

DRUGS

The Third Reformation Church takes a strong stance on drugs. Despite moral arguments against their use, the truth is rather more practical—drug users tend to be poor workers and the money they spend on their habit goes into criminal coffers, not the Church's. The Union, perhaps not surprisingly, takes a similar view. However, despite the Inquisition's regular clampdowns on organized crime, drug dens continue to prosper.

As well as illegal drugs, there are a range of legal or sanctioned drugs available to characters. Some are addictive, others have nasty side-effects, but all serve a purpose. The following drugs are those commonly available in the *Necropolis* universe. Whether drugs are available depends largely on the GM's wishes. Knights may use appropriate Connections to acquire doses illegally, but some drugs are also issued by the Church.

ADDICTION

Most drugs are addictive, though Church pharmacists don't want to create an army of drug-crazed fighters and so try to make them as safe as possible. Each time a user takes a dose of drugs, he must make a Vigor roll (in addition to any other rolls required). On a critical failure, the victim becomes addicted and gains the Major Habit Hindrance.

ANTIDOTES

Sometimes the medics need to bring a Knight down more quickly than the drug allows. Every medikit comes with 5 doses of Purge (which also doubles as a universal antitoxin). It is also referred to as Dump and Streak.

Taking a dose instantly induces violent vomiting and diarrhea, which cleanses the body of all toxins. Victims remain Shaken for 1d6 rounds and may only try to unShake after this time.

A single dose removes any drug or poison. A patient Fatigued or physically wounded by poison remains in that state until he heals naturally, but he will not get worse. Poisons which induce paralysis or similar effects are immediately negated, leaving the patient free to move once he has finished expelling the contents of his stomach and bowels. The victim suffers a level of Fatigue for 24 hours due to the violent bodily functions.

DRUGS

Injecting oneself with any drug takes an action, assuming the dispenser is close to hand. Injecting an unwilling foe requires a Called Shot to avoid any armor. Avoiding light armor is a -2 penalty, medium armor a -4 penalty, and enclosed suits a -6 penalty. Against unarmored foes, a Touch Attack (+2 to Fighting) is all that is required. Drug dispensers cannot be thrown. Drugs count as poison, and thus have no effect on Rephaim.

BOOST

Whereas Kaff works to stop the user sleeping, Boost is a more generic stimulant. It removes feelings of fatigue, but it does not remove the cause. It is used as a short term fix to help a Knight get himself out of any environment or predicament which may lead to death if not otherwise remedied.

EFFECTS

One dose removes one level of Fatigue, regardless of the source. Although it cures the symptoms, it doesn't remove the cause. A hero who is suffering from dehydration is still thirsty, for instance, he just isn't as tired as he was. Likewise, a poisoned character may feel okay, but the

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poison is still in his system. A maximum of one dose per day may be imbibed—additional doses have no effect.

DOPE

So named because it dulls the cognitive abilities of users, Dope is used by those who want to forget about their troubles for a while. Both the Church and Union have been accused of adding minute traces of Dope to food and water supplies to keep the populace from thinking too hard, something both organizations strenuously deny.

It is used in some prisons to subdue the population, though strict rules govern its usage. Generally, only criminals considered likely to be planning an escape are Doped.

Dope is also known as Glaze, because it causes the user's eyes to glaze over.

EFFECTS

A single dose lowers Smarts and all Smarts-linked skill by one die for 8 hours. Traits dropping below a d4 are treated as unskilled. Multiple doses are cumulative, though if Smarts drops below a d4 the user enters a catatonic state and must make a Vigor or suffer a permanent one die loss in all Smarts and Smarts-linked skills. If the permanent loss drops Smarts below a d4, the victim becomes a vegetable (player characters afflicted this way are removed from play).

FAMINE

For the most part, Knights are well-fed. The Church understands that a well-fed army fights better, but sometimes it isn't always possible to supply the troops. In the field, Knights may be operating behind enemy lines, making transport of supplies hazardous. Long range scouting patrols sometimes run out of provisions, or decide to move light and cut back their ration loads. When food is short, it's time to break out Famine.

EFFECT

Famine is most commonly used as a form of emergency rations, providing much needed energy, but little nutritional value, when food is scarce. A dose is equivalent to a whole day's food requirements.

For every four days spent using nothing but Famine the hero suffers a one die reduction to his Vigor due to a lack of essential nutrients and vitamins. Vigor cannot drop below a d4. For each day after his Vigor reaches a d4, he gains a Fatigue level instead (this can lead to Death if he is force fed more). Lost dice and Fatigue recover at the rate of one die per day of rest and proper meals (both conditions must be met).

FERVOR

Talk around the barrack blocks is Fervor (known as Psyche in the Union) was created by the Templars, who legendary refusal to surrender is more drug-induced than religious in nature. True or not, Fervor remains a popular combat drug among the Sacri Ordines, though its use is carefully monitored. Users gain a resistance to fear and minor injuries and distractions, though it does not focus their minds—it simply causes them to become single-minded.

EFFECTS

Taking a dose of Fervor adds +2 to Spirit and Spirit-linked skill rolls for 10 minutes. Unfortunately, it also fills the user with intense zeal, preventing him from thinking straight. Victims gain the Overconfident Hindrance for the duration, lose any Cautious Hindrance, and cannot retreat from combat. Multiple doses extend the duration, but effects do not stack.

Although the Church looks the other way if Knights using this narcotic win the day, it comes down heavily on those whose pharmaceutical zeal causes a military defeat or unacceptable losses.

KAFF

Based on caffeine but hyped up beyond sensible limits, Kaff is the drug of choice for those who don't want to sleep. Sentries are often given doses, but only in situations where falling asleep could lead to loss of life. Those tormented by nightmares are frequent users, though neither the Church nor Union considers this acceptable usage.

EFFECTS

Gives +2 to Vigor rolls to stay awake and lasts for 12 hours. Multiple doses extend the duration, but effects do not stack. A user taking more than one dose in a 24 hour period gains the Mean

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Hindrance for the next 6 hours. Heroes who have already succumbed to lack of sleep gain no benefit if force fed the drug.

PATCH

Also known as “Third Day,” Patch greatly increases the healing capabilities of the human body. The drug is very expensive to produce. It is only issued to Knights whose mission is deemed so vital to the safety of humanity it cannot be allowed to fail, and even then only in limited doses. (It should not become a common item—death in *Necropolis* should always be a very real threat.)

EFFECTS

The hero makes a natural Healing roll after 48 hours. Multiple doses within the same Salus week (8 days, remember) have no additional effect.

PSYCHIC LOBOTOMY

Psy-Lo is only issued to Inquisitorial units, though on very rare occasions Knights whose orders call for them to engage rogue psions are issued a few doses. The drug scrambles the parts of the brain scientists believe affect psionic powers, reducing the effectiveness of psions, albeit temporarily.

Still experimental, the drug lacks potency, forcing victims to be hit with multiple doses to ensure the threat they pose to humanity is fully neutralized. The Union reportedly keeps psions who refuse to cooperate pumped full of the drug.

EFFECTS

Victims must make a Vigor roll for each dose injected. With failure, they lose a die in their Psionics skill and 1d6 Power Points. A critical failure causes a 2 dice reduction and 2d6 Power Points. When Psionics drops below a d4 or Power Points reach zero, the victim is unable to use his psion powers. The effects last for an hour (which is usually enough time to move the psion to a secure facility).

RED MIST

Knights often have to resort to their swords to win the day, either because the Rephaim they face is resistant to their weapons, ammunition supplies

are exhausted, or because an ambush prohibits using firearms. Melee combat is a bloody affair, and to help tip the balance, the Church designed Red Mist.

Not without its side-effects, it has nonetheless proven its worth time and time again. Of all the Sacri Ordines, the Impalers, famed for the use of melee weapons, are most likely to issue it on a regular basis.

EFFECTS

The user *automatically* goes berserk, as per the Edge of that name. He remains in this state for 10 minutes, during which time he cannot try to calm down. The drug can cause psychotic episodes. Psychotic characters attack the nearest creature, whether friend or foe (roll randomly to determine the target if multiple foes are equally close).

Deal a card to every user, one at a time. Shuffle the deck after each user is dealt his card. A black deuce indicates the character is uncontrollably berserk.

Taking multiple doses without allowing previous doses to vacate the body greatly increases the risk of the red mist truly descending. The hero draws a number of cards equal to the number of doses he has taken.

For instance, a Knight taking a second dose receives two cards, a third dose means he must draw three cards, and so on. Only by not using the drug for a whole 24 hours after the last injection wears off does the user go back to drawing a single card.

SURGE

The Church's combat drug of choice, Surge boosts the user's physical strength and stamina, though only for a short period. The side-effects force commanders to issue it only in life-and-death situations (where it gives the Knights at least a fighting chance) or during final pushes to break an enemy.

EFFECTS

User increase their Strength and Vigor by one type for the next 10 minutes (max d12+2). Once the drug wears off, the user suffers a similar drop in both traits for the next hour. Taking multiple doses has no effect on traits.