

Equipment list – Chems:

Medication for common injuries:

Healing powders	A powder to be applied to the wound, made by the shamans of the wild tribes by mixing Xander root and Broc flower. It does weaken the perception for a short time.	Effects: PE-1 for 4 hours 1D10 + 10 Healing	13 \$ 1 pound
Stimpak	Before the Great War they made millions of this cell regeneration booster. Based on natural resources that are still readily available after the war.	Effects: 1D10 + 10 Healing	30 \$ 0,3 pound
Super-Stimpak	More potent stimpak. Can have side effects.	Effects: 1 D20 + 20 Healing -(1D6-1) Damage after 1 hour	250 \$ 0,7 pound
Mega-Stimpak	Extremely potent healing agent. WARNING: Can lead to EXTREME side effects. Please consult your Doctor or Pharmacist	Effects: 2 * D20 Healing +10 (repeatable) -(1D20 after 90 minutes)	500 \$ 1,6 pound

Anti radiation medication:

Nuka-Cola	As popular after the Great War as it was before. A caffeinated soft drinks. Some people say it's addictive.	Effects: 1D3 Healing -5 Rad	3 \$ (prices vary greatly depending on location) 1 pound
Rad-X	A radiation tolerance enhancing medication from before the War.	Effects: Rad-toleration: +40	35 \$ 0,2 pound
Rad-Away	A true miracle drug from before the Great War. An IV that binds irradiated particles in the body and helps to release them the natural way.	Effects: - 50 Rad	50 \$ 1 pound

Drugs: (Beware, this stuff is **really** addicting)

Jet	This infamous drug, produced by the Mordino Family in New Reno, has taken the post apocalyptic northern California in a storm. It accelerates the user and enhances natural body reflexes.	Effects: AP +4 AG + 2 PE - 1 All ranged combat skills - 15	20 \$
Addiction-Difficulty: Cold Turkey: → Effects:		25% after 7 hours (for about 14 days) AP -4 AG - 2 PE- 1 All ranged combat skills - 15	
Buffout	A pre war concoction by the West-Tek Research Group, made shortly before they started their work on the FE-Virus. It enhances bodily strength and endurance for a short period of time.	Effects: ST + 2 EN + 2 IN - 2 melee + 10 Unarmed +15 Unarmed damage: +3 Hitpoints +10	40 \$
Addiction-Difficulty: Cold Turkey: → Effects:		35% after 5 hours (for about 8 days) ST - 2 EN - 2 IN - 2 All close combat skills - 15 Unarmed damage: -3 Hitpoints: -10	
Psycho	Another “mistake” on West-Tek's way to create a super soldier. Once injected, this serum turns muscles to steel – and brains to mush.	Effects: ST + 4 EN + 4 IN - 4 All close combat skills + 25 Unarmed damage: +5 Hitpoints + 20 all social Interactions: - 40	50 \$
Addiction-Difficulty: Cold Turkey: → Effects:		70,00% after 24 hours (for about 20 days) ST - 4 EN - 4 IN - 4 All close combat skills- 25 Unarmed damage: - 5 Hitpoints: - 20 all social Interactions: -40	

Mentats	It's the consciousness altering drug par excellence. The user will think in all new ways and will experience the world wholly different, they say.	Effects: PE + 2 IN + 2 ST -2 EN - 2 All mental skills: + 10	65 \$
Addiction-Difficulty: Cold Turkey: → Effects:		40 % after 4 hours (for about 5 days) PE - 2 IN - 2 EN - 2 All mental skills: - 10	

A word on the addiction difficulty: This is the difficulty that is applied to a test on the *carousing* skill. A character with a *carousing* skill of 30 will definitely become addicted to Psycho, but has a good chance of nearly 50/50 to withstand addiction to Jet. Tested will be on each and every consumption! Unless the character is already addicted, of course.