Equipment D20 / Drug: Anti-Fatigue Stimulan

Anti-Fatigue Stimulant Syringes

Spice is one of the most flourishing illegal markets in the galaxy, picking up and consuming thousands upon thousands of people every year. It is also one of the most addictive and mind corrupting businesses as well.

Most illeagl spices, such as Mk. VI, are generally sold on black- and underworld-market depots operating on distant Mid and Outer Rim planets. However, with careful, non-maket flooding dealing with the help of flase advertising, some high-grade spices can be marketed as medical products.

The Mk. VI couter-fatigue stimulant drug is one of devastating long-term effects. However, when used in moderation, it can be a helpfull tool to those who need extra physical strength and perception for a short period of time. Prying on the nervous system, the Mk. VI spice drug is merely nothing more to the public than an anti-fatigue stimulant.

Dealers that sell Mk. VI are usually shady characters, and are ones that don't stay in system very long. Imperial penal codes state that posession of spice is illegal and can warrant anywhere from five years to life imprisonment. However, selling illegal spice is a much more serious offense - life imprisonment or even termination of the individual(s) involved.

Loput Industries Mk. VI Counter-Fatigue Drug
Cost: 50 (per syringe; 50 ml dose in each syringe)
Game Effects:
When the character wishes to use the stimulant, have him make a roll on a d20 and compare his roll with the chart below.

Roll Effect

1-6 Stimulant works as normal.

7-12 Stimulant has no effect on user.

13+ Stimulant has no effect on the user. User also suffers from 3d6 stun damage.

If the roll of the numbers 1-6 comes up, the user recieves an additional +2d6 to Dexterity, Wisdom, and Strength and all related skill rolls for 1d4 hours. However, at the end of this period, the user SUFFERS a -1d6 from all the attributes and their respective skills listed above (due to the awkwardness of the character's normal ability after the drug).

Long Term Penalties:

For every four syringes a character uses (the gamemaster should keep track) the character's Constitution attribute is depleted by -1. This is because the character becomes more use to and dependant of the stimulant.

Withdrawl Effects:

However, should the user withdraw from stimulant use after taking more than eight doses (syringes), he is penalized by a -1 to all attributes and skills for a period of 1d8 days. If the user has taken more than twenty-five doses worth of the stimulant, he suffers from a more severe penalty of 1d6 weeks of -1 attribute and skill penalties.

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