

provides pain resistance equal to three levels of the High Pain Tolerance quality (p. 78).

Bliss was given its name due to the sensation its users feel. Some may describe it as floating on clouds, dulling the senses to everything but feelings of pleasure and happiness. Players attempting to roleplay a bliss user may want to focus on the escapist angle, using the drug to block out the rest of a chaotic or unsatisfying world.

Cram

Duration: (12 – Body) hours, minimum 1 hour

Effect: +1 Reaction, +1 Initiative Pass

Description: The most recent amphetamine to make the rounds, cram is an energizer drug designed to give the user an energy boost. When this effect wears off, users crash and suffer 6 Stun damage (unresisted) for an equivalent duration.

Cram users, while on the drug, may appear hyper-alert, possibly to the point of paranoia. They are quick to react, often doing so without thinking first. Jitteriness, fidgeting, or emotional or irrational outbursts may be common. Characters may decide to use cram if they cannot afford cyberware or bioware, or if they are looking for a little edge against potential opponents.

Deepweed

Duration: (6 – Body) hours, minimum 1 hour

Effects: +1 Willpower, forces Awakened characters to astrally perceive

Description: Also known as “bad karma,” this substance is derived by Caribbean hounngans from an Awakened form of kelp. Naturally laden with nicotine and THC, deepweed is especially enticing to the Awakened and is sometimes used to dose targets for possession. It is ingested or inhaled.

Deepweed forces any magically active user to astrally perceive, even if the user is an adept without astral perception ability. Once its effects have worn off, deepweed users may suffer a –1 to all dice pool modifiers for an equal duration.

Deepweed users say that the drug is relaxing and opens the mind. While it may be so, there are still dangers inherent in forced astral perception, such as attracting unwanted attention. Roleplaying the effects of deepweed may mean portraying someone who seems not completely “present”—she isn’t.

Jazz

Duration: 10 x 1D6 minutes.

Effect: +1 Reaction, +1 Initiative Pass

Description Threshold: Developed by Lone Star’s R&D Division, jazz was designed to better the odds for run-of-the-mill law-enforcement officers who run up against augmented street samurai. Usually taken from a single-dose inhaler (or “popper”).

When jazz wears off, the user crashes and is flooded with despondent and miserable emotions, suffering the effects of Disorientation (see p. 245).

If cram is bad for hyperactivity and feelings of paranoia, jazz is worse. Roleplaying a jazz user means turning it up a notch, and portraying someone with too much energy to burn.

Kamikaze

Duration: 10 x 1D6 minutes

Effect: +1 Body, +1 Agility, +2 Strength, +1 Willpower, +1 Initiative Pass, High Pain Tolerance 3

Description: Kamikaze is a tailored combat drug. In addition to other effects, it provides the High Pain Tolerance quality at Rating 3. When kamikaze wears off, the user crashes and suffers –1 Reaction and –1 Willpower for 10 x 1D6 minutes. She also suffers 6S damage (not resisted).

The repeated use of kamikaze has a destructive effect on the user’s metabolism. Large doses can cause excitement, tremors, momentary euphoria, and dilated pupils. Excess doses (bordering on overdose level) cause anxiety, hallucinations, and uncontrolled muscular movements. Even higher dosages lead to death. Kamikaze users are near-crazed, filled with a feeling of imperviousness and invincibility, exhibiting almost no regard for their own well-being.

Long Haul

Duration: 4 days

Effect: Alleviates need for sleep

Description: A combination of synthesized hormones and other brain-regulating chemicals, long haul stimulates the brain and keeps the user awake, obviating the need for sleep. A character dosed on long haul can remain awake for four days—without incurring any modifiers from fatigue or weariness. After this time, however, the user immediately passes out and sleeps soundly for 8D6 hours. If the character is kept awake during this period, she suffers from disorientation (see p. 245) as she is inflicted with hallucinations and an inability to concentrate.

If a second dose of long haul is taken after the first has worn off, the character can stay awake an additional $1D6 \div 2$ days. After that period, she suffers 10S damage (unresisted) and must crash as detailed above. Long haul cannot keep a character awake past this point, no matter how many additional doses are administered.

Nitro

Duration: 10 x 1D6 minutes

Effect: +2 Strength, +2 Willpower, +2 Perception, High Pain Tolerance 6

Description: A combination of potent drugs, including novacoke and several other narcotics and stimulants, nitro’s effects can easily kill a user. It is favored by troll gangers.

In addition to other effects, nitro temporarily applies pain resistance equal to Rating 6 of the High Pain Tolerance quality (p. 78). After the drug’s effects wear off, the subject suffers 9S damage (unresisted).

Nitro users feel infused with energy, suffer a diminished attention span, and talk incessantly (even to themselves).

Novacoke

Duration: (10 – Body) hours, minimum of 1 hour

Effect: +1 Reaction, +1 Charisma, +1 Perception, High Pain Tolerance 1

Description: A stimulant derived from coca plants, novacoke is a highly addictive social drug. In addition to other effects, users also gain pain resistance equivalent to Rating 1 of the