

Panick

Panick is a powerful stimulant used to enhance combat performance and some poisonous insect/animal bites (particularly scorpions). It can also be used to help survive certain chemical weapon attacks and/or drug overdoses.

- Manufacturer: [origin](#)
- Price: 15 DA

Overview

This drug is a small, basic slow-dissolving capsule that has a dual effect. Along with triggering the body's flight-or-fight response for an extended period of time, Panick increases adrenaline production. This allows for increased athletic performance as well as awareness for about 30 minutes after consumption. Each bottle contains 20 capsules. This stimulant affects Yamataians, Nepleslians, and Geshrin.

Warning: Do not take more than 2 capsules over a 24-hour period. Only 1 capsule is necessary to obtain acquired effects.

Effects

Panick affects the body's [Chromaffin cells](#) inside the adrenal glands on top of each kidney. The drug is absorbed through the [adrenal cortex](#) of the adrenal glands to reach the [adrenal medulla](#) at the very center of these important glands. Inside of the medulla are the neuroendocrine-based Chromaffin cells that produce adrenaline, among other such hormones. Thus, this drug increases the production of [Adrenaline](#) as well as [Noradrenaline](#) to trigger the body's fight-or-flight response.

Potential Side Effects

- Paranoia
- Restlessness
- Minor Muscle Spasms
- Minor Twitching

Overdose

- Continued Paranoia
- Hot Flashes
- Hyperactivity
- Heart Attacks

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