Expedition Armamentarium

Note: *Each equipment entry indicates the item's quantity, in parentheses, as it stands at the start of the expedition. Also indicated is the item's value in credits.*

Medical Equipment

Basic Medical Supplies (assorted): This includes bandages, stethoscopes, replacement needles and syringes, surgical gloves, surgical tools, blood pressure gauges, thermometers, intravenous (IV) bags and poles, etc.

Standard First Aid Kit (25): Contains gauze bandages, 48 band-aids of various sizes, dozen tongue depressors, pen flashlight, a roll of medical tape, a dozen disposable medicated wipes, six butterfly clamps, disinfectant, pair of plastic gloves, scissors, forceps, six razor blades, lighter, tweezers, a thermometer, 100 aspirin tablets, and 24 decongestant tables (allergy/cold). Cost: 100 credits.

Field Medic Kit (20): A compact yet extensive medical kit with all of the necessary supplies for routine, as well as emergency, medical treatment. It contains all of the items typically found in a standard first aid kit, plus a miniature diagnostic computer with a holographic display that is capable of monitoring all of the patient's vital signs, a complete set of medical and dental tools/implements, basic medicines and painkillers, a quick hardening chemical cast (consists of two chemicals that react to form a hard resin), a fast acting burn salve (heals 1D6 S.D.C. or 2 HP per application), protein salve, and a mini-oxygen supply. Weight is 30 lbs. Cost: 2,500 credits.

Hypo-Spray Injector (5): A hypo-spray is a high-tech alternative to a syringe that uses compresses air to inject medicines, sedatives, or even narcotics. Its main advantage is that no training is required to use the hypo-spray, unlike a syringe, and all that one needs to do is place the nozzle against the exposed skin and push the button. Weight is 2 ounces. Cost: 120 credits.

Laser Scalpel (4): This is a laser tool designed for delicate surgery. The scalpel has several damage settings, spanning from under one S.D.C. point, to as much as 1D6 S.D. points. It is not meant to be used as a weapon. Range is six inches (15 cm). Cost: 2,500 credits.

Suture Gun (5): Effectively a staple-like gun that fires staples made of dissolvable sutures. The staples cause little pain or discomfort, leave little scarring and can be used to close a wound at lightning speed. Cost: 100 credits per gun and 10 credits per 5 feet (1.5 m) of suture.

Suture Tape (10 rolls): A special, antiseptic tape used to hold cuts closed instead of sutures. Cost: 20 credits per 30 foot (9 m) roll.

Compu-Drug Dispenser (2): A medical tool that is a combination computer, hypodermic gun, and chemical storage and dispensing unit. Can hold 48 different measured shots of drugs. The operator indicates which drug and the amount, presses the gun portion to the patient's arm and injects the appropriate medicine into the individual. Cost: 3,000 credits plus each drug dose (average drug dose costs 1D4x100 credits).

Micro-Scale (3): A digital pocket scale, about the size of a person's hand or an old transistor radio. It can be hooked to a belt, slipped into a large pocket, sack, purse or a backpack. The scale can weigh up to 200 Ibs (90 kg); digital display. Cost: 120 credits.

Palm Bio-Unit (5): A palm-size biological analyzer. The digital display can indicate body temperature, blood pressure, respiration, and dehydration level simply by inserting the patient's finger into the finger scanner housing. Cost: 150 credits.

IRMSS Kit (20): The Internal Robot Medical Surgeon System (IRMSS) is an amazing medical device that injects a dozen microscopic robot units, about the size of a pinpoint, into the bloodstream to repair internal injury. The containment unit is placed over or near the suspected area of damage and the depression of a button releases the micro-surgeons into the body. The tiny robots search for the damage and repair it. Types of internal injury which they can repair include the removal of blood clots, repairing torn/ruptured veins, internal bleeding, and minor damage to internal organs. Equal to a medical doctor's surgical skill of 75%. When the units are done, they simply turn off and are naturally flushed from the body (average life is one hour). They are not reusable. Each IRMSS holds 48 surgical robots for four uses. Cost: 42,000 credits.

IROU "Breathers" (10): The Internal Robot Oxygen Unit, or "Breathers," are the largest of the internal robots although still quite small. The bot resembles a caterpillar, because it is long and narrow and has many tiny legs. It can enter the body through the mouth or a tracheotomy in the esophagus tube. It crawls through the narrow passage with a pair of thin, narrow plastic tubes trailing behind it. As the bot makes its way towards the lungs it can transmit video images and data about damage to the throat. Once in the lungs, it transmits data and video images of damage and does analysis. A tiny molecular analyzer is used to identify toxins, drugs and foreign agents. Respiration is also monitored. The video pictures enable the doctors to accurately assess problems and determine the most

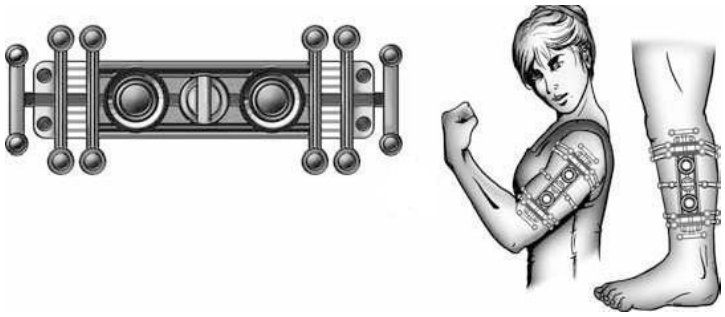
appropriate treatment without surgery. One of the tubes is hooked up to an external device to extract fluids in the lungs and the other supplies oxygen. The Breather can also release a half dozen IRMSS bots to repair small holes and perform minor surgery. Cost: 50,000 credits.

IRVT "Seekers" (10): The Internal Robot Visual Transmitters (IRVT), or "Seekers," are another type of nano-bot about the size of a pinhead. It is injected into the vein of a patient and goes traveling through the vein. It is tracked and monitored via a homing device. The bot transmits a more powerful signal and video image of obstructions and damage to the veins and arteries as they are encountered. The bot is used primarily to locate blocked, pinched and damaged arteries, veins, and other internal passageways. Cost: 80,000 credits per unit; disposable (less than 33% can be safely retrieved, thus they harmlessly disintegrate inside the body after about 72 hours).

RAU "Cleaners" (15): The Robot Antiseptic Units (RAU), or "Cleaners," are a type of tiny robot roughly three inches (76 mm) long and one inch (25 mm) in diameter. They are reminiscent of a mechanical beetle that gently crawls along a wound or infected area destroying infection, removing puss and dead flesh, while cleaning the wound and spraying it with antiseptic protein for faster healing. The cleaners are usually sold and dispatched in pairs. Cost: 50,000 credits per pair.

RMK "Knitters" (15): A unique Robot Medical Kit (RMK) developed with the mastery of nano-technology, in which a half dozen tiny robots, about the size of a shirt button, are released and automatically seek out cuts in the skin. One sprays the wound with disinfectant, another sprays antibiotics, a third cuts away dead or infected flesh, while the other three surgically suture the cut closed. When the cut is repaired, the tiny bots return to their carrying unit, refill their supplies and wait till activated again. Equal to a paramedic suturing skill of 90%. Not effective against internal injury, broken bone, or severe wounds. But great for cuts, bruises, bullet and stab wounds. Cost: 24,000 credits.

RSU "Sleepers" (10): The Robot Sedative Units (RSU), or "Sleepers," are four tiny robots, each the size of a pinhead, that enter the brain and stimulate certain areas to make the patient relax and feel drowsy. The calming effect of these nano-bots causes the patient to breathe slow, even breaths, keeps the pulse rate steady and calm, and helps maintain normal blood pressure. When they are done the bots return to a tiny housing device. Cost: 100,000 credits per set of four.



Bio-Brace (20): Bio-Brace technology uses simple techniques from cybernetic systems to brace and protect a broken limb. The Bio-Brace puts the fractured or broken bone back into place and restores partial mobility to arms and legs, allowing for relatively normal function for hours, even days until the injury can be addressed by a Body Fixer or Healer. No medical training is required as the Bio-Brace has built-in sensors to scan the limb and adjust appropriately to push the fractured bone into place, set it and provide maximum support and protection as if it were braced and in a light cast. This is easy with most fractures and slightly out of place broken bones, but is not ideal for severely broken bones with more than six breaks/fractures and/or bone protruding through the flesh. Such severe breaks may have torn muscle, bone splinters, blood loss and multiple fractures. Even if the Bio-Brace does the job on a severe break, it is advised to see a medical professional immediately if possible (within 12 hours maximum), because there could be serious complications. Moreover, bones that start to mend incorrectly will need to be rebroken and reset if the bones are not set correctly in the first place.

In games terms, a fractured limb is reinforced, braced and a considerable level of mobility is restored, so much so that the injured person is able to walk and use the limb for light activity. A Bio-Braced broken/fractured leg enables the injured person to walk and run with speed being reduced by 20% and -1 on initiative, -2 to dodge, cannot deliver kick attacks or jump, and any skills requiring leg mobility (Acrobatics, Climbing, Prowl, Swim, etc.) are -30%.

If an arm, wrist or hand is broken/fractured and a Bio-Brace used, the limb functions fairly well, but remains injured and weakened. Melee combat is not recommended. A punch or strike with a melee weapon does half its usual damage because, while the broken arm functions, it cannot inflict full damage from the weakened limb. Also reduce the person's P.S. by 20% for the injured limb and apply the following other penalties: -10% to skill performance requiring hand coordination and dexterity (that's most skills), -40% to skills requiring arm strength, the injured person can only lift one third the usual amount of weight, and is -1 to strike, parry, disarm, entangle and pin, and can NOT deliver a power punch. A normal punch can be done but the injured person feels a jolt of pain with each punch that makes him lose combat actions – each punch with the Bio-Braced arm counts as two melee attacks. Note: Double all penalties if the limb was severely broken with bone protruding from the skin and/or has six or more fractures.

There is a brace for arms, legs, neck and torso. The torso brace is for broken ribs, but can help with a broken spine. These are serious, debilitating injuries and the injured should avoid combat and strenuous activity and seek immediate medical treatment. As long as there is no nerve damage to the spine, neck or torso, the brace will enable the person to move with only minor discomfort but he suffers extreme penalties: Reduce P.S. and Spd by 60%, -30% to all skills, reduce all combat bonuses to zero, and cannot lift more than 10 pounds (4.5 kg) without severe pain and the risk of permanent paralysis. Kicks and jumps are impossible, each punch counts as two melee attacks, inflicts half damage, and does 1D6 Hit Points/S.D.C. damage to the injured person.

M.D.C.: The Bio-Brace provides 6 M.D.C. points worth of protection to the injured limb. Reduce M.D.C. to zero and the brace is destroyed and there is no more benefit or protection, the limb/area is unusable.

Cost: 11,500 credits per brace.

Bio-Comp Monitor (20): A portable computer and sensor system in which a sensor is clipped to the patient's ears or two fingers to measure and record vital signs: blood pressure, temperature, heartbeat, respiration, level of hydration (or dehydration), and a number of specific chemical responses detectable through the skin. The vital signs are displayed on a small hand-held computer the size of a paperback novel and can be stored in memory, on disk, or transmitted to another computer system. The Bio-Comp will highlight and warn of dangerous or irregular vital signs. Cost: 2,500 credits.

Portable Laboratory (1): This is impressive portable unit that can perform several functions.

1. Microscope in a specially padded housing.
2. One dozen specimen slides and another dozen specimen trays for storage and transportation of item(s) for further analysis. A variety of vials, jars and test tubes.
3. An incubation chamber that is about the size of a VCR.
4. Four burners.
5. Instrument tray with a variety of common tools such as scalpels, tweezers, pins, tape, needles, calculator, etc.
6. A refrigeration chamber which is about half the size of the incubation chamber.
7. An insulation chamber. A special, airtight, scalable compartment about the size of the incubation chamber.
8. A chemical cabinet which holds several dozen chemicals commonly needed in the analysis of chemical structures.
9. Centrifuge Device.
10. Dosimeter.
11. Micro-computer.
12. Digital camera, still photograph and video.
13. Toxin analyzer that can analyze any liquid (water, blood, etc.) and be able to identify 380 toxins dangerous to humans. Solid items, such as fruits and vegetables, must be pulped or squeezed in order to be analyzed.

Cost: 12,000 credits; poor availability. Weight of the whole unit is 58 lbs (26 kg).

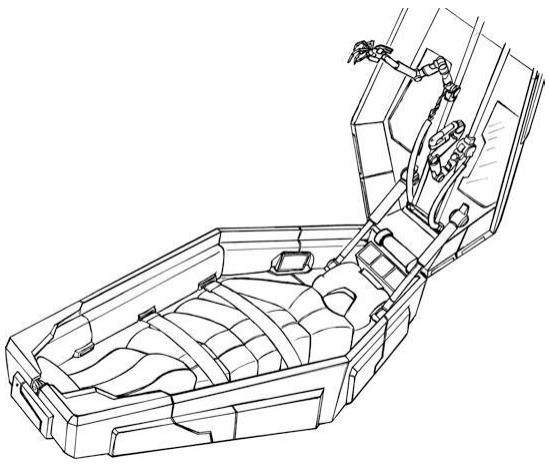
Laptop Computer w/ Medical Reference Library & Personnel Medical Profiles (1): Computer Reference libraries are portable stores of information used for research and reference purposes in particular fields of work. Basically, it is a large set of encyclopedias on portable mini-disks with information on a number of things, depending on what the purchaser chooses when buying them. The software is built around a highly efficient search and filter program that allows for easy location of data in its stores in a very short period of time. A reference library for any skill is available, but it is only written information on the subject. Experience and practice are what make proper skill use possible. For example, a library about mountain climbing will describe how to do it and what gear is required, but the reader will still need the skill to correctly scale a mountain.

So, while the libraries are helpful in certain circumstances, they are in no way a substitute for the actual skills they document. Trying to perform a skill using only a reference library can be done: the user will know how, but have no practice. However, the chance of success is only half the base skill rating and takes three times as long. On the flip side, a character using a library for a skill he already has adds a 10% bonus to his skill proficiency when he is cross-referencing with the computer library, but it will take him 50% longer to perform because he is checking with and reading the data in the library.

The expedition's medical reference library has extensive information about human physiology, anatomy, biochemistry, neurology, pathology, and toxicology, as well as a dizzying catalogue of potential health conditions and how to treat them. It also has similar information regarding several hundred common types of D-Bee species in North America. Furthermore, the laptop contains medical profiles on each member of the expedition, including the subcontractors (all participants in the expedition were required to submit to a physical exam prior to being contracted). Some profiles are more complete than others. Ingram Bostock, Lionel Hudson, and the Chief Medical Officer are the only ones allowed access to these profiles. Note: The laptop is equipped with password and biometric protection. Cost: 2,500 credits for the laptop, plus 200-400 credits per skill covered by the reference library.

MAU-500 Medical Automation Unit (1): This vehicle portable robot medical unit is designed to operate in the wild and on the battlefield. It is not intended to replace Body Fixers, but rather to free them up from having to deal with comparatively minor injuries (cuts, gunshots, shrapnel, broken bones, contusions and the like) so they can focus on those in more immediate and serious need of a doctor.

Though “MAU” or “Med-Box” are the names most NG sales people and medical professionals use, the MAU is more commonly known by the unfortunate nickname of “the Coffin.” This is due entirely to its coffin shape. However, the MAU is a lifesaver and the latest in automated medical technology, just released in the winter of 98 P.A. It takes the RMK to the next level and in some cases, can spell the difference between life and death out in the field. The Coffin is heavy, but it can fit inside most vans, the bed of a pickup truck and any larger



vehicles, making it quite portable. Most mobile hospitals and medical field units will have at least two MAU, if not more.

The coffin-shaped MAU can examine, diagnose and treat one patient at a time. Place the person inside, close the lid, and press the start button to begin a complete body scan. The inside is lit with a warm light, and there is soothing music and a soft female voice to calm the patient and explain what is happening around him. Once the medical issues are determined, the automated medical system responds with a variety of concealed automated medical systems. There are robot appendages that fold out from concealed locations in the walls, nanobot medical systems, syringes, and other devices to monitor and administer help. The largest arms and hands are located in the lid of the Med-Box, but there are many other small ones. All take the necessary action to stabilize and help the patient. Medicine and medical nanobots are administered, while other robot appendages go to work cleaning wounds, removing shrapnel, performing minor surgery, and doing whatever is necessary to help. When the Coffin is done doing all it can, the lid automatically opens to let the patient out and to accept the next one in line. Before being released, the comforting voice explains the medical condition and makes suggestions about any further treatment that may be advisable. In short, it is an automated medical doctor.

Class: Robot Medical System.
M.D.C. by Location:
Main Robot Surgical Arms (2, inside) – 5 each (Robot P.S. 9)
Main Body – 75
Speed: None, must be transported by some means other than its own.
Height/Depth: 4 feet (1.2 m).
Width: 3 feet (0.9 m).
Length: 8 feet (2.4 m).
Weight: 380 pounds (171 kg).
Cargo: Large enough for one human-sized body up to 7 feet tall (2.1 m).
Power Supply: The MAU does not have its own power source and must rely on an external generator or Solid Oxide or nuclear battery. Alternatively, it has a housing where six E-Clips can be plugged in. Six E-Clips are enough power to allow 1D4+2 people to be examined, diagnosed and treated. MAUs built into mobile medical trailers/vehicles, giant robots, other vehicles, clinics and hospitals are likely to be tied into the power supply of that vehicle or facility with an endless amount of power to keep functioning.
Cost: 5.4 million credits fully loaded with all features described above, including initial complement of nanobot medical kits and medication. Add 300,000 to tie into a Solid Oxide or nuclear power supply of an existing vehicle, trailer or medical facility.

Notable Sensor Systems and Features:

- A Face for the Patient: A flat display screen folds out to show the face of an attractive woman with kind eyes; presumably the face that goes with the comforting voice. Seeing a friendly face, even one on a video screen, talking calmly and explaining the situation, is extremely comforting, reassuring and soothing for the patient. The digitally animated face can be replaced by the face of an actual doctor via a camera and microphone on the outside of the lid. This simple feature calms those in panic situations and can actually lower blood pressure, reduce anxiety, and gather potentially helpful and situational data. The screen can also be used to display diagrams, plans and information to the patient inside the Coffin.
- Biological Scanners and Systems: The entire Med-Box is lined with medical systems and scanners to determine the vitals of anyone inside, including but not limited to weight, respiration, heart rate, blood pressure, blood loss, body temperature, dehydration level, relative stress level, glandular changes in the skin (sweating), and similar bio-stats. It can also perform blood sampling and analysis, EKG, EEG, MRI, ultrasound, CAT scan, and similar, all in a matter of a minutes. The internal computer then analyzes all data along with the patient's statements to formulate a diagnosis and recommend treatment.
- Medical Nanobots Supply: The Coffin can diagnose and treat all minor injuries and most common sicknesses, stop bleeding, dress and suture wounds, reduce or eliminate pain (at least temporarily), administer medicine and set most broken bones. In addition to medicine, it has the following nanobot medical systems. Unlike field kits in which the nanobots are lost, these can return to the Coffin where they are scrubbed, sanitized, recharged and reused. This can be done 1D6+6 times before the nanobots stop working. The numbers listed are the equivalent of one field kit, sufficient, in most cases, to work on one patient:
    - 24 IRMSS Internal Robot Medical Surgeon Systems
    - 6 IRVT Internal Robot Visual Transmitters
    - 24 RAU Robot Antiseptic "Cleaners"
    - 48 RMK Robot "Knitters"
    - 12 RSU Robot "Sleepers"
    - 12 Bio-Braces
- Medical Doctor Diagnosis: Accuracy rate is 91% for humans, 56% for D-Bees and other non-humans. Cannot read supernatural beings or creatures of magic beyond the most obvious surface injuries. The initial scan takes 15 seconds (one melee round). On a failed roll, the unit can try again, but the scan takes longer (1D4+2 melee rounds). On a second failed diagnosis, the unit can address only the most obvious injuries, if any. The complete diagnosis and suggested treatment are available to any medical personnel available outside of the Coffin to take over treatment or to speak to the patient. Such data is available in writing and/or the spoken word with graphs and images displayed on the exterior monitor. Data can also be transmitted to a HUD inside a helmet or armor, or to the communications and computer systems of vehicles, mobile

hospitals, base camp or local medical facility. On a successful roll, the diagnosis is accurate and the suggested treatment should resolve the problem.

- Medical Doctor Treatment: 88% for humans and 50% for D-Bees. In the alternative, a medical professional can review the data and use his own skills and abilities to administer treatment and engage in surgery. On a failed treatment roll by the Coffin, the patient is not any worse, but the MAU was not able to help or make a difference. On a successful roll, the MAU restores 2D6 Hit Points, stabilizes the patient's condition (no further injury or loss of Hit Points). Following the Coffin's advice, after release, should result in continued healing. Any rolls to save vs coma/death are done with the bonuses equal to Professional Medical Treatment from a clinic. Cannot help supernatural beings or creatures of magic beyond cleaning and suturing the most obvious wounds.
- Emergency Life Support: The Med-Box can administer the proper life saving treatment to stabilize and maintain life support as necessary (oxygen, breathing tube, transfusion, medications, etc.) for transportation of the patient to a hospital or surgery.
- Battlefield Surgery: Simple and routine surgery and suturing is 98% for humans and 94% for D-Bees. Serious surgery and work on internal injuries and organs is 88% for humans and 56% for D-Bees; 1D4x10% for extremely complex or elaborate surgery – a full medical team is required. It can NOT perform major heart surgery, brain surgery, organ transplants or cyber-surgery. The MAU is designed with combat field surgery and basic medical care in mind. It is not an alternative to a full medical team and O.R. at a hospital. A failed roll indicates that the MAU could not sufficiently help the patient. He is no worse off than he was before, but the problem has not been addressed, and his condition will get worse. On a successful roll, 1D6 Hit Points are restored and the patient is stabilized, at least for the moment. Follow the Med-Box's instructions for a complete recovery, which may include doctor consultation and additional surgery. Any rolls to save vs coma/death are done with the bonuses equal to Professional Medical Treatment. Cannot help supernatural beings or creatures of magic beyond cleaning and suturing the most obvious wounds. All surgery, cleaning, suturing, administering of meds, etc. are done within the Med-Box by the various robotic appendages and systems.

Pharmaceutical Drugs & Chemicals

Qwik-Clot (5 cans/5 bags): Comes as a powder or chemical spray that, if applied to an open wound, causes it to instantly clot and stop bleeding. This life-saving chemical agent is standard issue among the armies of many kingdoms and mercenary groups. The duration is ten minutes; long enough to apply a permanent bandage, sutures, or otherwise close the wound to prevent further injury and complications. Cost: 100 credits per 20 dose aerosol spray can or re-sealable bag.

Protein Healing Salve (25 tubes): This is a special high protein chemical solution that comes in a tube like toothpaste. The salve can be applied to burns, cuts, and rashes to increase the rate of healing (doubles normal healing). Cost: 100 credits per eight ounce tube.

Spray Skin (15 cans): A small hand-held container that covers cuts, bruises and abrasions with a flesh-colored antiseptic and protein healing liquid that dries to the touch in one melee round (15 seconds). It becomes an organic bandage that moves with the skin, doesn't peel off, and protects the wound while increasing the healing process. Any cut or scrap that is 5 S.D.C. or less heals completely without scarring in 6D6+12 hours; has no effect on M.D.C. creatures. The spray skin stops minor blood loss and prevents infection. Each canister has enough for twelve applications. Note: The spray skin is only a temporary fix. If the character goes back into battle, there is a 20% chance (+2% per melee round) that the bandage is torn and the wound reopens. Cost: 100 credits per pocket-sized spray can.

Jump Start Stimulant (20 doses): This is a medic's last option to save a dying patient. This is a powerful adrenaline-like chemical mix that gives the patient's body one last boost. Characters who have failed to Save vs. Coma/Death can make a second roll at +15% when this substance is administered. At the GM's discretion, a second dose can be given but with no bonus; the character either succeeds on his roll or passes away. Jump Start Stimulant comes prepackaged in individual syringes, each with a single dose. Cost: 1,500 credits per dose.

Broad Spectrum Antibiotics: Used in treating a wide range of bacteria, broad-spectrum antibiotics are usually given in low to medium dosages to combat disease. Adventurers are usually going to carry them in an oral dosage form on their person, though intravenous solutions are not uncommon in well stocked expeditions with dedicated medical facilities at a base camp. For patients that cannot keep food and liquids down, IV administration is often the only way to introduce medicine into the body. Single dosages of injections for a Compu-Drug Dispenser can be purchased for the same price as a bottle of pills. Here are some examples of broad-spectrum antibiotics that the expedition has in stock:

- **Penicilin (50 bottles/50 IV solutions, for a total of 1,050 doses):** An old favorite that is by far the most common and widely used antibiotic. The most generic, and most abundant, penicillin is readily available where most first aid kits are sold.
  Effects: One pill equals one dose of penicilin, and provides a +1 to save vs. disease for a duration of 12 hours. Also heals 1D4 points of damage (S.D.C.or M.D.C.) sustained by illness. One IV bag equals one dose that provides a +2 to save vs. disease for 24 hours and heals 1D6+1 points of damage (S.D.C. or M.D.C.) sustained by illness, but only as long as the solution is allowed to fully drip into the character's system.

Overdosing: Taking one extra dose within the effective time frame will result in slight nausea, but taking two or more will inflict stomach cramps and diarrhea. Extra doses do not provide added bonuses or healing, and, in fact, negate any damage that would have been corrected by the first dose, inflicting 1D6 points of damage direct to Hit Points (or M.D.C. for Mega-Damage beings).

Cost: 100 credits for a bottle of pills with 20 doses, and 250 credits for an intravenous solution.

- **Pandisporin (20 bottles/30 IV solutions, for a total of 250 doses):** A moderate level antibiotic rediscovered from the Golden Age that is gaining word of mouth acceptance among Body Fixers.

  Effects: One pill equals one dose, provides a +2 to save vs. disease for 12 hours, and heals 1D6+2 points of damage sustained by illness. One IV bag equals one dose, provides a +3 to save vs. disease for 30 hours, and heals 1D6+4 points of damage sustained by illness, but only as long as the solution is allowed to fully drip into the character's system.

  Overdosing: Taking more than one dose within the effective time frame will result in severe stomach cramps and diarrhea. Extra doses do NOT provide added bonuses or healing, and actually weaken the character's ability to fight off infection by imposing a -1 to save vs. disease for 6 hours, negate any damage healed by the first dose, and deal out 1D6+3 points of damage direct to the character's Hit Points.

  Cost: 200 credits for a bottle of pills with 12 doses, 600 credits for an intravenous solution.

- **Necromycin (20 bottles/20 IV solutions, for a total of 140 doses):** An extremely potent antibiotic, it is only administered when the patient does not respond to other broad-spectrum antibiotic treatments. It is used against highly resistant strains of bacteria, but does inflict trauma on the patient's digestive system. For this reason, it is usually used as a last resort.

  Effects: One pill equals one dose and provides a +5 save vs. disease for 8 hours, but inflicts 2D6 points of damage to S.D.C. (or 1D6 to Hit Points if there are no S.D.C.) and 1D6 damage direct to the patient's Hit Points. One IV bag equals one dose, provides a +7 save vs. disease for 12 hours, but inflicts 2D6+3 points of damage direct to the patient's Hit Points.

  Overdosing: Overdosing, whether intentional, or by improper administration of the medicine, is usually fatal to the patient. Already weakened by disease, the effects of the antibiotic can push a patient over the edge. It provides no added bonuses, negates any and all previous bonuses vs. disease, and imposes a penalty of -4 save vs. disease for 12 hours. It also inflicts 4D6 points of damage direct to Hit Points.

  Cost: 5,000 credits for a bottle of pills with six doses; 9,000 credits for an intravenous solution.

Narrow Spectrum Antibiotics: Used in treating very specific infections that do not respond to broad-spectrum antibiotics. Narrow spectrum antibiotics are extremely potent against a small variety of diseases, but have no effect on illnesses they are not targeted to treat. They are often more expensive with less demand than broad-spectrum antibiotics, and are consequently harder to come by. They are also administered in pill or intravenous forms. Here are some examples of narrow-spectrum antibiotics that the expedition has in stock:

- **Cadaniricin (5 bottles/1 spray, for a total of 200 doses):** Used in treating infections brought on by fungi, Cadaniricin is common, though it is very specialized. It is available in pill form and also as both a salve and a spray for topical treatments, especially for use on the feet. It is often found in the medical kits of adventurers who know they are going into humid environments. Though it does find widespread use in the barracks of Coalition grunts, and other large scale military units with communal showers.

  Effects: One pill, or other application, equals one dose, and provides a +2 save vs. disease specifically brought on by a fungus.

  Overdosing: Overdosing typically isn't a problem as the medication does not affect the necessary bacteria in the digestive system, but further doses do not provide any additional benefit.

  Cost: 50 credits for a bottle of pills with 30 doses, 100 credits for a spray or a salve with 50 single dose applications.

- **Dentiricin (3 tubes, for a total of 15 doses):** Specifically used to treat infections caused by Blacktooth cuts, Dentiricin is an extremely rare medication, and has no known use outside of Dinosaur Swamp. Despite its rarity and expense, it is usually well worth it as the slightest scratch from a blade of Blacktooth grass can be extremely debilitating, and it does not respond to other medications. The antibiotic is currently available as a salve applied directly to the wound.

  Effects: One dose applied directly to the wound provides for a +4 save vs. disease specifically brought on by the Blacktooth. It is so effective in combating the bacteria, the salve also provides comfort from the infection by reducing all of the penalties of infection by half three hours after being applied to the wound. The effects last for six hours, after which another application is required.

  Overdosing: Overdosing typically isn't a problem as the medicine specifically targets the bacteria present in the serrations of the Blacktooth leaf, and has no effect on other forms of bacteria.

  Cost: Extremely rare, a tube of salve with five doses of medicine costs 60,000 credits.

Painkillers: Invaluable in treating patients for pain, analgesics are part of every basic first aid kit. What follows here are specific high dose painkillers used for treating extreme levels of pain that may afflict adventurers in the field brought on by injury or illness.

Typically available in pill and intravenous form, other, more generic and lower strength painkillers are also available as topical applications. Here are some examples of anaesthetics that the expedition has in stock:

- **Tributomol (15 bottles/25 IV solutions, for a total of 325 doses):** A moderate strength painkiller, Tributomol found widespread use with the Coalition Military, and has become a staple for treating pain in the injured. Available in pill and IV form, it is a hot commodity on the Black Market, and often a target of bandits and smugglers who steal it from the CS.
  Effects: One pill or IV bag equals one dose that provides the following effects. Skill penalties are reduced by 25%, so if an affliction induces a -20% penalty to all skills, the effect is only a -15%. Attribute penalties and combat bonuses are also improved (half that of the normal penalty inflicted by pain). The effects last for 12 hours per dose, 24 hours in the IV form.
  Overdosing: Taking more than one dose within the effective time frame can result in damage to the patient. Doubling the dosage will double the effects of the drug, but also inflicts 1D6+3 points of damage direct to the patient's Hit Points. Tripling the dose will triple the effects, but does 2D6+4 points of damage direct to Hit Points, and has a 25% chance of permanent organ damage (i.e., a permanent reduction of Hit Points lost from overdosing).
  Cost: Excellent availability, one bottle of pills with 20 doses costs 60 credits while an intravenous solution costs 90 credits.

- **Penthydrocodine (4 bottles/30 IV solutions, for a total of 70 doses):** An extremely powerful painkiller, 5 -Cod as it is known, is a recent addition to the field of synthetic medicines. Originally developed by the Coalition States, the formula was introduced into the hands of underground doctors by citizens sympathetic to those suffering in the `Burbs. Unmatched in pain relief, 5 -Cod has made its way into many recent Juicer drug dispenser harnesses. Low on lingering side effects, the drug causes a heavy, dream -filled sleep that is addictive to a small percentage of patients. Best used in moderation, 5 -Cod is a field surgeon's dream.
  Effects: One pill or IV bag reduces all effects brought on due to pain by 75% and doubles recovery effects when the medicine is taken routinely, as directed. This affects skill performance penalties, combat penalties and any attribute penalty modifications, reducing the usual penalty to a fraction. The effect lasts for 8 hours per pill, and for 12 hours per IV bag. However, the drug does cause the patient to fall into a heavily drugged sleep for 1D4 hours after taking the pill or IV (1D4x10 minutes for Juicers). However, 15% of all patients find that the drugged feeling is addictive and must make a saving throw vs non -lethal poison (16 or higher), or find themselves addicted to the medicine.
  Overdosing: Taking more than the recommended dosage within the effective time frame can result in serious damage to the patient. Characters who overdose on the medication will find themselves suffering from twice the normal side effects (sleep 2D4 hours), and have a 01-60% chance of reducing their Hit Points to zero and falling into a coma without ever noticing how close they are to death. (Juicers using this drug can fight till 30 points below zero before falling into a coma).
  Cost: One bottle of pills with 10 doses costs 5,000 credits, while an intravenous bag costs 7,000 credits.

Universal Anti-Toxin (4): Ingram Bostock used his many connections to import this rare and expensive wide-spectrum antidote from an alien dimension. The Universal Anti-Toxin (UAT) works against 100,000 known poisons, toxins, chemicals, and biological agents. Its components are mutable chemicals that shift at the molecular level to neutralize harmful toxic elements. This gives the patient a bonus of +10 to save vs. poisons/drugs, and +10 to save vs. disease. The UAT does not heal damage already done by the toxin; only stops/negates the substance in the person's system before it does more harm. Cost: 500,000 credits per two dose vial. Very hard to come by. All four doses are locked away by Bostock for emergency situations.

Hydrating Salts (300 doses): Dehydration, whether from exertion or disease, plays a large part in whether a character will recover from illness or not. Specially packaged salts and sugars are available to be mixed with purified water to make hydrating drinks to replace lost fluids, and are also combined with other medications that can help prevent further dehydration. Simple, effective and cheap, these mixtures can mean the difference between life and death as often as a powerful antibiotic.

Effects: One dose of salts mixed with water heals ID6 Hit Points of damage incurred by the effects of dehydration. A maximum of two doses can be taken in one 24 hour time period for a total benefit of 2D6 healed points of Hit Point damage.

Overdosing: While not necessarily damaging, drinking more than the recommended dosage is uncomfortable to the patient, and results in a bloated sensation and a penalty of -1 on initiative and to dodge.

Cost: Fairly common, one package equaling one dose costs five credits. They are usually sold in crates of 10 packages costing 50 credits.

Other Assorted Drugs: The expedition has equivalent of a small, mobile pharmacy. In addition to the drugs mentioned above, Golden Age Salvage is stocked with nearly a hundred types of other medications designed for almost every conceivable medical scenario. All told, the expedition easily has hundreds of thousands of credits worth of pharmaceuticals. These medications and drugs exist in many forms, from pills and topicals, to liquids, powders, and suppositories. These drugs range from basic meds such as anti-inflammatories and anti-pyretics (fever reducers), to sedatives, anti-convulsants, anti-malarials, and much more; too many to list here.

Performance Enhancing Drugs

Combat stims and other performance enhancing drugs (PEDs) are popular in mercenary circles; Juicers being the most obvious example of this. Anything that provides an edge in combat is usually embraced by soldiers-of-fortune, even if such an advantage is

risky or self-destructive. These drugs can and do temporarily provide a number of tangible benefits, often taking the form of one or more of the following: increased strength, speed, reflexes, sensory acuity, and alertness, as well as resistance to pain, fatigue and fear. PEDs are perfectly legal to buy and use in Ishpeming, and Northern Gun produces its own line of "take-at-your-own-risk" performance enhancers.

The IMCN's position on PEDs is a practical one. The use of specific drugs is tolerated, even encouraged in certain situations, so long as it doesn't interfere with the merc's overall ability to do his job efficiently and responsibly. Should the merc become addicted, start to behave recklessly, or the quality of his work suffers, he's expected to seek out help. Failing that, his comrades and/or commanding officer are expected to get him in line. Continued problems may result in IMCN membership suspension or termination.

In general, the IMCN only permits the use of PEDs that are non-psychoactive, meaning they don't affect one's mental faculties (at least until one "crashes" or gets addicted). While under contract to do a job, it's against IMCN policy to use substances that alter one's state of consciousness. During an active assignment, any merc who indulges in a substance that compromises his judgement (including excessive alcohol consumption) may be subject to penalties or criminal charges levied by the IMCN. This is especially true if doing something potentially dangerous while under the influence, such as piloting a vehicle or engaging in combat ops.

Ingram Bostock strongly disapproves of PEDs and their use, and Golden Age Salvage screens for drug addiction in its recruits (with the exception of Juicers). Still, Bostock acknowledges that these substances are effective in some instances. As such, a moderate supply of combat stims/performance enhancers is usually brought on expeditions, on the off-chance that they may be needed. Use of PEDs must be approved beforehand by Ingram Bostock or Lionel Hudson. PED supplies are considered the responsibility of the Chief Medical Officer.

Note: Most of these drugs have absolutely no effect on supernatural creatures or extremely alien D-Bees.

Synthetic Adrenaline (a.k.a. "Rush") (40 doses): Also known by its street name "Rush," this substance is identical to adrenaline in the human body, but synthesized from chemical compounds. When injected, the character gets a chemically induced rush or surge of added energy, strength and speed. This super adrenaline is similar to some of the chemicals used in the Juicer Bio-Comp System.

Duration: 1D10+10 minutes.

Bonuses: +1D4+2 to P.S., +1D6+6 to Spd., +2 to save vs. poison/drugs/toxins, +2 to save vs. disease, +1 to initiative, +1 to strike, +2 to parry, +2 to dodge, and one additional action per melee round!

Penalties: Once the effects wear off, the character feels exhausted, clumsy, and lethargic. Reduce Spd. by 30%, reduce Actions Per Melee by two, -2 to initiative, -1 to strike, -1 to parry, -1 to dodge, and -1 to all other combat bonuses. These penalties last for one hour.

Level of Addictiveness: Medium.

Cost: 500 credits per dose.

No-Doze Stimulant (a.k.a. "Sleep Away") (500 doses): Chewable tablets containing a stimulant ten times more powerful than coffee. No-Doze fights the symptoms of fatigue and keeps away sleep; popular among soldiers doing all-night guard duty. By taking these tablets it is possible to go without sleep for a period of several days without any negative effects.

Duration: 12 hours per dose.

Bonuses: For the duration of the drug's effects, the character does not require any sleep and remains alert.

Penalties: Once the character stops taking Sleep Away, he immediately feels the effects of prolonged fatigue, finds it nearly impossible to stay awake, and is -10% to all skills for every 24 hours without sleep. The exhausted character is -5 to initiative and -4 on all combat rolls. Spd. is reduced by 40% and Actions Per Melee are reduced by half.

Level of Addictiveness: Medium. Junkies are fidgety, hyper, seldom sleep more than 3-4 hours a day, and often go 3-6 days at a time without sleep.

Cost: 100 credits per dose.

Psike-B (a.k.a. "Block-Out") (10 doses): This rare drug is a psi-inhibitor. It works like a Mind Block when taken by those without psionic powers. For those with psionics, Psike-B has a more profound effect.

Duration: 1D6x10 minutes.

Bonuses: Non-psychics will find themselves impervious to telepathic and empathic communication, Mind Bonds, psionic possession, and certain other forms of psionic communication or intrusion. Also gets +3 to save vs. psionics, and +4 to save vs. mind control and illusions. Useful for mercs who know they have to confront powerful psychics such as Mind Melters of Mind Bleeders. Psychic characters who take this drug gain no benefits and suffer only problems.

Penalties: Non-psychics will feel a little irritable and suffer a dull headache that lasts for 1D4 hours per dose. Taking multiple doses does not have a cumulative effect, and taking more than three doses in a single day may cause sleeping problems.

Psychic characters who take Psike-B will find their psionic powers suppressed! They cannot use the simplest psionic power without intense concentration. Even then, use of the ability will cost twice the normal amount of I.S.P.; duration and range will be half. The drug also automatically triggers a Mind Block, preventing empathic and telepathic communication, whether the psychic wants it or not. The psychic also experiences a pounding headache, as well as involuntary twitching of one eye or cheek muscle. Multiple doses have no cumulative penalty, though more than three doses in a single day has been known to cause psychics to suffer temporary retrograde memory loss (memories return once the drug wears off).

Level of Addictiveness: Low. Psionic characters avoid the drug like the plague.

Cost: 120,000 credits per dose.

Phosphonic-Oxy-Sildenafil (a.k.a. "Crash") (30 doses): This is the drug of choice for Juicer wannabe's. It's a powerful cocktail of various combat stims that supposedly makes the the user "as tough as a Juicer." While such a claim is an exaggeration, the drug does provide enhanced strength and speed, as well as incredible durability and near-immunity to fear. S.D.C. individuals under the influence of Crash have been known to lose limbs to M.D. weapons and keep fighting as though nothing happened. And as the drug's street name indicates, its after-effects are quite horrendous.

Duration: 1D4 hours.

Bonuses: +1D4x10+10 to S.D.C./M.D.C., +10 to P.E. (and all appropriate bonuses), +6 to P.S., +6 to speed, +8 to save vs. Horror Factor, +7 to save vs. pain, and one additional action per melee,

Penalties: The character is likely to ignore pain, injury and blood loss, putting his life in jeopardy. Frequently, the crash user will also drink enough alcohol to kill the average man, but made possible from increased physical endurance. Of course, this only makes the crash after the high all the more painful.

While the drug is active, the user feels like a superman, but when the high is over the character feels like garbage in a trash compactor – he "crashes" hard. It is the crash after the high from which the drug gets its street name. The character feels nauseous and will vomit 1D4 times an hour for the next 2D4 hours. The slightest noise will make his head pound. The ears ring, eyes water, vision is blurred, the character feels dizzy, cannot walk (or crawl) in a straight line, and finds it impossible to concentrate. All he'll want to do is crawl into a corner and sleep.

Penalties include -70% on skill performance, -6 on initiative, and speed, melee actions and combat bonuses are reduced by half. The symptoms and penalties last for 24 hours, double if the user was also drinking or taking other drugs. After the first and worst 24 to 48 hours, the crash penalties are reduced by half but last another 24 hours. The character may also suffer from bruises, broken bones and other injuries from stupid stunts and fights while high.

Level of Addictiveness: Minimum. The crash after the high is so terrible that most intelligent people never touch the stuff again! Only the meanest or stupidest mercenaries, gang members, bandits, bullies and addicts will use it on a regular basis. Using Crash more than twice a week will make the character an addict. Drug dependency makes the character use the drug on a daily basis, even when feeling terrible. After a while, the addict believes he is only useful when high. In some ways, this is true because when the addict crashes he is practically comatose!

The penalties are -90% on skill performance, -10 on initiative, speed is reduced by 90%, melee actions reduced to one, and combat bonuses are reduced to zero. The symptoms and penalties last for 96 hours or until another hit of crash is taken. After six months the user can only function when high and the stress on the body is so great that the user could collapse from cardiac arrest (01-50%) or exhaustion (51-00%; roll once at the beginning of every day). A cardiac arrest will mean coma and death unless the character receives immediate medical attention and at least six days of treatment in a hospital. Collapse from exhaustion will mean a coma-like sleep for 2D4 days (only a telepathic probe, mind link or psychic purification has any chance of waking him sooner). When the character finally awakens he craves food and a hit of crash.

Cost: 150-300 credits per dose.

Vasopemiline (a.k.a. "NovaBomb") (40 doses): This is a powerful combination of drugs that gives its user a feeling of power, strength and invincibility.

Duration: 1D6 hours.

Bonuses: +4D6 to S.D.C./M.D.C., +4 to P.S., +4 to P.E., +3 to P.P., +3D6 to Spd., and one additional action per melee. The character does not feel pain, is unaffected by shock, and gets +8 to save vs. Horror Factor. He can fight till he's down to -5 Hit Points or M.D.C.

Penalties: Since the character doesn't feel pain, he's likely to get severely injured or killed, or to aggravate existing injuries without realizing it. Many a NovaBomb addict has been permanently crippled because he kept on fighting or running with broken bones and internal injuries.

When the drug wears off, the user will feel incredibly fatigued: -5 to initiative, all skill percentages are reduced by half, all combat bonuses are reduced by half, and all actions per melee are reduced by half. Furthermore, the character will fall unconscious, in a coma-like state, 4D6 minutes after the drug stops working. The character will sleep for 2D4 hours and can only be awakened by strong psychic measures. Taking a second dose in the same day will work for only 3D6 minutes (all previous penalties are eliminated and all bonuses return for that time), at the end of which the character will collapse into unconsciousness for 4D6 hours. Level of Addictiveness: Medium. Taking NovaBomb more than four times a week will make the user an addict. Addicts feel the need to take at least one dose of NovaBomb every day, especially before combat. The character will always feel tense and short-tempered. When not under the influence, the character is perpetually tired and depressed: all skills are at -10%, -2 to all combat rolls, and lose one action per melee.

Cost: 250-500 credits per dose.