Chem and Medical Crafting

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| **Chems** | | | |
| Name | Property | Weight | Components |
| Beer | For 1 hour  +1 Strength  -1 Perception | 1 | 2 antiseptic  1 dirty water |
| Buffout | For 1 minute  +2 Strength  +2 Endurance | 0.1 | 1 adhesive  1 asbestos  1 bone |
| Calmex | For 1 minute  +3 Perception  +3 Agility | 0.1 | 2 acid  2 fertilizer  2 oil  2 venom  1 wine |
| Cat-Eye | +Darkvision out to 60 ft. (1 hour.) | 0.1 | 1 adhesive  1 asbestos  1 nuclear material |
| Daddy-O | For 1 minute  +3 Perception  +3 Intelligence  -2 Charisma | 0.1 | 5 acid  1 fertilizer  1 stimpak |
| Dark Nuka-Cola | For 1 hour  +1 Strength  +1 Endurance  -1 Perception  +1d4 radiation damage | 1 | 1 beer, gwinnet ale, vodka, or wine  1 nuka-cola |
| Day-Tripper | For 1 minute  +3 Charisma  +3 Luck  -2 Strength | 0.1 | 5 acid  1 adhesive  1 asbestos  1 fertilizer |
| Dirty Wastelander | For 1 hour  +3 Strength  +1 Charisma  +10 temporary hit points  -2 Intelligence | 1 | 1 beer  1 gwinnet ale  1 venom  1 vodka |
| Fury | For 1 minute  +Double melee and unarmed damage  -5 Perception | 0.1 | 2 plastic  1 psycho  2 venom |
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| Gwinnett Ale | For 1 hour  +1 Strength  +1 Charisma  -1 Intelligence | 1 | 1 acid  2 antiseptic  1 dirty water |
| Grape Mentats | +5 Intelligence (1 min.) | 0.1 | 2 fertilizer  1 mentats  1 wine |
| Jet | +2 AP (1 min.) | 0.1 | 2 fertilizer  1 plastic |
| Jet Fuel | +3 AP (1 min.) | 0.1 | 5 Fuel  1 Jet |
| Mentats | +3 Intelligence (1 min.) | 0.1 | 1 acid  1 adhesive  1 asbestos  2 fertilizer |
| Overdrive | Attack rolls of 18-20 on the d20 are critical hits (1 min.) | 0.1 | 2 acid  1 nuka-cola  1 psycho |
| Psycho | +2 damage dice to attacks (1 min.) | 0.1 | 1 acid  1 circuitry  2 fertilizer  1 stimpak |
| Ultra Jet | +5 AP (1 min.) | 0.1 | 1 fertilizer  1 Jet Fuel  1 nuclear material  2 plastic |
| Vodka | For 1 hour  +1 Strength  +10 temporary hit points  -1 Intelligence | 1 | 1 acid  1 antiseptic  1 dirty water  1 fertilizer |
| Wine | For 1 hour  +1 Charisma  -1 Intelligence | 1 | 1 acid  1 antiseptic  1 dirty water |
| X-Cell | +2 to all SPECIAL scores (1 hr.) | 0.1 | N/A |

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| **Medical** | | | |
| Name | Property | Weight | Components |
| Addictol | Cures all addictions after long rest | 0.1 | N/A |
| Antibiotics | Cures all diseases after long rest | 0.1 | 2 acid  3 glowing fungus  2 purified water  2 stimpak |
| Antimicrobial | Advantage on saving throws against disease (1 hr.) | 0.1 | 2 cooked vegetable  1 glowing fungus  2 purified water |
| Blood pack | When used during a short rest you may roll a bonus hit die, which does not count against your remaining hit dice | 0.1 | 1d6 hit points |
| Med-X\* | Gain 3 Damage Resistance (1 min.) | 0.1 | 1 antiseptic  1 psycho  1 steel |
| Rad-Away | Remove 2d6 radiation damage | 0.1 | 2 antiseptic  3 glowing fungus  1 plastic  1 purified water |
| Rad-X | Gain radiation resistance (1 hr.) | 0.1 | 1 adhesive  2 antiseptic  1 asbestos  3 glowing fungus |
| Robot Repair Kit | Gain radiation resistance (1 hr.) | 0.1 | 2 circuitry  1 MF Cell  2 spring  1 steel |
| Stimpak | Heal 2d6 hit points (robot only) | 0.1 | 2 antiseptic  2 acid  1 blood pack  1 steel |
| Super Stimpak | Restores you to full health (or as high as your radiation damage allows) | 1 | 1 nuclear material  3 stimpak |
| X-111 Compound | Removes all radiation damage | 1 | N/A |

\*Though not listed as a chem, Med-X can addict your character.