

# Chems

A slang term for "drugs", chem use is prevalent throughout the wasteland for a variety of reasons. Some chems increase the combat effectiveness of the user, a trick that can sometimes mean the difference between life or death. Others use chems for the traditional reasons some turn to drugs, as a way of coping with the harsh reality of wasteland life.

Most chems are powerful narcotics, and can cause the user to become addicted if they use the drugs too often. They carry a host of side-effects, from physical addiction to loss of cognitive function and even overdose. Used sparingly, chems can turn the tide of an encounter and help save the day. Used frequently, chems can lead to addiction, loss of potential, and even death.

## Using Chems

Drawing and using a chem is a Maneuver, as long as the chem is in an easy-to-access location. If the chem is buried in a pouch or pack, it would take a maneuver to retrieve the chem and a second to administer it. Unless otherwise stated, a character cannot be affected by multiple doses of the same Chem at the same time.

Chem use is, by its nature, dangerous. There is a fair chance that frequent (or even rare) use of chems can result in addiction and possible death for a character. Use of chems is intended to be a risk and a gamble; as much of a chance to save the day as it is to end that character's adventures. While the main character in the Fallout video games has never died from an overdose, other characters in the world have. GM's can decide how lethal they want their player's chem use to be, and spend ☒ appropriately when checking for addiction and overdose.

## Chems

### Buffout (100 caps, Rarity 6)

Buffout is an advanced steroid that gained notoriety by its secret use by professional athletes before the Great War. The pill-shaped drug increases the physical characteristics of the user; specifically strength and endurance. Highly addictive, the chem can cause cardiac arrest and even death.

**Effect:** Using Buffout will increase the Brawn characteristic of the user by 1 for the remainder of the encounter. The character's Wound Threshold is also increased by 2 until the end of the encounter.

**Addiction:** At the end of the encounter, the character must make an **Average (◆◆) Resilience check**. This roll is made without the boost granted by the chem. Failure means the character is now addicted to Buffout, and suffers ■ to all Brawn checks when not affected by the drug. ☒ may be spent to have the character suffer a cardiac episode; a **Hard (◆◆◆) Critical Injury** that reduces their Brawn characteristic by 1 until it is healed. Failure to heal the critical injury within a few hours means the character dies from a heart attack.

### Jet (75 caps, Rarity 4)

This addictive chem causes an altered state of consciousness where time appears to slow, allowing the user to perform more actions than normal for a short period of time. Made from brahmin "fertilizer" (droppings), the true origin of Jet is unknown, but its use and effectiveness cannot be ignored. Raiders and other wasteland combatants use Jet frequently to give them an extra edge in combat.

**Effect:** Using Jet will grant the character an additional set of actions at the end of the current round. This additional set of actions does not count as the character's next turn for the purposes of talents and effects. If multiple characters use Jet in the same round, the order each character acts is the same as the order the characters took the Jet during that round. (First person who took Jet that round acts first at the end of the round, then the second, and so on)

**Addiction:** At the end of the encounter, the character must make a **Hard (◆◆◆) Resilience check**. Upgrade the check once each additional time Jet was taken in the encounter. Failure means the character is now addicted to Jet. Jet addicts must spend an additional 2 strain on non-free maneuvers and suffer ■ to all Agility checks when not affected by Jet.

### Med-X (250 caps, Rarity 7)

Med-X is a potent opiate analgesic that reduces the perception of pain as well as the emotional response to it. It is delivered by hypodermic needle, and in large doses could cause a lethal overdose. The chem had a notorious presence in the US Army, utilized by soldiers in the field to help them fight on in spite of painful injury. This led to many soldiers becoming addicted to the drug. The drug is produced and utilized today by many warriors in the wasteland.

**Effect:** Using Med-X will increase the character's Soak value by 1 until the end of the encounter. Multiple uses of Med-X are cumulative.

**Addiction:** At the end of the encounter, the character must make an **Average (◆◆) Resilience check**, upgrading the difficulty once per additional dose of Med-X taken during the encounter. Failure means the character is now addicted to Med-X, and suffers ■ to all Agility checks and reduces their Soak value by 1 while not under the effects of Med-X. ☒ may be spent to have the character suffer an overdose; a **Hard (◆◆◆) Critical Injury**. The character immediately suffers enough Strain damage to exceed their Strain Threshold by 1. If this Critical Injury is not treated within a short time (an hour or two), the character will die of the overdose.

### **Mentats (150 caps, Rarity 5)**

Created by the pre-War corporation Med-Tek, Mentats were designed to increase memory functions and speed up mental processes. They became very popular on college campuses as a party drug for the increase in creativity these drugs caused. Addiction to Mentats can cause a mental fog within the person, affecting their ability to relate to others and causing them to carry a "stoned" appearance.

**Effect:** Using Mentats will increase the character's Intellect and Cunning by 1 until the end of the encounter.

**Addiction:** At the end of the encounter, the character must make an **Average (◆◆) Resilience check**. Failure means the character is addicted to Mentats and suffers a -1 to Presence when not under the effects of the drug.

### **Psycho (350 caps, Rarity 6)**

One of the more dangerous chems in production, Psycho is an injected drug created by the pre-War military as an attempt to enhance a soldier's combat effectiveness. It increases the user's damage output by enhancing hand-to-eye coordination to strike vital areas on enemy targets. Psycho also dampens the user's higher brain functions, making for a tough but uncontrollable soldier. Those under the effects of psycho tend to be berserkers who thrive to fight.

**Effect:** Using Psycho upgrades all combat checks made by the character by one until the end of the encounter. Multiple uses of Psycho are cumulative.

**Addiction:** At the end of the encounter, the character must make an **Average (◆◆) Resilience check**. Upgrade the check once per each additional dose of Psycho the character took that encounter. Failure

means the character is addicted to Psycho; the character reduces their Brawn characteristic by 1 while not under the effects of Psycho. ☒☒☒ may be spent to have the character's aggression overtake him and he lashes out at the nearest person, physically attacking them. ☒ may be spent to have the character suffer a Lethal Overdose; a **Hard (◆◆◆) Critical Injury**. They will die within one round/one minute unless the critical injury can be healed.

### **Rad-X (100 caps, Rarity 4)**

Rad-X is a chem that can significantly reduce the danger caused by radiation. Rad-X pills were produced in large quantities before the Great Cataclysm, so they are common enough in the Wasteland that bottles can still be located over 200 years later. Rad-X can make a huge difference in surviving irradiated hot zones (or attacks from irradiated creatures) in the wasteland.

**Effect:** Taking Rad-X grants the character an innate Rad rating of 1 for the remainder of the encounter. Multiple uses of Rad-X are cumulative, increasing the character's Rad rating by +1 with each dose taken. This increase also applies to any Rad rating granted by armor worn.

**Addiction:** Rad-X is non-addictive.

## **Curing Addiction**

The major danger of taking chems is the likelihood of the user becoming addicted to them. Chem addiction is a widespread problem in many areas in the wasteland; seemingly everyone knows someone who's addicted to chems. Being a chem addict can cause social ostracization, but more importantly it creates a reliance on a drug that may eventually kill you. The best solution for dealing with addiction is to go through detoxification and hopefully break the addiction to the chem.

If someone is addicted to chems, they will need to undergo a detox in order to cure them of their addiction. There are two ways that someone can cure their chem addiction; medical detox or by going "cold turkey". It can be sometimes difficult to find a doctor who is able to perform a chem detox. These medical professionals are usually found only in the larger established communities, and rarely in smaller settlements or wandering the wasteland. This makes going cold turkey sometimes the only option to cure a chem addiction.

### **Cold Turkey**

One way an addiction can be broken is by trying to go cold-turkey from the chems for a week. During that time the character cannot be under the effects of any chem. At the end of the week, the character makes a **Hard (◆◆◆) Resilience or Discipline Check**, upgraded once for each additional chem the character is addicted to. ★ means the character is no longer addicted to one chem, plus one additional chem per net ★★ rolled. The process can then be repeated for another week to cure an additional chem addiction they have, and so on until they are cured of all their addictions.

### **Medical Detox**

Alternately the addict can receive help in curing the addiction from a trained medical professional. The detox process costs an average of 400 caps for the chemicals necessary to assist in the detox process, and takes an entire day to complete. The person administering the drugs makes an **Average (◆◆) Medicine check**, upgraded once per additional addiction the addict has. Each net ★ cures one addiction. ☒ may be spent to cause a critical injury to the addict, with a +10 to the Critical injury roll for each addiction the character had.