

Newk

Newk is a common spacer and swoop gang drug. It is a severe neuro-stimulant. It gives the user a 'charge' and a low degree of pleasure. It however also makes the user hyperactive while under its effects and acts similar to anabolic steroids. They become very jittery and quick to anger. They have irrational behavior and are violent with surprising speed and strength. Newk is taken from a special syringe capsule. The user jams the end into a vein then squeezes the hit out through the syringe.

Model: Newk

Type: Narcotic

Availability: 2, X

Cost: 200 (per dose)

Game Effects:

Adds +1D to Dexterity, and Strength for 25 minutes. After the effects wear off, the user takes one level of injury to his body, although instead of going to incapacitated, they become Wounded 3x, then Wounded 4x, etc. While under the effects of the drug they are at -1D to knowledge, mechanical, and technical for every 1d they get added to strength and dexterity.

After each dose roll 2Dxnumber of times the user has taken the drug versus the user's willpower. If the user loses, they become addicted and need a hit every two days or they go into withdrawal. In the first 3 days

of withdrawal the user suffers severe manic depression as well as nervous ticks and trembling. Days 4-6 are

characterised by heavy jitters, uncontrolled shaking and trembling, lots of facial ticks, and violent tendencies.

Days 7-9 involve full out spasms and unchecked violent psychotic behavior. By day 10 if the patient survives they

die a horrible death as their nervous system overloads.