

# Medical Abilities



## Rank 1

### Patch Up

- With 30s of uninterrupted roleplay you may call **HEAL** on a target in reach who is incapacitated.

### Stabilise [3]

- Call **STABILISE** on a target in reach who is incapacitated.

### Fixation [3]

- Call **HEAL <X>** for a limb X an ally is suffering a **CRUNCH** on.

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## Rank 2

### Medic

- With 1 minute of uninterrupted roleplay you may call **HEAL** on a target who is not incapacitated.

### Battlefield Medic [4]

- You may ignore interruptions to your medical roleplay for 30s.

### Adrenaline Shot [3]

- Call **YOU: GAIN CHARGE**.

## Rank 3

### Experimental Surgery

- You are capable of improvising biological interventions outside of a combat situation.
- Inform the Ref you wish to perform some experimental surgery on an unresisting target.
- You can then attempt the surgery to achieve some end depending on the power level of the surgery:
  - **2 Power Levels** - [HEAL FULL](#), or [GAIN](#) some call.
  - **3 Power Levels** - remove some deleterious effect, or bestow a more substantial boon for multiple encounters.
  - **5 Power Levels** - modify the penalty of a severe wound, or provide some permanent bonus with an appropriate drawback
- Use the [Medical Mishap Deck](#) to determine the power level of your Surgery and any Mishaps that may occur.
- Inform the Ref when you have done this, what you wish to have achieved, and they will discuss the outcome with the patient.
- Mishaps from the Medical Mishap Deck will only ever deleteriously affect the Medic, not the patient.

Example:

- *You decide that your compatriot could do with being unhindered on their legs and would like to strengthen them surgically.*
- You play the Mishap deck and result in a power of 3 with 1 Mishap.
- You: "I strengthen their legs!"
- *The target receives the ability to redistribute CRUNCH effects delivered to their legs to their arms for 3 encounters, but the Medic suffers a Mishap.*

### Vitality [2]

- Call [PING](#) to [CURSE](#).

### Physician Heal Thyself [5]

- You may store a [HEAL](#) call for yourself which you can activate when you are Incapacitated.
- You may only have one such HEAL prepared at a time.

## Rank 4

### Focus Aids

- When you are present when someone else is drawing from a [Mishap Deck](#) you may allow them to “Draw 2, Pick 1” three times this draw.
- You may only activate this ability once per draw.

### Adaptive Medicine [3]

- Call [YOU: GAIN PING <X>](#) where X is an [EFFECT](#) call you have seen in this encounter.

### Emergency Treatment [5]

- Call [HEAL](#) to a target within reach who is incapacitated.
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## Rank 5

### Defibrillation Distribution

- When you suffer a [ZAP](#) you may call [YOU: HEAL](#) for free.
- You still suffer the effect of ZAP after this.

### Paramedic [2]

- Call [VWOP](#) to move to a patient who has become Incapacitated.

### Martyred Medic [8]

- You may suffer a Severe Injury to call [PARTY HEAL FULL](#).

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