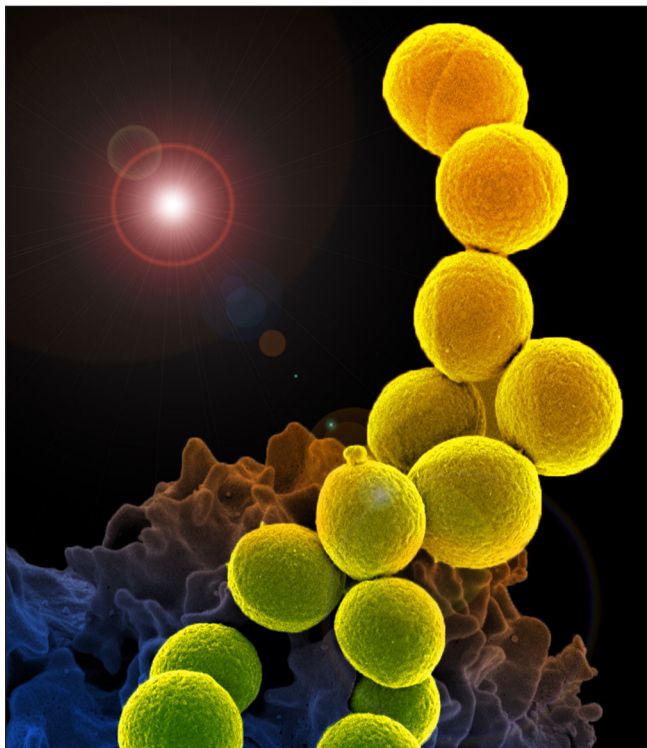
Agilize

This drug was developed to boost agility and hand-eye coordination. A single dose will increase the user's Dexterity score by 1d3+3 for 1d3+3 hours.

Unlike many other drugs created to increase physical characteristics, Agilize has no serious side effects when used properly. But overuse can be dangerous: multiple doses cancel out one another, and cause temporary nerve damage. The user automatically loses any bonus gained, and takes 1d3+3 points of Dexterity damage. These points return at the character's natural healing rate per day.

Better Body

This medication boosts a patient's white blood production, increasing his natural resistance to all manner of foreign invaders and providing an overall feeling of health and well-being. A single dose increases the user's Constitution score by 1d3+3 (which also increases the user's hit point total and resistances against poison and radiation) for 1d3+3 hours.



Unfortunately, multiple doses are toxic, exposing a user to class 8 poison and immediately negating all benefits the drug provided.

Another serious drawback emerges if the user is badly injured. Should a user take more damage than his normal hit point total, the extra hit points from the Constitution boost *will* keep him moving. However, once the drug wears off the victim dies from his wounds if he cannot be healed. For example, Aydak normally has fifty hit points and gains twenty more from a dose of Better Body. He suffers sixty points of damage in a fight and does not get medical help while the drug is active. Once it wears off, Aydak immediately drops to -10 hit points and dies (unless the optional rules covering negative hit points are being used, see *WftW* issue #8 for details).

Brainiac

By dramatically increasing synaptic speed, this tailored drug enhances mental acuity. The user gains an Intelligence boost of 1d3+3 points for 4d6 hours.

There are two major drawbacks from overusing Brainiac. Should a second dose be taken within twenty four hours after the initial dose expires, the user must save versus poison. If successful, the drug works normally, but if the save fails the user permanently loses 1d2 points of Intelligence. More seriously, taking multiple doses can be fatal: if two or more doses are taken simultaneously the drug acts as a class 6 poison.

Burn Gel

Burns are some of the most painful injuries one can suffer. This treatment accelerates the body's natural response to burns of all types and relieves their pain.

A full tube contains enough material to cover ten thermal wounds (i.e., inflicted by heat, laser, etc.). The gel is a thick green liquid and slightly cool to the touch. When applied, it bonds to the burned flesh, instantly heals 1d6 points of damage, and triples the patient's natural healing rate until the wound completely disappears.

Because of how it works Burn Gel can be applied to multiple wounds. For example, Myn suffered four hits from a laser pistol. Putting the gel on all her wounds takes four doses, but heals 1d6 points of damage from each (for a total of 4d6). Applying multiple doses to a single wound does not increase the healing, nor do they stack toward increasing the natural healing rate.

Finally, the gel removes any effects of pain a wounded character might suffer from. (See *WftW* issue #11 for details regarding this condition.)

Chronological Accelerator

Before the final wars, various governments used this drug to rapidly grow 'disposable' soldiers (clones), as this was far cheaper than producing robotic units or training their citizens. Chronological Accelerator was also used as a terror weapon, and killed many people exposed to it or who ingested the drug by accident.

A single dose ages a victim by 10 years over 10 consecutive days (i.e., one year every 24 hours). During this period, the target is wracked by hideous pain as his body goes through a heavily accelerated aging process. He is considered nauseated and heavily wounded for movement and combat effects, even though he has no injuries. (See *WfiW* issues #8 and #11 for details.)

Once the aging is complete, a victim must eat triple the usual amount of food for the next ten days. If he fails to do so, he suffers 1d6 points of Constitution damage each day he does not get the required calories. If his Constitution reaches zero, he dies. Any Constitution lost during this time is regained at the victim's regular daily healing rate.

Desensitize

Before the final wars, emotional disorders affected many Ancients. Especially hard hit were soldiers, police, and others with highly stressful and dangerous jobs. To combat issues raised by post-traumatic stress disorder, various governments researched drugs to suppress emotions caused by these devastating situations.

The result was Desensitize, a drug that shuts down the capacity to feel emotions. The user could act without fear, remorse, anger, or any other emotion that would impede accomplishing the mission or task. In game terms, a user becomes completely immune to all emotional states, including those induced by mutation (such as fear). The effect lasts for 2d6+10 hours. Taking multiple doses will not prolong the effect, nor does it produce any side effects.

Edge

Quite popular with military, police, and many professional athletes, this drug briefly enhances the user's reaction time, giving them an "edge" over their competition. When consumed, Edge gives an initiative bonus of 1d3+1 for 3d4 rounds. Other than a mild headache, there are no serious side effects.

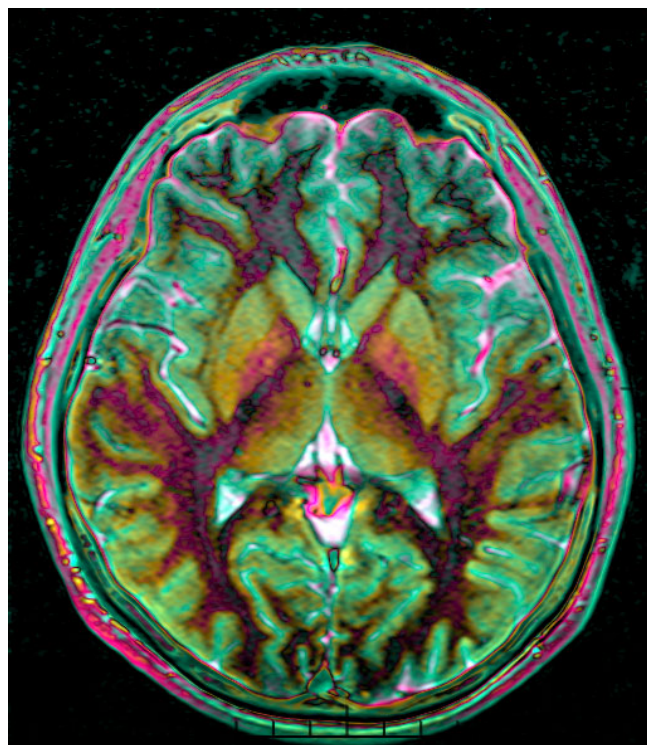
Hyperoids

This drug was used extensively by the military and athletes who relied on a sudden surge of strength. It greatly enhances a user's physical attributes, but overuse can easily cause physical damage by over-stressing muscles.

Each dose gives a Strength boost of 1d3+3, which lasts for 1d3+3 hours. After this period, the user must save versus poison or suffer muscle injury, taking 3d6 points of damage and losing 1d6 points of Strength. If her Strength drops below zero, she does not die, but instead permanently loses one point of Strength. The lost Strength returns at the character's normal healing rate, or one point per day, whichever is higher.

Iron Mind

Though not as powerful as some attribute enhancing drugs, Iron Mind was widely available to the general public, created to help weak-willed people break bad habits, lose weight, and so forth. It works by intensifying certain chemical reactions in the brain, increasing resolve and natural



willpower so users could overcome barriers that normally blocked them.

The drug increases the Willpower score by 1d4 points for 4d6 hours. Multiple doses cause blinding headaches that reduce the user's Willpower score by 3d4 points for the same period of time.

Knitter

This drug counters kinetic damage caused by falls, impacts, and similar traumas. Unlike the topical gels that ease pain on individual wounds, Knitter is injected and works systemically, treating all the patient's wounds simultaneously.

The drug aids the natural recuperative ability, instantly repairing 3d6 points of damage caused by crushing, bashing, falling or other impacts that do not break the skin. If the damage is not completely healed, Knitter triples the user's natural healing rate. This effect only lasts for a single 24-hour period. Multiple doses can be used without any harmful side effects, with each dose healing 3d6 points of damage, but they do not stack to boost the user's healing rate — it only increases once.

Longevity

Many of the Ancient elite, the rich, the famous, the powerful leaders of nations and large corporations paid handsomely for this elixir. A single dose of Longevity adds 3d6+10 years to the user's lifespan, removing the signs of aging and rejuvenating the body. The process requires 24 hours, during which time the user must remain inactive; any sort of strenuous activity (hard physical labor, combat, etc.) nullifies the drug's effect.

Because of the strain Longevity places on the user's body, it can only be used once per year. Taking multiple doses

frequently proves deadly: the massive stress involved ages the recipient greatly, often killing her if she were already of advanced years (i.e., save versus poison or age 6d6 years).

For mutants with lifespans much longer or shorter than normal: if the ML does not use the medical incompatibility rules introduced in *WftW* issue #8, she will have to decide how much time is added to the creature's life expectancy. A good rule of thumb is to increase the amount by about 25%.

Night Eyes

Technology can be neutralized by various methods during war: electro-magnetic pulses destroy electronics, equipment wears out, vehicles get damaged, etc. Often during a critical mission it is far better for soldiers, guards, or special operatives to rely on their own body, rather than technology.

Night Eyes was created for just these situations. When injected, it causes minute chemical and physiological changes in the user's eyes, endowing him with the *ultraviolet vision* mutation for 2d3+6 hours. The drug can be used consecutive times without any serious side effects, but taking multiple doses at once does not extend the effect duration.

Numb

This very powerful drug was developed to help those suffering from chronic pain or injury. It works by numbing pain receptors, making users completely and totally immune to the effects of pain, including that suffered in combat. (See *WftW* issue #11 for details.)

The drug remains active for 1d4+4 hours. During this time, the ML must track all damage the user suffers. Unless someone is paying attention, the user could quite easily succumb to her wounds without realizing how badly she was injured. Once the drug wears off, the user immediately feels the full effect of her pain and injuries, but can take another shot of Numb without any side effects. Multiple doses taken at the same time have no cumulative effect.



Quicken

A potentially dangerous drug used by athletes, it was also adopted by military and police forces around the globe. When injected, Quicken temporarily boosts the user's senses and allows him to react much faster.

The user gains a +2 to initiative and can make double his normal number of attacks per round. The effect lasts for 2d3+4 rounds. When it wears off, the user immediately suffers 3d6 points of damage due to the strain on his body. He must also save versus poison or suffer the *slow mutant* drawback for 1d4 hours. Taking more than one dose at a time, or taking an additional dose before the *slow mutant* drawback wears off, can be deadly, because this overdose is a class 8 poison.

Racer

Speed at any cost was the philosophy behind this dangerous drug. Using Racer increases a user's normal movement speed increased between 50% and 100% $[(1d6+4) \times 10\%]$ for 1d3+3 turns.

Once the drug wears off, the character must save versus poison. If the save fails, she suffers 3d6 points of damage, loses 1d6 points of Dexterity, and slows to one-half her normal movement rate until she regains the lost ability damage. If her score drops below zero, she does not die, but permanently loses one point of Dexterity. The temporary Dexterity damage is regained at the character's normal healing rate, or 1 point per day, whichever is higher.

Rad Resist

The nuclear energy industry originally developed this chemical to provide its workers with more resistance to radiation exposure. Once injected, Rad Resist gives a +4 bonus to save against radiation; if successful, the user takes no damage, instead of the usual half. Even if the save fails, he still takes only half damage. Rad Resist also protects a user from genetic damage, meaning he never gets mutated while using the chemical. A dose lasts for 24 hours, and additional doses can be taken consecutively to extend the protection period. Taking more than one dose at a time does not provide more protection; it simply wastes the dose.

Regrowth

This amazing medication amplifies the natural healing ability by several magnitudes. When injected, Regrowth changes a patient's natural healing rate from per day to PER HOUR. This effect lasts for 4d6+24 hours.

The drug also allows a patient to regrow any lost limbs or organs during the first 24 hours. Because the regeneration is so rapid, it can be quite painful: the user is considered heavily wounded for the duration. (See *WftW* issue #11 for rules covering this effect).

While Regrowth is active, the user must consume six times the normal amount. If this does not happen, the drug loses potency and the user no longer gains any of the regenerative benefits.



Stim

A powerful mixture of stimulants such as caffeine and nicotine, Stim was very common throughout the entire pre-fall world. These tiny pills were designed to work quickly, within 1d6 rounds, and erase all fatigue effects for 2d4+4 hours. (See *WfiW* issue #8 for details on this effect.) Once the Stim wears off, the user becomes heavily fatigued and needs to rest. Taking additional doses will not help in this situation.

Stitch

Another topical treatment like Burn Gel and Thermal Heating, Stitch gel was created to treat cuts and scrapes. A full tube holds enough material to treat ten wounds. The gel is light pink and completely odorless. When applied, Stitch bonds to damaged skin, instantly heals 1d6 points of damage, and triples the body's natural healing rate until the wound disappears completely. The gel also contains a powerful antibiotic, which gives a bonus of +4 to save against diseases and allows characters to re-roll a previously failed save.

Because of how it works Stitch can be applied to multiple wounds. For example, Myn suffered four nasty bites from a mutant beast. Putting the gel on all the wounds consumes four doses and heals 1d6 points of damage from each (for a total of 4d6). Applying multiple doses to a single wound does not increase the healing, nor do they stack toward increasing the natural healing rate.

Finally, the gel removes any effects of pain the wounded character might suffer from. (See *WfiW* issue #11 for details regarding this condition.)

Super Serum

A cocktail of mutagenic drugs and chemicals, this compound was used by armies around the world to enhance soldiers fighting the final wars. When ingested, the serum temporarily gives the user a specific mutation (always determined beforehand, as each serum had a specific genetic modification code embedded within it).

The serum requires 24 hours to work, after which the user can use his new ability. The mutation fades after 2d6+12

days, as the user's body repairs the genetic code modification.

This mutation-inducing drug *will* work on pure humans, and any mutant human can use it without fear of medical incompatibility. However, it does not work for mutant plants or animals. Up to four doses of serum can be taken at a time and be effective, but any more will be wasted.

Tailored Anti-Toxin

Before the final wars, those who kept poisonous creatures also kept anti-venom to counter the effects of a bite or sting, while clinics and hospitals had anti-toxins to treat accidental poisonings.

When given to a victim, the anti-toxin immediately reverses all effects of the poison (i.e., all damage is healed; even a dead character can be revived). But, to be effective, the treatment must be administered within one hour of the poisoning. Also, each type of anti-toxin was designed to protect against damage caused by a specific class of toxin (see the *Mutant Future* rulebook for the list of poison classes). If an anti-toxin is used on the incorrect class of poison, it will have no effect.

Thermal Healing

This medication is very similar to Burn Gel, but works on cold damage. A full tube holds enough material to treat ten wounds caused by cold or cold-based weapons. The gel is a thick bluish liquid that has a pleasantly warm feel. When applied, the material bonds to damaged skin, instantly heals 1d6 points of damage, and then triples the body's natural healing rate until the wound disappears completely.

Because of how it works, Thermal Healing can be applied to multiple wounds. For example, Myn suffered four wounds fighting a mutant with the cold *energy ray* mutation. Putting gel on all her wounds consumes four doses and heals 1d6 points of damage from each (for a total of 4d6). Applying multiple doses to a single wound does not increase the healing, nor do they stack toward increasing the natural healing rate.

Finally, the gel removes any effects of pain a wounded character might suffer from. (See *WfiW* issue #11 for details.)



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