

## Antidotes

In order to provide protection, antidotes must be taken before a toxin's effects kick in. An antidote taken afterwards will not diminish the damage caused by the toxin, but may reduce the toxin's other effects.

Characters with the appropriate medical equipment may synthesize antidotes to a toxin with an appropriate Medicine Test. The gamemaster should set the threshold as appropriate to the rarity and complexity of the toxin. Not that some toxins simply have no effective antidote—particularly neurotoxins.

If a victim has suffered Physical damage overflow from a toxin, then application of the appropriate antidote will automatically stabilize her.

## SAMPLE TOXINS

The following are just a few of the chemical weapons and toxins that shadowrunners might encounter.

### CS/Tear Gas

**Vector:** Contact, inhalation

**Speed:** 1 Combat Turn

**Penetration:** 0

**Power:** 5

**Effect:** Stun Damage, Disorientation

**Description:** Commonly referred to as tear gas, CS gas is an irritant that affects the skin, eyes, and mucus membranes, causing them to burn and water. It also stimulates a physiological panic response: increased heart rate, shortness of breath, and so forth. Washing thoroughly with soap and water can remove CS from the victim's skin, thus ending the duration of the nausea prematurely. CS gas becomes inert after 2 minutes of contact with the air.

### Gamma-Scopolamine

**Vector:** Injection

**Speed:** Immediate

**Penetration:** 0

**Power:** 8

**Effect:** Paralysis, Truth Serum (see Description).

**Description:** This neuromuscular blocking agent renders a target unable to move. It is derived from the natural toxin found in *Atropa Belladonna*, commonly known as nightshade. Gamma-scopolamine takes effect immediately, causing dizziness, dilation of the pupils, speech loss, delirium, and paralysis. The full effects last for one hour. After the hour has passed, the residue remaining in the body acts as a "truth serum" for an additional hour. Reduce the target's Willpower by 3 (to a minimum of 1) for the duration of the chemical's effect.

### Narcoject

**Vector:** Injection

**Speed:** Immediate

**Penetration:** 0

**Power:** 10

**Effect:** Stun Damage

**Description:** A common knockout drug, narcoject is often used with dart guns. It has no side effects.

### Nausea Gas

**Vector:** Inhalation

**Speed:** 3 Combat Turns

**Penetration:** 0

**Power:** 6

**Effect:** Disorientation, Nausea

**Description:** Used as a riot control agent, this gas causes nausea and a crippling need to vomit. Nausea gas becomes inert after 2 minutes of contact with the air.

### Neuro-Stun

**Vector:** Contact, Inhalation

**Speed:** 1 Combat Turn

**Penetration:** 0

**Power:** 10

**Effect:** Stun Damage, Disorientation

**Description:** This colorless and odorless knockout gas is used for emergency-containment conditions. Neuro-Stun comes in different concentrations. Some become inert after only 10 minutes of contact with the air; others become inert after only 1 minute. Wind and other environmental conditions may disperse the gas more quickly.

### Pepper Punch

**Vector:** Contact, Inhalation

**Speed:** 1 Combat Turn

**Penetration:** 0

**Power:** 7

**Effect:** Stun Damage, Nausea

**Description:** Pepper punch uses oreocapsicum, derived from hot peppers, as an active ingredient. It is mixed with other irritants, such as CS gas, and deployed as a gas, liquid, or foam spray. Liquids and foams may incorporate ultraviolet dyes or even RFID tags (see p. 318) so that the target may be identified later. A victim dosed with pepper punch feels an intense burning on any affected skin, and her eyes and nose will water. Eyes that are sprayed will burn fiercely and the victim will have difficulty seeing. The throat and nasal passage will be irritated, making breathing difficult.

### Seven-7

**Vector:** Contact, Inhalation

**Speed:** 1 Combat Turn

**Penetration:** -2

**Power:** 8

**Effect:** Damage, Disorientation, Nausea

**Description:** This colorless and odorless cutting-edge war gas was developed by Mitsuhamma specifically to bypass chemical protection measures. In addition to Physical damage, Seven-7 causes cramping, nausea and double vision to victims. Seven-7 oxidizes and becomes inert after 10 minutes of exposure to air.

## DRUGS AND BRAINBENDERS

In *Shadowrun*, the recreational drugs and narcotics of the past have lost popularity in the face of new electronic Better-Than-Life (BTL) chips and similar enhanced-sense and altered-personality programs and devices. Though trip-