Equipment D20 / Drug: Newk

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 it's effects and acts simialir to anabolic steroids.they become very jitery and quick to anger. They have irrational behavior and alsh out 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 throguh the syringe.

Model: Newk
Type: Narcotic
Cost: 200 (per dose)
Game Effects:

Adds +1 to Dexterity and Strength for 25 minutes. After the effects wear off, the user takes 1d4 pts of injury. While under the effects of the drug they are at -1 to Intelligence and Wisdom.

After each dose roll Will SV vs the number of time the drug has been used x 2. If the user loses, they become addicted and need a hit every two days or they go into withdrawl. In the first 3 days of withdrawl the user suffers severe manic depression as well as nervous ticks and trembling. Days 4-6 are charchterised by heavy jitters, uncontrolled shaking and trembling, lots of facial ticks, and violent tendancies. Days 7-9 involve full out spasms and unchecked violent pychotic behavior. By day 10 if the patient survives they die a horrible death as their nervous system overloads.

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