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.

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 intteruptions 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 ma 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.

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 VWORP to move to a patient who has become Incapacitated.

Martyred Medic [8]

- You may suffer a Severe Injury to call PARTY HEAL FULL.