# Sleepy’s Pharmaceuticals

**Milkleaf (Opium)**

Milkleaf (Plant)(Harvest Yield: 6 Milkleaf Bulbs)(12 Days)(Fert Sense: 70% | Fert Require: 50%)  
  
Production Chain:  
Milkleaf -(Harvest)> Milkleaf Pod -(Drug Lab)> Specific Drugs -(Further Refining)> Specific Drugs

|  |  |  |  |
| --- | --- | --- | --- |
| Milkleaf Addiction |  |  |  |
| Mood | -35 |  |  |
| Hard Drug Binges (MTD) | 40 |  |  |
| Consciousness | -20% |  |  |
| Moving | -20% |  |  |
| Manipulation | -30% |  |  |
| Rest Fall Rate | +20% |  |  |
|  |  |  |  |

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| --- | --- | --- | --- |
| Resinoak | Milkleaf | Morphine | Opioid | Medical Drug | Injected |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 2.0% | **Mood** | +10 |
| Market Value | 21 | **Joy** | +20% |
| Work to Make | 350 | **Pain** | x30% |
| Materials to Make | 8 Milkleaf Pod | **Rest** | -20% |
| High Duration Per Dose | 0.5 days |  |  |
| Tolerance Gain Per Dose | 4% | **Consciousness** | x80% |
| Tolerance Fall Rate | 1.5% per Day | **Breathing** | -10% |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.5% |  |  |

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| --- | --- | --- | --- |
| Diaresinoak | Milkleaf | Diamorphine (Heroin) | Opioid | Medical Drug | Injected |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 2.0% | **Mood** | +30 |
| Market Value | 43 | **Joy** | +70% |
| Work to Make | 400 | **Pain** | x20% |
| Materials to Make | 8 Milkleaf Pod, 2 Neutroamine | **Rest** | -10% |
| High Duration Per Dose | 0.6 days |  |  |
| Tolerance Gain Per Dose | 4% | **Consciousness** | x90% |
| Tolerance Fall Rate | 1.5% per Day | **Breathing** | -15% |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.5% |  |  |

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| --- | --- | --- | --- |
| Stickyoak | Milkleaf | Black Tar Heroin | Opioid | Hard Drug | Injected |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 5.0% | **Mood** | +30 |
| Market Value | 37 | **Joy** | +70% |
| Work to Make | 400 | **Pain** | x20% |
| Materials to Make | 8 Milkleaf Pod, 1 Neutroamine | **Rest** | -10% |
| High Duration Per Dose | 0.6 days |  |  |
| Tolerance Gain Per Dose | 6% | **Consciousness** | x90% |
| Tolerance Fall Rate | 1.5% per Day | **Breathing** | -15% |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 1.2% |  |  |

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| --- | --- | --- | --- |
| Resinether| Milkleaf (DBD) | Thebaine | Opioid | Medical Drug | Injected |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.5% | **Mood** | +5 |
| Market Value | 63 | **Joy** | +10% |
| Work to Make | 350 | **Pain** | x90% |
| Materials to Make | 24 Milkleaf Pod | **Rest** | +20% |
| High Duration Per Dose | 0.4 days |  |  |
| Tolerance Gain Per Dose | 2% | **Consciousness** | x110% |
| Tolerance Fall Rate | 1.5% per Day | **Manipulation** | +30% |
| New Addiction Min Tol | 10% | **Moving** | +30% |
| Overdose Chance | 1.5% |  |  |

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| --- | --- | --- | --- |
| Oxyether| Milkleaf (DBD) | Oxycodone | Opioid | Medical Drug | Tablet |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 1.0% | **Mood** | +5 |
| Market Value | 9 | **Joy** | +10% |
| Work to Make | 350 | **Pain** | x60% |
| Materials to Make | 1 Resinether (Makes 8) |  |  |
| High Duration Per Dose | 0.5 days |  |  |
| Tolerance Gain Per Dose | 3% |  |  |
| Tolerance Fall Rate | 1.5% per Day |  |  |
| New Addiction Min Tol | 1% |  |  |
| Overdose Chance | 0.1% |  |  |

**Rimshrooms (Psilocybin mushrooms)**

Rimshroom (Plant)(Harvest Yield: 1 raw rimshroom)(8 Days)(Fert Sense: 30% | Fert Require: 15%)  
Grown in Dark.

Production Chain:  
Rimshroom -(Harvest)> Raw Rimshroom -(Cook)> Specific Drugs

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| --- | --- | --- | --- |
| Rimshroom | - | Psilocybin Mushrooms | Social Drug | Raw |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Mood** | +12 |
| Market Value | 2 | **Joy** | +60% |
| Work to Make | 0 | **Consciousness** | x70% |
| Materials to Make | - |  |  |
| High Duration Per Dose | 0.3 days |  |  |
| Tolerance Gain Per Dose | 25% |  |  |
| Tolerance Fall Rate | 7.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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| --- | --- | --- | --- |
| Rimshroom Tea | - | Psilocybin Tea | Social Drug | Drink |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Mood** | +7 |
| Market Value | 2 | **Joy** | +30% |
| Work to Make | 400 | **Consciousness** | x90% |
| Materials to Make | 4x Raw Rimshroom |  |  |
| High Duration Per Dose | 0.3 days |  |  |
| Tolerance Gain Per Dose | 15% |  |  |
| Tolerance Fall Rate | 7.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

**Amphetamine**

Production Chain: Directly Manufactured from Neutroamine

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| --- | --- | --- | --- |
| Amphetamine Addiction |  |  |  |
| Mood | -40 |  |  |
| Hard Drug Binges (MTD) | 40 |  |  |
| Psychotic wandering (MTD) | 10 |  |  |
| Consciousness | -20% |  |  |
| Moving | -30% |  |  |
| Manipulation | -25% |  |  |
| Rest Fall Rate | +30% |  |  |
| Social Fighting | +50% |  |  |

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| --- | --- | --- | --- |
| Woof | Amphetamine | Mephedrone | Amphetamine | Hard Drug | Powder |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 2.0% | **Mood** | +35 |
| Market Value | 38 | **Joy** | +80% |
| Work to Make | 1200 | **Rest** | +40% |
| Materials to Make | 2 Neutroamine |  |  |
| High Duration Per Dose | 0.5 days | **Consciousness** | x110% |
| Tolerance Gain Per Dose | 3% | **Satisfies rest need** | +40% |
| Tolerance Fall Rate | 1.5% per Day | **Global Learning** | -50% |
| New Addiction Min Tol | 0% | **Global Work Speed** | -25% |
| Overdose Chance | 1.0% | **Moving** | +20% |

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| --- | --- | --- | --- |
| Rimtasy | Amphetamine | MDMA | Amphetamine | Hard Drug | Pill |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 2.2% | **Mood** | +22 |
| Market Value | 42 | **Joy** | +70% |
| Work to Make | 1600 | **Rest** | +20% |
| Materials to Make | 2 Neutroamine |  |  |
| High Duration Per Dose | 0.5 days | **Consciousness** | x110% |
| Tolerance Gain Per Dose | 4% | **Sight** | +20% |
| Tolerance Fall Rate | 1.5% per Day | **Max Comf Temp** | -7 |
| New Addiction Min Tol | 0% | **Negotiation Ability** | +10% |
| Overdose Chance | 1.0% | **Social Impact** | +6% |

**SSRI (Antidepressants)**

Production Chain: Directly Manufactured from Neutroamine

|  |  |  |  |
| --- | --- | --- | --- |
| SSRI Addiction |  |  |  |
| Mood | -10 |  |  |
| Hard Drug Binges (MTD) | 0 |  |  |
| Psychotic wandering (MTD) | 0 |  |  |
|  |  |  |  |
|  |  |  |  |
| Mental Break Thres | +10% |  |  |
| Rest Effectiveness | -20% |  |  |
| Social Fighting | +20% |  |  |

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| --- | --- | --- | --- |
| Sodest| SSRI | Sertraline| SSRI | Medical | Pill |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 3.0% | **Mood** | +0 |
| Market Value | 11 | **Mental Break Thres** | -5% |
| Work to Make | 600 |  |  |
| Materials to Make | 1 Neutroamine |  |  |
| High Duration Per Dose | 1.00 days |  |  |
| Tolerance Gain Per Dose | 4% |  |  |
| Tolerance Fall Rate | 2.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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| --- | --- | --- | --- |
| Ashifer| SSRI | Not Real| SSRI | Medical | Pill |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 2.2% | **Mood** | +5 |
| Market Value | 11 |  |  |
| Work to Make | 600 |  |  |
| Materials to Make | 1 Neutroamine |  |  |
| High Duration Per Dose | 1.00 days |  |  |
| Tolerance Gain Per Dose | 4% |  |  |
| Tolerance Fall Rate | 2.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

**Penicillium (Antibiotics)**  
Penicillium (Plant)(Harvest Yield: 6 Penicillium)(8 Days)(Fert Sense: 10% | Fert Require: 10%)Hydroponics Only

|  |  |  |  |
| --- | --- | --- | --- |
| Penicillin | Antibiotic | Penicillin | Antibiotic | Medical | Pill |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Mood** | +0 |
| Market Value | 9 | **Immunity Gain Speed** | +10% |
| Work to Make | 400 |  |  |
| Materials to Make | 8 Penicillium Mould |  |  |
| High Duration Per Dose | 0.5 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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| --- | --- | --- | --- |
| Hypercillin | Antibiotic | Penicillin | Antibiotic | Medical | Pill |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Mood** | +0 |
| Market Value | 24 | **Immunity Gain Speed** | +20% |
| Work to Make | 450 |  |  |
| Materials to Make | 2 Neutroamine, 8 Penicillium Mould |  |  |
| High Duration Per Dose | 0.5 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

**Misc Drugs**

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| --- | --- | --- | --- |
| Epinephrine | - | - | - | Medical | Inject |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Mood** | +0 |
| Market Value | 39 | **Consciousness** | +50% |
| Work to Make | 1400 | **Moving** | +50% |
| Materials to Make | 2 Neutroamine |  |  |
| High Duration Per Dose | 0.1 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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| --- | --- | --- | --- |
| Penicillin Ointment | - | - | - | Medical | Ointment |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0% | **Mood** | +0 |
| Market Value | 13 | **Healing Factor** | +15% |
| Work to Make | 600 |  |  |
| Materials to Make | 12 Penicillium Mould |  |  |
| High Duration Per Dose | 0.75 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

**New Plant: Aloe Vera** (Add patch to convert VRE Aloe Vera to mine so both can be used).  
Good for use in desert environment

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| --- | --- | --- | --- |
| Aloe Vera Ointment | - | - | - | Medical | Ointment |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0% | **Mood** | +0 |
| Market Value | 13 | **Healing Factor** | +15% |
| Work to Make | 600 |  |  |
| Materials to Make | 8 Aloe Vera Leaves |  |  |
| High Duration Per Dose | 0.75 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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| --- | --- | --- | --- |
| Fusidic Acid | - | - | - | Medical | Ointment |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0% | **Mood** | +0 |
| Market Value | 19 | **Healing Factor** | +30% |
| Work to Make | 600 |  |  |
| Materials to Make | 3 Neutroamine |  |  |
| High Duration Per Dose | 1.25 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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| --- | --- | --- | --- |
| Salicylic Acid | - | - | - | Precursor | Crys. Powder |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | N/A | **Precursor Material** |  |
| Market Value | 9 | **No effect** |  |
| Work to Make | 800 | **(Cannot be taken)** |  |
| Materials to Make | 1 Neutroamine |  |  |
| High Duration Per Dose | N/A |  |  |
| Tolerance Gain Per Dose | N/A |  |  |
| Tolerance Fall Rate | N/A |  |  |
| New Addiction Min Tol | N/A |  |  |
| Overdose Chance | N/A |  |  |

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| --- | --- | --- | --- |
| Facial Cleansing Wipes | - | - | - | Cosmetic | Misc |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0% | **Mood** | +3 |
| Market Value | 3 |  |  |
| Work to Make | 350 |  |  |
| Materials to Make | 1 Salicylic Acid, 1 Cloth (Makes 4) |  |  |
| High Duration Per Dose | 0.5 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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| --- | --- | --- | --- |
| Spira| - | Aspirin | - | Medical Drug | Tablet |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Mood** | +0 |
| Market Value | 3 | **Joy** | +0% |
| Work to Make | 800 | **Pain** | x80% |
| Materials to Make | 1x Salicylic Acid, 1x Neutroamine (Makes 8) |  |  |
| High Duration Per Dose | 0.6 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.1% |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Axceline| - | Ibuprofen | - | Medical Drug | Tablet |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Mood** | +0 |
| Market Value | 4 | **Joy** | +0% |
| Work to Make | 800 | **Pain** | x75% |
| Materials to Make | 2x Neutroamine (Makes 4) |  |  |
| High Duration Per Dose | 0.3 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.1% |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Perfume | - | - | - | Cosmetic | Misc |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0% | **Mood** | +5 |
| Market Value | 44 | **Beauty** | +1 |
| Work to Make | 2000 |  |  |
| Materials to Make | 4 Neutroamine |  |  |
| High Duration Per Dose | 0.5 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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Production Chain: Directly Manufactured from Shboombloom Nectar 🡪 Amoxiclite  
Shboombloom (Plant)(Harvest Yield: 8 Shboombloom Nectar)(8 Days)(Fert Sense: 100% | Fert Require: 70%)

|  |  |  |  |
| --- | --- | --- | --- |
| Shboombloom Addiction |  |  |  |
| Mood | -25 |  |  |
| Hard Drug Binges (MTD) | 120 |  |  |
| Consciousness | -10% |  |  |
| Moving | -20% |  |  |
| Manipulation | -20% |  |  |
| Rest Fall Rate | +30% |  |  |
|  |  |  |  |

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| --- | --- | --- | --- |
| Shboomblay | Shboombloom |  | Hard Drug | Powder |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 1.0% | **Mood** | +30 |
| Market Value | 23 | **Joy** | +80% |
| Work to Make | 1200 | **Rest Need** | x70% |
| Materials to Make | 8 Shboombloom Nectar | **Moving** | +10% |
| High Duration Per Dose | 0.5 days | **Consciousness** | +10% |
| Tolerance Gain Per Dose | 4% |  |  |
| Tolerance Fall Rate | 1.5% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 1.0% |  |  |

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| --- | --- | --- | --- |
| Amoxiclite | - | - | - | Precursor | Liquid |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | N/A | **Precursor Material** |  |
| Market Value | 6 | **No effect** |  |
| Work to Make | 800 | **(Cannot be taken)** |  |
| Materials to Make | 12 Shboombloom Nectar |  |  |
| High Duration Per Dose | N/A |  |  |
| Tolerance Gain Per Dose | N/A |  |  |
| Tolerance Fall Rate | N/A |  |  |
| New Addiction Min Tol | N/A |  |  |
| Overdose Chance | N/A |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Hunterkiller Addiction |  |  |  |
| Mood | -10 |  |  |
|  |  |  |  |
|  |  |  |  |
| Moving | -10% |  |  |
| Manipulation | -10% |  |  |
| Rest Fall Rate | +10% |  | Need drops twice as slow |
|  |  |  | Withdrawal Lasts ~6 Days |

|  |  |  |  |
| --- | --- | --- | --- |
| Hunterkiller | - |  | Hard Drug | Inject |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 10.0% | **Mood** | +0 |
| Market Value | 43 | **Joy** | +50% |
| Work to Make | 1200 | **Rest** | +20% |
| Materials to Make | 4 Neutroamine | **Psyfocus** | +25% |
| High Duration Per Dose | 1.5 days |  |  |
| Tolerance Gain Per Dose | 10% | **Mental Break Thres** | -20% |
| Tolerance Fall Rate | 1.5% per Day | **Rest Need** | x60% |
| New Addiction Min Tol | 0% | **Food Need** | x60% |
| Overdose Chance | 0.5% | **Global Learning** | -75% |
|  |  | **Social Impact** | -50% |

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| --- | --- | --- | --- |
| Daywake Addiction |  |  |  |
| Mood | -5 |  |  |
| Rest Fall Rate | +15% |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  | Need drops twice as fast |
|  |  |  | Withdrawal Lasts ~4 Days |

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| --- | --- | --- | --- |
| Daywake | - | | | Medical | Pill |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 5.0% | **Rest Fall Rate** | -50% |
| Market Value | 10 |  |  |
| Work to Make | 750 |  |  |
| Materials to Make | 1 Neutroamine |  |  |
| High Duration Per Dose | 1.5 days |  |  |
| Tolerance Gain Per Dose | 20% |  |  |
| Tolerance Fall Rate | 4.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% |  |  |

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| --- | --- | --- | --- |
| Sleepyzee | - | | | Medical | Pill |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Rest** | -30% |
| Market Value | 8 | **Rest Effectiveness** | +25% |
| Work to Make | 600 |  |  |
| Materials to Make | 1 Neutroamine |  |  |
| High Duration Per Dose | 0.5 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

**Medicine:**

|  |  |  |  |
| --- | --- | --- | --- |
| Amoxi Medicine |  | Medicine |  |
| Medicine Info |  |  |  |
| Market Value | 18 |  |  |
| Work to Make | 700 |  |  |
| Materials to Make | 3 Cloth |  |  |
|  | 1 Herbal Medicine |  |  |
|  | 1 Amoxiclite |  |  |
|  |  |  |  |
|  |  |  |  |
| Medical Potency | 100% |  |  |
| Tend Quality | 100% |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Clarketech Medicine |  | Medicine |  |
| Medicine Info |  |  |  |
| Market Value | 70 |  |  |
| Work to Make | - |  |  |
| Materials to Make | Cannot make |  |  |
|  | Reward or Exotic |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| Medical Potency | 220% |  |  |
| Tend Quality | 160% |  |  |

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| --- | --- | --- | --- |
| Acetylshoom | Shboombloom |  | Hard Drug | Powder |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 1.3% | **Mood** | +35 |
| Market Value | 30 | **Joy** | +85% |
| Work to Make | 1600 | **Rest Need** | x60% |
| Materials to Make | 8 Shboombloom Nectar, 1 Amoxiclite | **Moving** | +10% |
| High Duration Per Dose | 0.7 days | **Consciousness** | +20% |
| Tolerance Gain Per Dose | 4% | **Pain** | x80 |
| Tolerance Fall Rate | 1.5% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 1.0% |  |  |

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| --- | --- | --- | --- |
| Flu Vaccine | - |  | Medical Drug | Inject |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.0% | **Prevents Flu** |  |
| Market Value | 14 |  |  |
| Work to Make | 600 |  |  |
| Materials to Make | 2 Neutroamine |  |  |
| High Duration Per Dose | 7.2 days |  |  |
| Tolerance Gain Per Dose | 0% |  |  |
| Tolerance Fall Rate | 0.0% per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% | **Always Safe** |  |

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| --- | --- | --- | --- |
| Pep Addiction |  |  |  |
| Mood | -5 |  |  |
| Rest Fall Rate | +10% |  |  |
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|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  | Withdrawal Lasts ~4 Days |

|  |  |  |  |
| --- | --- | --- | --- |
| Pep | - | | | Medical | Pill |
| Drug Info |  | **Drug Effects** |  |
| Addictiveness | 0.5% | **Rest** | +20% |
| Market Value | 4 |  |  |
| Work to Make | 750 |  |  |
| Materials to Make | 1 Neutroamine (Makes 2) |  |  |
| High Duration Per Dose | N/A days |  |  |
| Tolerance Gain Per Dose | 10% |  |  |
| Tolerance Fall Rate | 1.0 % per Day |  |  |
| New Addiction Min Tol | 0% |  |  |
| Overdose Chance | 0.0% |  |  |