

COMBAT DRUGS	Type	Application	Duration	Addiction Mod/Type	Complexity/GP	Description
Aggro	Biochem	Any	15 minutes	+10/Physical	Min/1	+20 Provoke to intimidate/taunt, -20 other social tests.
Brutalitea	Biochem	Any	8 hours	-10/Physical	Min/1	+5 DUR, +1 WT, +3 DR.
Grin	Biochem	Any	3 hours	-10/Physical	Min/1	Ignore 1 wound.
Kick	Biochem	Any	8 hours	-10/Physical	Mod/2	+1 Vigor.
MRDR	Biochem	Any	1 hour	-20/Physical	Maj/R/3	+2 Vigor, ignore 1 wound, Enhanced Behavior: Aggression (2), -20 social tests, WIL Check vs jumpiness.
Phlo	Biochem	Any	3 hours	—	Maj/3	+1 Vigor, can use Vigor twice on same test.
Rev	Biochem	Any	1 hour	-20/Physical	Mod/2	Short recharge takes only a complex action.