
Addictions

When consuming drugs a character has a chance to become addicted, determined by the **dependence** roll. **Dependence** marks a drug's addiction level and is a **resistance** roll against E [Amount of a drug consumption during a week – (10 – Drug **Strength**)] (minimum 0). The roll is made each week that a character consumes a drug. If **impetus** is obtained there are no major problems, otherwise the character's consumed drug **dependence** increases by +1. **Dependence's** maximum value is 10.

When the character is addicted on a drug, his/her behavior will be coerced toward consumption. Meaning, he/she will try to consume, to a greater or lesser extent, according to his/her **dependence** level, to "solve" his/her problems or obtain internal "peace." Narratively this should modify the way the player roleplays his/her character. Mechanically half the **dependence** value is applied as a **modifier** when the character is in doubt about whether to consume or not. It is a **bonus** against **persuasion attempts** to dissuade him/her from consuming and is a **penalty** if the character wants to refuse consumption out of his own free will.

Sustained consumption over time damages the character. Every [12 – Addicted Drug **Strength**] months an addict receives some permanent damage, chosen by the **master** or randomly, from the following list: **personality quality** reversal, - [Addicted Drug **Strength**] permanent points to a **vitality**, permanent **injury**, - [Addicted Drug **Strength**] maximum age or -1 to an **attribute**. If several different drugs are consumed in less than ten minutes, and their combined **strength** is at least 8, a **resistance** roll must be made against E [Drugs **strength** added together / Amount of drugs consumed]. If successful, the cocktail works normally, otherwise the character gains the **cardiac arrest injury**.

When a addicted character does not consume his/her addicted drug for a week, he/she loses -1 to his/her **dependence** on it, -5 **WP** and goes into **abstinence**. As long as the **abstinence** lasts, that is until he/she consumes again, he/she has a - [Dependency] **penalty** on all his rolls. If the **dependency** drops to 0, the character will lose the addiction to that drug.

Mote: Addict

The character developed some type of resistance or adaptation to drugs.

-**environment difficulty** for a drug cocktail is reduced by -2.

-doubles the amount of time before a drug causes permanent damage to the character.

-drug **bonuses** gain an extra + [Normal **Bonus** / 2] (50% extra).

-three **skills** are chosen when learning the **mote** (by the player). During **abstinence** from a drug, rolls for the **chosen skills** do not receive the **abstinence penalty**, but instead gain a + [Dependency / 2]. Multiple instances of this benefit (e.g. abstinence from various types of drugs) are not cumulative with each other

Addicted status?

This mod can easily be used as a new **status**, something like an **addicted status**. However, it must be considered that this would be a great improvement to the **magical powers** that confer **statuses**