

**A STINKPALM007 CREATION**

**MEDICINE  
IN THE TIME OF  
RED**

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## INTRODUCTION

Medtechs are an incredibly varied group of people. They are therapists, trauma surgeons, and pharmacists. Some Medtechs went to school and have fancy degrees. But many others learned the trade on the job as an apprentice. Medtechs come from all walks of life from the nomad shaman that heals body and soul to the wealthy prodigy educated in the finest European schools to perform plastic surgery for the rich and famous.

*Medicine in the Time of Red* is a supplement for Cyberpunk Red that focuses on Medtechs and the medical industry. Despite the wide variation among Medtechs, this supplement has something for everyone. Do you want more equipment? Of course you do. Are you looking for more drugs? Who isn't? Want to fake a death? Well, a Medtech can help. The following pages are packed full of new rules, equipment, drugs, pharmaceuticals, and much more.

Throughout *Medicine in the Time of Red* the official rules are referred to as RAW (Rules As Written). Citations of Cyberpunk Red rule book are denoted by CP-R and the page number. Feedback and playtesting are critical to the creative process. Not everything contained in these pages has been playtested. I welcome any feedback, especially feedback based on actual game play. You can DM me feedback on Twitter [@StinkPalm007](https://twitter.com/StinkPalm007).

## DISCLAIMER

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## HOLO AND THE VIAL

*The sound of flesh impacting flesh, the smell of blood. My mouth tastes of bile. I watched it, I had to watch it. It was the least I could do is watch, to know what happened, to fix it till the next round comes. My face is cold, not with indifference or a sense of superiority, but out of self-preservation. Never let people like this know what bugs you, not if you are smart and I'm more than a pretty face. I'm a damn good Doctor, that was only slightly to my favor.*

*I wasn't in danger, yet, if I played along. And keep tonight's entertainment live long enough to kill each other longer, that was my job. Any job from "Kid" was never good but I owe my team. I was going to be spare parts, dead and shipped off in different trucks. The cold porcelain of the bathtub as I waited for death. I shiver in my soul on how close I was to being meat on the rack. They called in a favor, much to my distaste I will do this damn job. 'I'm a damn good doctor.' I know what I'm doing, but this is horrible, I can't even show my distaste of this whole club cage match thing. I want to scream at them to stop to say what are you doing? But I know why they do this, a sick thrill of death, my stomach rolls.*

*The poor people are the meat to a grinder. The victims from all over the map thrown in to fight to the death, those who don't die tonight will be healed to fight another even rougher day. The fighter, the one bosses actually almost care about, they start the fight in the cages, ordinary people against a trained fighter, then there are the enforcers beside me, to see that I do the job.*

*As I wrap up the last of the injuries of this poor woman, her broken arm is set and she had to be pushed back into the cage, it's a waste of good medicine and my hard work. I'm a professional and I don't half ass my work.*

*I healed them the best I can, but if the pain did not stop their words, would they thank me? Or do they hate me for prolonging this long fight, this cacophony of pain.*

*The enforcers hand me a vial, it is medication or so they say? It is for the fighter if needed, they say. I don't even know what they want. This easily will kill if handled without care. Do they want the fighter to die too? How do I even ask? Without getting their deadly attention my way? Ignorance is not a good look for these people to see.*

*I have a vial of who knows what, but I'm to use it if needed, needed? Fucking needed?! how am I to know if it would just be the poison that kills them. This shady shit vial is for the antagonist fuckers. I don't know who thought this was a great idea. It is wrong, it is not how being a doctor works. But following orders is what will keep me alive. I was close enough to death this week and I do not care for this.*

*This meat grinder takes a break from its fight again to send another man into my care. He is a big man, one of the instigators of the fight, one that made the unfair severity of the fight, even more clear. Who knows why he does this? For joy of death? To save somebody? The money? Slavery? I don't know and I never will, I'm doing my best, but the cards are not in his favor.*

*This will 50/50 kill him but with nothing I can give him will save him. This place is a death trap with inconsistent medical facilities.*

*"The shady shit," I called it in my mind so many times that it slides out when talking to the man. The panic is real in his eyes, I calm him down, barely. The chant "do no harm, do no harm" was in my head. I am sick! I hate working in places like this.*

*There was nothing to do except this hail Mary, more like hell Mary.*

*"do no harm" there are tears in my soul, I had learned not to let them fall down my face.*



## HOLO AND THE VIAL (CONTINUED)

*The man trusts me to fix him. My metal arm ached with phantom pain, I had it Holo plated and it was pretty to look at with the rainbow in the metal coat, but I miss my old arm. The cancer has been long since cut away, but the memories still remain. The damn arm was my namesake. No one called me Adelaide anymore, rarely even my last name. Would calling me Doctor Traversi be so hard? My flesh arm can feel the life of this man, the beat of his heart. Sweat rolls over tattoos of different candy and sweet treats to purple medical gloves.*

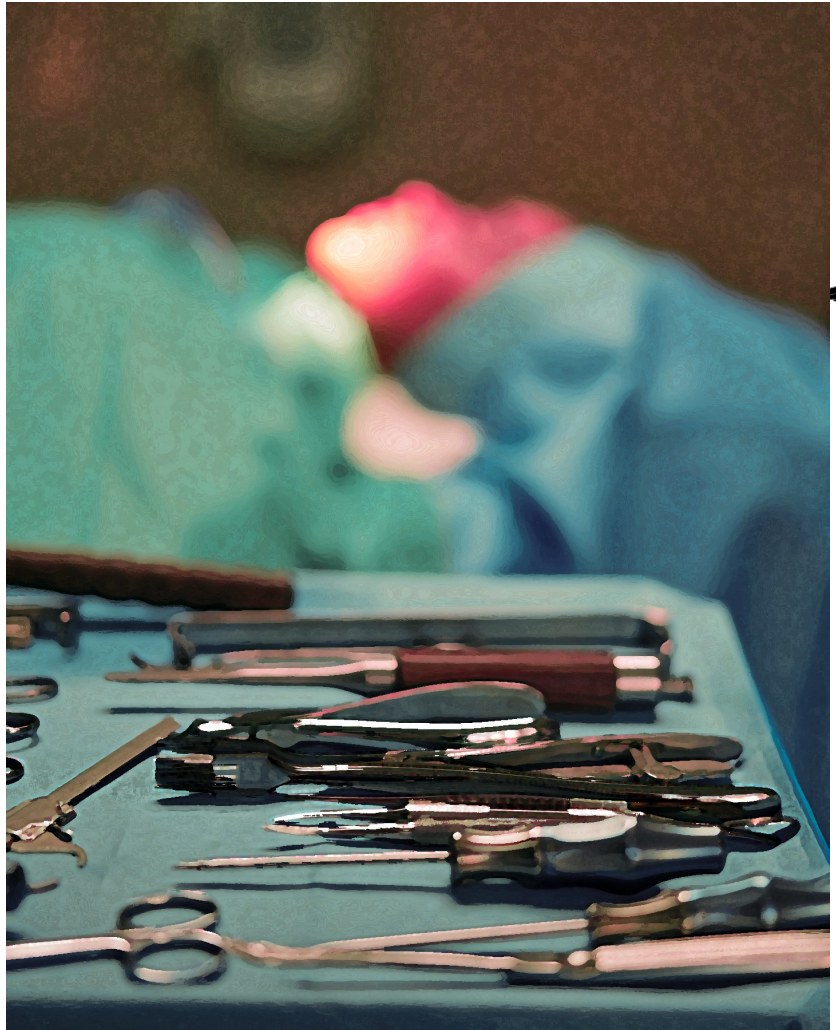
*To cause harm like this without a cause hurt me more than my stormy face would ever say. I am going out on a limb. He makes his probably criminally under-informed choice. He wants this shady shit that I hope is adrenaline, but it could be Blue Glass for all I know, I inject the needle. Against my better judgment, inject the mystery vial of shady shit into his right ass cheek, the large muscle letting the vial absorb a little bit slowly in an intramuscular injection. I don't know if I should pray for his survival, as his survival means death of everyone in the meat grinder. Not that the loss of one fighter would stop this tragedy. Or even slow down the night.*

*"Do no harm"*

*I put it in his body, he seems fine, when back into the cage, to fight to the death. It is 5 min before he starts to show signs that it is the wrong medication, it is poison. I call to him, call him back, but I am unheard. Unheeded I have seconds, but I would be dead if I walk in that cage. The doctor can't pick a favorite in this game. At least not in the open like that. My voice is hoarse, I scream and scream for them to stop. They want him to live, he isn't going too. He needs to stop, but he beats the victim more, he is dying. This is my fault.*

*I can't be blamed, but I know better, but I am not in charge here, and the boss said use it. I am guilty, but I will walk free, I did what I was told, it just was the wrong thing to do. He dies. I can see when his heart breaks in his chest, I watch him die, it is the least I can do. "Do no harm" echoes in my head, see how far you have fallen, I had such high hopes. High hopes for myself. Night city eats high hopes.*

*I hope people burn for this, but functionally I'm one of the people in their eyes. Just an evil doctor, a woman with a Holo metal arm.*



*-Dr Traversi, Black Market Concierge Doctor*

## CHAPTER 1: INJURIES AND MEDICAL TREATMENT

*I don't know how to make it any more clear, but nothing you learn in school is going to prepare you for combat. I'm a small town kid, grew up around some unsavory family business practices, and saw my fair share of medical emergencies. I was knee-high to a grasshopper when I first learned how to apply a suture.*

*Your job as the medtech is to keep your team kicking for another day. My team made it outta a huge scrape with some unstoppable cyborg hell-bent on killing us. The main reason why is that I utilized an old trick of the trade: triage. Yeah I know I technically flunked out of medical school, but I learned on the job from some battle-hardened medtechs. There was one from back in Kansas called Cupid. They had this bright pink hair and a bedside manner better than anyone I've ever met. They used to work the emergency rooms during the worst of the crime booms, so I guess that was where they learned to do triage. Evaluate the worst injuries and determine who needs which resources and treatment before the rest. Also part of triage means looking at who maybe wouldn't survive and putting the resources they would have used towards helping someone who had a better chance of surviving.*

*I know it seems like playing god, but in the heat of the moment, you gotta make those kinds of calls. Would a through-and-through gunshot wound in a bicep that didn't hit bone take priority over a sucking chest wound? I don't have the answer to that. It's up to every medtech to make that call in the middle of combat or crisis.*

*Look, all we can really do is try our best to save as many people as we can. Otherwise the guilt would eat us alive.*

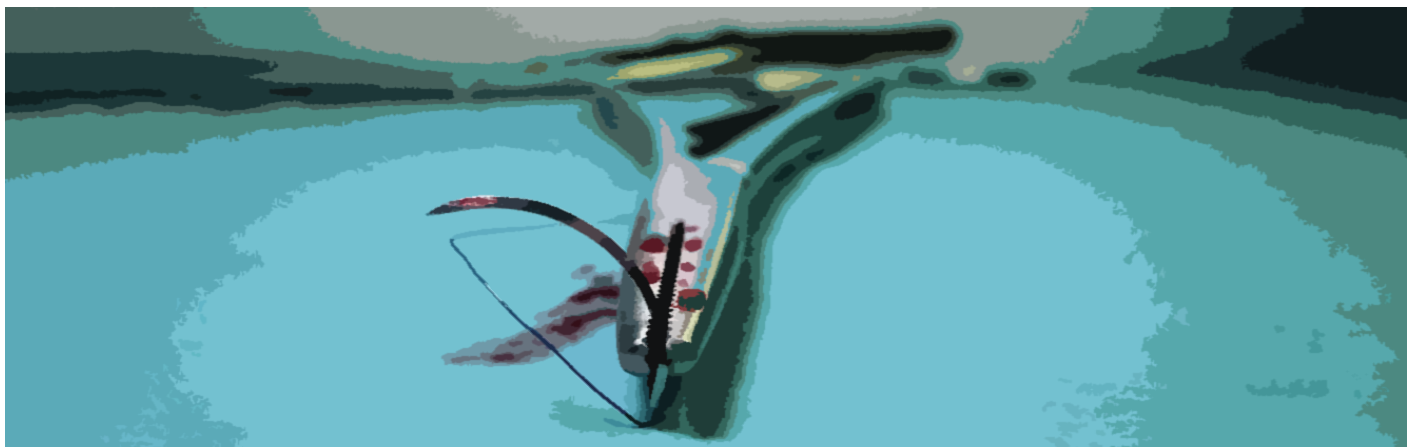
*-Marco Zirpoli, Freelance Medic*

### 1.1) MEDICAL SERVICES

The healthcare industry offers a wide range of services for all types of situations. Obviously, trauma care and emergency medical services are of critical importance for edgerunners. Medical providers may offer non-emergency services for minor injuries, cryotank services, pharmaceuticals, or even medical transportation. Though everything has a cost, and they expect payment right away.

#### 1.1.1) TRAUMA SERVICES

Injuries vary in the amount of damage as well as the complexity of care. Some trauma may only require some basic first aid to bandage and stabilize the patient whereas particularly bad injuries may require extensive surgery or even result in loss of limb. The cost of medical care depends on the level of training required to care for the wound (e.g. First Aid vs Paramedic vs Surgery Skills) and the severity of the injury. Below is a fee schedule for medical care that expands on RAW (CP-R page 225).



This fee schedule can be used for hospitals, clinics, ripperdocs, EMS (such as Trauma Team or REO Meatwagon) and even your friendly neighborhood Medtech. Additionally, a 200 eb minimum service charge on all calls for Silver Trauma Team coverage has been added in order to minimize unnecessary calls. However, the minimum service charge includes stabilization, onsite treatment, medical transportation, and cryopump services. Executive Trauma Team coverage includes all services at no extra cost.

Skill Check DV	Stabilization / Quick Fix	Hospital/ Ripperdoc Treatment*	Trauma Team Treatment*
17	-	1,000 eb	1,000 eb
15	100 eb	500 eb	500 eb
13	50 eb	100 eb	200 eb Minimum
10	50 eb	50 eb	200 eb Minimum

\* Treatment includes Stabilization at no extra cost.

## 1.1.2) ANCILLARY SERVICES

Trauma might be the primary reason an edgerunner seeks out medical services but those are not the only types of healthcare that edgerunners use frequently. It is not uncommon that edgerunners incur ancillary service charges in the course of receiving trauma care. Emergency services oftentimes come with additional charges. Most providers have a minimum charge for coming to you for service. Additionally, medical transportation and cryopump services cost extra most of the time. Although Trauma Team Silver coverage includes onsite services, medical transportation, and cryopump services in their 200 eb minimum service charge. Many providers can offer cryotank services though they usually subcontract that out to a

Service	Cost
Onsite Treatment Minimum Charge	100 eb Minimum*
Medical Transportation	100 eb*
Cryopump Services	100 eb*
Cryotank Services	500 eb per day^
Healing Pharmaceuticals (Antibiotic, Speedheal, or Rapidetox)	100 eb
Combat Pharmaceuticals (Stim or Surge)	500 eb
SafeDose (required for Pharmaceutical services)	50 eb

cryotank facility and just provide the referral for such services. For edgerunners with the money, cryotank services are a great way of getting back into the field fast.

Occasionally, edgerunners can find Medtechs or clinics that will provide healing pharmaceuticals or even combat pharmaceuticals, all of which can be quite dangerous if misused (see [section 4.1.1](#)). Most of the time if a Medtech or ripperdoc offers pharmaceuticals they will require the patient to be screened first with SafeDose (see [Chapter 6](#) for details on SafeDose). Hospitals and clinics are extremely stringent about the SafeDose screening prior to administering pharmaceuticals and absolutely will not use them if the patient can't be screened first.

\* These services are included in the minimum service charge for Trauma Team Silver coverage.

^ This price is for general consumers. The price for Registered Cryotank Technicians is detailed below ([section 1.1.3](#))



Unless a clinic has quite a few Medtechs on staff they may only offer one or two pharmaceuticals at most and usually those are healing pharmaceuticals such as Speed Heal, Antibiotics, or Rapidetox. Hospitals will frequently have healing pharmaceuticals available, but they rarely give them out on request, instead providing such services when medically necessary. Combat pharmaceuticals are extremely hard to find though a few edgerunner Medtechs do offer combat pharmaceuticals.

## 1.1.3) CRYOTANK COSTS

When a Medtech reaches Cryosystem Operation rank 2 they are now considered a Registered Cryotank Technician. At that point the Medtech is considered qualified to operate a cryotank though it does not mean that they own a cryotank. A Registered Cryotank Technician license grants permission to use one cryotank at a time in any cryotank facility (CP-R page 150). However, nothing is free in the Time of Red. The use of a cryotank costs a Registered Cryotank Technician 100 eb per day. Please note that price differs for patients and Registered Cryotank Technicians because the technician is capable of placing the patient into stasis, monitoring their condition while in stasis, and removing them from stasis. Essentially the technician does all of the work themselves and only needs to rent the cryotank. Additionally, cryotanks must be refilled just like cryopumps. Cryotanks require a refill after a person is removed from the tank and once per week while a person is in the tank. Refills cost 50 eb though if you are using a cryotank facility then the cost of refills is included in the 100 eb/ day rental fee. Medtechs may purchase CryoFill tanks from a Cryotank facility that contains 10 refills for either a cryotank or a cryopump (see [Chapter 6](#) for details).

## 1.2) CRITICAL INJURY TREATMENT

Critical Injuries are the most severe types of trauma; they require greater skill and much more time to treat than normal injuries. Additionally, Critical Injuries impose a penalty on the patient until it is properly treated. Critical Injuries are oftentimes the reason edgerunners are forced to seek medical care.

### 1.2.1) SALVAGING DISMEMBERED BODY PARTS

When a limb or other body part is dismembered the usual course of action is to remove what remains and replace it. The abundance of cybernetic replacements and freshly grown body parts makes this a quick and simple process. Sometimes you may want to save the dismembered body part instead of replacing it, though that is much more difficult. Most ripperdocs and hospitals will not even consider trying to save a dismembered body part, but some will try if you request that they do so. Treatment for Dismembered Arm, Dismembered Hand, Dismembered Leg, Lost Eye, and Lost Ear normally requires a Surgery Skill check DV 17. Although successful treatment requires either a replacement body part or installation of cyberware. Optionally, a Medtech can attempt to save the Dismembered or Lost part by making a DV21 Surgery Skill check. If successful on this higher DV Surgery Skill check then the original body part is reconstructed eliminating the need for a replacement part or cyberware. If the Medtech fails their Surgery Skill Check then the part cannot be saved and they spend 2 hours attempting to do so. After a failed Surgery Skill Check to save a body part, the Medtech may then attempt to treat the critical injury as they normally would.

### 1.2.2) SURGERY AND ANESTHESIA

Surgery requires a steady hand and a still patient. In order to treat the more serious critical injuries (Surgery DV15+) the patient should be anesthetized during the procedure. Performing surgery is possible without anesthesia. When a Medtech performs surgery with a DV of 15 or greater without anesthetizing the patient they suffer a -2 to their Surgery check.

Anesthesia in the Time of Red is very efficient, it only takes about 10 seconds (3 combat rounds) to anesthetize a patient and it only takes about 10 minutes to recover once anesthesia is discontinued.

The most common general anesthetic is TactiGone which is a compressed gas that comes in tanks similar to oxygen tanks. TactiGone must be administered continuously to maintain anesthetization.

In order to anesthetize an unwilling target, the target must first be grappled. Then the attacker in the grapple must use their action on three consecutive turns to apply TactiGone to the defender of the grapple. Once TactiGone has been administered for three consecutive turns the target becomes unconscious for as long as TactiGone is being administered.

In a pinch, Black Lace or Stardust can be used as an anesthetic. When used in this manner the user is affected by the drug's Primary Effect and they make a Resist Torture/ Drugs Skill check against the Secondary Effects as they normally would. If a Medtech is using Black Lace or Stardust for surgery EITHER the user/ patient must make a DV13 Concentration Skill check to hold still or the Medtech must make a DV13 Conversation Skill check to talk the user through the process. If successful then their Surgery Skill check is made normally, if not then the Medtech has a -2 to their Surgery Skill check.

### 1.2.3) TREATING MULTIPLE CRITICAL INJURIES

Edgerunners spend much of their time barely able to pay their bills. Between rent, food, ammo, and equipment many have almost nothing left at the end of the month. Medical bills can represent a major expense. Depending on the type of campaign you wish to run you may want to make medical expenses a greater or lesser burden. According to RAW, if a patient has multiple critical injuries they are only charged for the most expensive treatment. If you want a grittier struggle for survival, then you can charge for every critical injury treatment received. This can make a job gone wrong particularly difficult to bounce back from but that is the way of the streets. Nothing is ever easy for an edgerunner.



## CHAPTER 2: CYBERWARE

*Having trouble in bed? Your arms not swole enough from the Gym? Want to sharpen your vision or hearing? Instantly learn Kung-Fu like the movies? Cyberwear is the solution to 99% of life's problems: chop it off, scoop it out, rip a new hole, heal an old scar, whatever it is, we can replace it with Chrome. Although many individuals opt for Clone limbs, savvy buyers recognize an opportunity when their arm is blown off, not a hindrance.*

*Don't be a chump like those idiot fleshbags that run around the city, who wind up bleeding out in gutters after some gonk mag-dumps into them. Make yourself the talk of the office by hopping off the 15th story into the pool during the Chrismahanuka party this November. Chrome your arm, put a gun inside it, and make your next-door neighbor pay for waking you up at 2am with their drumming. What's stopping you?*

*I work with the Maelstrom every single day, and they are living proof that "cyber-psycho" is just a label for pussies who can't handle their liquor. So quit complaining, let's replace some organs, get rid of that meat-arm, and get you ready for the combat zone.*

*Oh, and don't forget to pay up-front. You don't want to know what these guys do to people who fuck with them, or the person who keeps their chrome supplied.*

-Doc, Cybernetics Specialist and "Freelance" Med-Tech





## CHAPTER 2: CYBERWARE

### 2.1) NEW CYBERWARE

What is Cyberpunk without cyberware? Every edgerunner wants, no needs, more cyberware. If you aren't on the cutting edge you are yesterday's news. Stay up-to-date with these new pieces. Available now at your local ripperdoc.

Name	Type	Install	Description & Data	Cost	HL
Kiroshi Licensed Shift Tacts	Fashionware	Mall	Lenses implanted into the eye which make it appear to casual observation to be a Cybereye. Close examination by a Medtech or a character trained in Cybertech will reveal the user does not have cyberoptics. These are not temperature-sensitive or hormone-reactant. Only this single choice of color and pattern can be made but the user can deactivate the color change at any time desired without an action.	100 eb (Premium)	0 (N/A)
Nova Nails	Fashionware	Mall	Color changing and/or color-light-emitting artificial nails. Color, length, and shape can be altered with an action. Nova Nails cannot deal damage, but they can be combined with Scratchers or Rippers to deal damage. Nova Nails cannot be combined with Wolverers.	100 eb (Premium)	0 (N/A)
MediMitt Pro	Cyberarm Option	Clinic	A surgical tool favored by some surgeons and ripperdocs. It combines several surgical instruments, assisting the user during medical procedures. The hand opens up and the medical instruments fold out. Also, the hand can be opened for easy cleaning. MediMitt Pro contains all equipment needed for first aid, paramedic, and surgery. It can only hold 2 uses of consumable materials before needing refilled with an action. <b>Requires a Cyberarm and takes 2 Option Slots.</b>	500 eb (Expensive)	7 (2d6)

### 2.2) FASHIONWARE AND STYLE

Any edgerunner can tell you that attitude and style is everything. That being said few edgerunners are dumb enough to skulk around the shadows with neon green glowing hair. As a GM you may want to give your edgerunners a little flexibility in their Fashionware so they can adjust their style to fit the situation. These provide additional functionalities beyond RAW (CP-R page 358-359).

**Biomonitor:** Biomonitorers have a variety of settings to allow you to control when it lights up or doesn't. It can light up all the time, only in emergencies (Seriously Wounded State), only in extreme emergencies (mortally wounded state), or never. You can even set alarms based on medical conditions or reminders for medications. If your Biomonitor is connected to an agent, then you can set it to call Trauma Team in emergencies (Seriously Wounded State). In fact, you can set it to call anybody you want in an emergency. It takes an Action to adjust your Biomonitor's settings.



**Chemskin:** Chemskin coloration can be changed with an Action. It can be used to remove blemishes, add blemishes, change hue, replicate birthmarks, and even create simple patterns. More complicated color-schemes have to be adjusted using a connected Agent.

**Light Tattoos:** Light Tattoos can be turned on or off with an Action, which affects as many Light Tattoos as you wish. Additionally, they are able to flash, strobe, or fluctuate in brightness. Although Light Tattoos are not bright enough to blind or impose a penalty on anyone.

**Shift Tacts:** Shift Tacts are colored lenses implanted into the eye that can be turned off at any time without an action. Shift Tacts can be set to change color based on temperature, hormones, or emotional state. Additionally, they can be set to different colors and/ or patterns at will.

**Tech Hair:** Tech Hair is color-light emitting hair that can be adjusted using an action. The length and color can be changed though it takes a Personal Grooming check to alter your hair style. Additionally, the light emitting feature can be turned on and off.

## 2.3) CYBERWARE INSTALLATION

All cyberware must be surgically installed. While installing some cyberware is a simple procedure there are other types of cyberware that take a highly skilled surgeon to install. Cyberware installation takes 4 hours to complete and requires a Surgery Skill Check with a DV set by the type of cyberware being installed. If the Surgery Check is failed it takes 2 hours and the cyberware is destroyed (CP-R page 226). As a GM you may feel that 4 hours to install Fashionware is too much while 4 hours to install Borgware is too little. Instead, you may prefer to say that simple cyberware installations could be done on a lunch break while more complicated surgeries may require all day. The table below adjusts the amount of time needed to install cyberware based on the difficulty of the piece being installed.

Additionally, there are some inconsistencies in the pricing structure of cyberware and the cost of installing cyberware. For example, a cybereye requires Clinic installation which according to RAW costs 500 eb, but a cybereye can be purchased and installed for 100 eb. Due to the scarcity economy, very few items are brand new when purchased; instead most things are bought secondhand. Therefore, purchasing and installing secondhand cyberware must be an economically viable business model. As such the table below adjusts the cost of cyberware installation to ensure that it is possible for ripperdocs to make a living installing secondhand cyberware.

Installation	Surgery DV	Surgery Time	Cost
Mall	13	1 hour	20% of base price
Clinic	15	4 hours	30% of base price
Hospital	17	8 hours	40% of base price

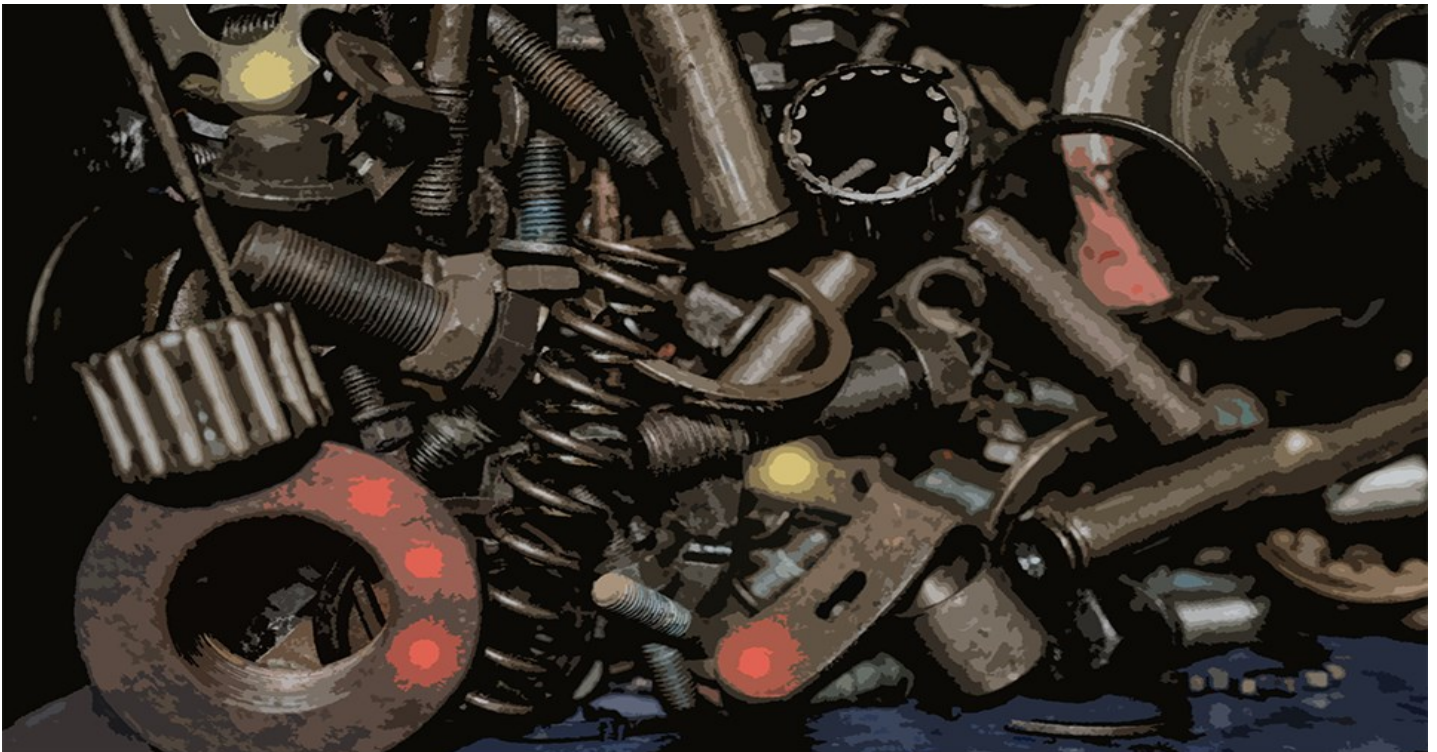
## 2.3.1) CYBERWARE COST/ PROFIT BREAKDOWN

Enterprising individuals may realize that there is money to be made in producing and installing cyberware. The production of cyberware is part of the Tech's Fabrication Expertise role ability while installation of cyberware is covered by the Medtech's Surgery role ability. The table below combines the adjusted cyberware installation prices (see [section 2.3](#)) and the Tech Fabrication rules (CP-R page 148) for all possible price categories of cyberware. The profit calculated here is total profit and would be split between the Fabrication and installation sides of the business.

Cyberware Base Cost	Materials to Fabricate	Mall		Clinic		Hospital	
		Install	Profit	Install	Profit	Install	Profit
100 eb	50 eb	20 eb	30 eb	30 eb	20 eb	40 eb	10 eb
500 eb	100 eb	100 eb	300 eb	150 eb	250 eb	200 eb	200 eb
1,000 eb	500 eb	-	-	300 eb	200 eb	400 eb	100 eb
5,000 eb	1,000 eb	-	-	-	-	2,000 eb	2,000 eb

## 2.4) DISCOUNT CYBERWARE

Discount cyberware is cyberware that may be of poor quality, previously owned, heavily used, or an outdated model. If a character successfully uses Cybertech Skill to repair a piece of found cyberware then it is not discounted cyberware. Discount cyberware is available at GM discretion in limited quantity and selection. Discount cyberware costs **75% of the base price** for that piece of cyberware. Players must purchase and have the cyberware installed prior to rolling on the discount cyberware table. Once the cyberware is purchased and installed the player rolls 2d6 to determine if the cyberware or installation process results in unexpected consequences.



## 2.4) DISCOUNT CYBERWARE (TABLE)

Roll (2d6)	Result	Description
2	<b>FUBAR</b>	The cyberware does not work. The GM determines the specifics but the cyberware will not and cannot work while installed in the person. If it is removed, repaired, and re-installed then it will work as usual.
3	<b>Major Malfunction</b>	This cyberware has a major problem. The specifics are determined by the GM, but it causes a -1 penalty to one STAT. The cyberware must be removed to eliminate the penalty. If the cyberware is removed, repaired, and re-installed then it will work as usual.
4	<b>Glitches</b>	The cyberware glitches out at times and simply stops working. Whenever you roll a Critical Failure the cyberware stops working. You may spend 1 LUCK to prevent the glitch from occurring. A successful DV15 Cybertech check is required to get the cyberware working again, though it will glitch next time you roll a Critical Failure.
5	<b>Malfunction</b>	The cyberware suffers from a malfunction. The specifics are determined by the GM, but it causes a -1 penalty to one STAT. The malfunction can be permanently fixed by Surgery (cost & DV of the Surgery is the same as installation for the cyberware).
6	<b>Old Model</b>	This cyberware is an outdated model. This causes a larger than normal impact on the person resulting in an additional 1d6 HUM Loss.
7	<b>Cosmetic Deficiency</b>	The cyberware doesn't look as nice as cyberware purchased for full price. This difference may not be noticeable until it is installed. The GM determines the specifics, but it has no impact on game mechanics, though could impact role playing.
8	<b>Painful Healing</b>	The healing process for installing the cyberware is more painful than usual. The specifics are determined by the GM, but you cannot sleep well for a number of days equal to your HP/ BODY (rounded down) which causes a -2 penalty on all rolls for that period. The cyberware works fine and has no problems after healing..
9	<b>Adjustment Issues</b>	You have difficulty adjusting to the new cyberware. The GM determines the specifics, but it causes a -1 penalty to one STAT for a number of days equal to your HP/ BODY (rounded down). This issue can be corrected immediately with Surgery (cost & DV of the Surgery is the same as installation for the cyberware).
10	<b>Minor Repair</b>	The cyberware suffers from a minor problem. The specifics are determined by the GM, but it causes a -1 penalty to one STAT. The penalty is removed by a DV13 Cybertech check and requires parts worth 10% of the base price for the cyberware.
11	<b>Good Deal</b>	The cyberware works perfectly fine. You got a good deal!
12	<b>Great Deal</b>	This cyberware is better than good. It has one free upgrade as per the upgrades a tech can apply (CP-R page 148) or an upgrade determined by the GM.

## CHAPTER 3: THERAPY

*When I heard about the new experimental therapy treatments using street drugs like Blue Glass, Stardust, and Lust, I realized that we Nomads might be able to replicate the outcomes with naturally occurring psychoactives, like psilocybin mushrooms, ayahuasca, and peyote. Sometimes they are easier to acquire than those street drugs when you're out in the wild. I also need to study the psychology aspect of it to get it to work, for now, I'm just dabbling in the inner journey aspect with the various psychedelics. It's been a long, strange trip.*

-Mad Mags, Nomad Shaman

### 3.1) ADDICTION TREATMENT

Thanks to pharmacological therapy pioneered by Biotechnica, addiction treatment is fast and reliable. In 2045, it only takes 1 week to treat a single addiction, during which neither the patient nor the therapist (Medtech) can do anything else. Of course, therapy is reserved for the well-off since it costs 1,000 eb (500 eb for KravAway). While this is the standard for addiction treatment there are other options available depending on your needs (and budget).

#### 3.1.1) EXTREME ADDICTION THERAPY

Treating multiple addictions at the same time is quite tricky. Luckily, Biotechnica has some drugs to help that. The new and improved Sobryadine makes it easy to kick all of your addictions at once. Extreme Addiction Therapy takes one week to complete as well as a dose of Sobryadine. During that time, the Medtech and the patient cannot do anything else. The Medtech must make a Medical Tech skill check DV17. On a failure the materials are used, and the therapy does nothing. On a success the patient removes all Secondary Effects for their addictions. Additionally, the patient is now in Recovery for all the addictions that were treated (see [section 5.6](#) for details on Recovery). The therapy costs 5,000 eb (1,000 eb for Sobryadine).

#### 3.1.2) EXPERIMENTAL RAPID DETOX

Need to stop using quick! Can't spend those countless hours in therapy! Do you want to quit now? Well then you need ZipKwit! This advanced therapy only takes 2 days. Our trained therapists guide you on a journey through your own mind, so you won't want to do drugs anymore.

Experimental Rapid Detox involves two days of therapy with a Medtech in which neither the patient nor Medtech may do anything else. Each day the patient consumes both Stardust and Lust then a Medtech uses our patented combination of hypnotherapy and psychotherapy to guide the patient through a hallucinogenic journey. At the end the Medtech must roll a Medical Tech skill check DV17. On a failure the materials are wasted, and the therapy does nothing. On a success, the patient removes the Secondary Effects of one addiction. The patient is now in Recovery for the addiction that was treated (see [section 5.6](#) for details on Recovery). Regardless of outcome, the patient must roll one Resist Torture/ Drugs check for Stardust and one Resist Torture/ Drugs check for Lust to determine if they become addicted to the drugs used in therapy.

#### 3.1.3) GOING COLD KIBBLE

If you want to stop using then you can do it the old fashion way by going cold kibble. Just don't take drugs anymore, it's so simple. You must refrain from using a drug for 7 consecutive days in order to remove that drug's Secondary Effects. Yet quitting on your own isn't as easy as it sounds.



You must spend each day dealing with withdrawal and attempting to resist the urge to use drug(s) which causes you to suffer a -2 penalty on all rolls and takes up your entire day. Once each day you must make a Resist Torture/ Drugs check against the Secondary Effects for each addiction (don't forget the -2 penalty). On a failed check you have The Urge (see [section 5.3](#)) to use that specific drug for the rest of the day.

This is where friends can come into play. Once each day a single friend may attempt to dissuade you from using drugs by making a Conversation or Persuasion check with a DV19. If successful the friend is able to calm The Urge to use drugs for that day, though helping you stay away from drugs will occupy your friend's entire day. If unsuccessful the friend is unable to dissuade you from using drugs and nobody else may attempt to dissuade you today.

Once you have successfully refrained from using a drug for 7 consecutive days you no longer suffer the Secondary Effects for that drug and you are in Recovery for that drug (see [section 5.6](#) for details on Recovery).

## 3.2) HUMANITY LOSS THERAPY

Therapy helps many people cope and function in the Time of Red. Some may want therapy to help with relationships, adjusting to the changing times, coping with grief, or to reconnect with their humanity after installing cyberware. Humanity Loss does not occur just from cyberware installation, it can happen due to trauma, abuse, drug use, or even being overstressed. Standard and Extreme Humanity Loss therapy both require a full week of therapy during which neither the patient nor the therapist (Medtech) can do anything else (see CP-R page 229-30 for full details).

Therapy	Description	Cost	Effect	Medical Tech DV
Extreme Addiction Therapy	One week of intensive psychotherapy and advanced anti-addiction pharmaceuticals.	5,000 eb (Luxury)	Removes the Secondary Effects of all addictions. The patient is now in Recovery for each of the addictions treated.	DV17 Requires Sobryadine 1,000 eb (V. Expensive)
Experimental Rapid Detox	Two-day of intensive hypnotherapy combined with potent hallucinogenic compounds and psychotherapy. See description for details and rules ( <a href="#">section 3.1.2</a> ).	5,000 eb (Luxury)	Removes the Secondary Effects of a single addiction. The patient is now in Recovery for that addiction.	DV17 See description for material costs
Going Cold Kibble	Attempting to stop using a drug without medical treatment. You must go 7 consecutive days without using a particular drug. See description for details and rules ( <a href="#">section 3.1.3</a> ).	FREE! (Poor AF)	Removes the Secondary Effects of any drug that the patient has not used for 7 consecutive days. The patient is now in Recovery for those specific addictions.	No Medtech needed No materials required
Experimental Humanity Loss Therapy	One week of intensive psychotherapy combined with potent hallucinogenic compounds. See description for details and rules ( <a href="#">section 3.2.1</a> ).	500 eb (Expensive)	Patient regains 4d6 of their lost Humanity. Maximum Humanity is determined in the same way as other Humanity loss therapies (CP-R page 230).	DV17 See description for material cost

## 3.2.1) EXPERIMENTAL HUMANITY LOSS THERAPY

Some therapists have started using Blue Glass for an Experimental Humanity Loss Therapy. This process involves a week-long guided hallucinatory journey in which the patient confronts their own issues and digs deep into their psyche. This requires the patient to use Blue Glass twice each day for an entire week (14 total doses) while in therapy with the Medtech. The patient does not roll the standard Resist Torture/Drugs Skill check for each dose; instead they make a single DV19 Resist Torture/ Drugs Skill check for the entire week. If the patient fails their Resist Torture/ Drugs Skill check they become addicted to Blue Glass and suffer the Secondary Effects. At the end of the week, the Medtech rolls a DV17 Medical Tech Skill check and if successful the patient regains 4d6 of their lost Humanity. Maximum Humanity is determined the same way as other humanity loss therapies (CP-R page 230).



## CHAPTER 4: PHARMACEUTICALS AND DRUGS

*Oye mi da Knackerman and mi know a ting or dos bout pharmaceuticals. Edgerunners come wid da chomba all sanguine and be "aid mi choom he need Speed Heal." But dey dose Speedheal dis sunrise and mi be "No Speedheal no mucho time ke! Mi no got eddies for SafeDose to test pour safe Speedheal." And dey speak "Pashang Knacker! Give da Speedheal NOW!" Yup da choomba convulse and exsanguinate. Dey be mad and me be I say it no work lik dat and dey storm out and mi call recyclers. Tres moy punch on mi body card and recyclers give da grande BioGoop.*

*-Knackerman, Combat Medic*

### 4.1) MEDTECH PHARMACEUTICALS

Medtech pharmaceuticals are specialized compounds. These medications require a great deal of knowledge to synthesize and administer. All Medtechs can administer pharmaceuticals but it takes a properly trained Medtech to synthesize them. Medtechs differ with their familiarity and usage of pharmaceuticals depending on their area of focus. A therapist may use EmpaTherapy or KravAway on a daily basis. Whereas a Trauma team paramedic may always keep a dose of Rapidetox handy in case of an overdose. Some Medtechs such as surgeons may rarely administer pharmaceuticals.

#### 4.1.1) MISUSE OF MEDTECH PHARMACEUTICALS

Medtech pharmaceuticals are highly advanced medications that can only be administered by a Medtech (CP-R page 150). These specialized medications are non-habit forming thus there is no chance of addiction. Unfortunately, Medtech pharmaceuticals can be misused intentionally or accidentally. There are two types of misuse; under-dosing and overdosing. An insufficient dosage does not provide any beneficial effects whereas an excessive dosage is toxic to the human body. Either way the pharmaceutical is consumed. The most common causes of misuse are taking a pharmaceutical more frequently than intended and untrained personnel administering the pharmaceutical.

Many Medtech pharmaceuticals are limited in the frequency with which they can be taken. For example, both Speedheal and Stim say that a person can only benefit from one dose per day (CP-R page 150). Any additional doses given before the appropriate amount of time has passed cause an overdose which is toxic to the patient. When this happens treat each additional dose as Biotoxin (CP-R page 355). Therefore, the patient must roll a DV15 Resist Torture/ Drugs check. On a failed roll the patient takes 3d6 damage directly to their HP. This is one reason that collecting a medical history prior to treatment can save lives. It is critically important to know what pharmaceuticals and drugs the patient has consumed recently. Additionally, many Medtechs will use a SafeDose device to test patients for Medtech pharmaceuticals prior to administering them. This can ensure that it is safe to dose the patient with a given pharmaceutical.

The second reason for misuse is when untrained personnel attempt to use a Medtech pharmaceutical. The dosage of Medtech pharmaceuticals may depend on many factors including the patient's weight, vital signs, medical history, consumption of drugs, and much more. When an untrained person administers a Medtech pharmaceutical they have no idea of the appropriate dosage so they must guess how much to give. This can result in an appropriate dose, under-dosing, or overdosing. The final result depends on both guessing a correct dose and the patient's response to that dose therefore it requires two LUCK checks. The person guessing the dosage must roll LUCK + 1d10 against DV11 and the patient must roll LUCK + 1d10 against DV11. The person guessing the dosage and the patient can be the same person. If both LUCK checks are successful, then a correct dosage was given and the Medtech pharmaceutical provides the normal benefits.



If one LUCK check is successful and the other is unsuccessful then the patient was under-dosed, and the pharmaceutical has no effect. If both LUCK checks are unsuccessful then the patient has over-dosed, and the pharmaceutical is treated as Biotoxin (CP-R page 355) which requires the patient to make a successful DV15 Resist Torture/ Drugs check or take 3d6 damage directly to their HP.

## 4.1.2) ADDITIONAL MEDTECH PHARMACEUTICALS

In the Time of Red, medical science has come a long way and a large part of that is from the huge advancements in pharmacology. Many of these new pharmaceuticals require the specialized training of a Medtech to administer safely though when used correctly they can do wonders. The following list contains additional pharmaceuticals that a Medtech can learn to synthesize when they increase their Medical Tech (Pharmaceuticals) role ability.

Some of these pharmaceuticals (such as KravAway, HumaGain, and Biotoxin) require that the Medtech first learns how to make a precursor pharmaceutical (such as Rapidetox, EmpaTherapy, and Poison). These more advanced pharmaceuticals also require two doses of the precursor in addition to 200 eb of materials to synthesize. That makes those pharmaceuticals more difficult to produce and thereby it makes them more valuable. Furthermore, it means that some Medtechs must specialize in order to make these advanced pharmaceuticals. For example, many therapists may focus almost entirely on the Medical Tech (Pharmaceuticals) aspect of their role ability and frequently they will know how to produce EmpaTherapy, HumaGain, Rapidetox, and KravAway.

Name	Description
Biotoxin	In order for a Medtech to select Biotoxin they must first know how to produce Poison. Each dose of Biotoxin creates one Vial of Biotoxin (CP-R page 355). Synthesizing Biotoxin requires two Vials of Poison plus 200 eb of materials. Additionally, a Vial of Biotoxin can be used by a Tech to Fabricate Biotoxin Ammunition.
Chillax	When injected with a dose of Chillax, a target becomes very calm and relaxed. The target's WILL and INT are reduced by 1 point for 4 hours. This temporary reduction in WILL does not affect HP. Additionally, Chillax removes any penalties for "under extreme stress" (CP-R page 130). A target may choose to roll a DV13 Resist Torture/ Drugs Skill check to prevent the effects of Chillax. A person may only be under the effects of one dose of Chillax at a time.
EmpaTherapy	A dose of EmpaTherapy can be used by a Medtech in conjunction with one week of psychotherapy to provide Standard Humanity Loss Therapy (CP-R page 230). A person can only benefit from one use of EmpaTherapy or HumaGain per week.
HumaGain	In order for a Medtech to select HumaGain they must first know how to produce EmpaTherapy. A dose of HumaGain can be used by a Medtech in conjunction with one week of psychotherapy to provide Extreme Humanity Loss Therapy (CP-R page 230). Synthesizing HumaGain requires two doses of EmpaTherapy plus 200 eb of materials. A person can only benefit from one use of EmpaTherapy or HumaGain per week.



## 4.1.2) ADDITIONAL MEDTECH PHARMACEUTICALS (TABLE)

Name	Description
KravAway	In order for a Medtech to select KravAway they must first know how to produce Rapidetox. A dose of KravAway can be used by a Medtech in conjunction with one week of psychotherapy to attempt to treat addiction (CP-R page 230). Synthesizing KravAway requires two doses of Rapidetox plus 200 eb of materials. A person can only benefit from one use of KravAway per week.
Poison	In order for a Medtech to select Poison they must first know how to produce Rapidetox. Each dose of Poison creates one Vial of Poison (CP-R page 355). Additionally, a Vial of Poison can be used by a Tech to Fabricate Poison Ammunition.
Turbo Torpor	When injected with a dose of Turbo Torpor, a target must beat a DV13 Resist Torture/ Drug Skill check. If the target fails then they become Prone and Unconscious for 1 minute or until they are woken EITHER by taking damage, or someone else using an Action to wake them (this requires physical contact). Additionally, Turbo Torpor can be used by a Tech to Fabricate Sleep Ammunition.
Sobryadine	In order for a Medtech to select Sobryadine they must first know how to produce KravAway. A dose of Sobryadine can be used by a Medtech in conjunction with one week of psychotherapy to attempt to provide Extreme Addiction Therapy (see <a href="#">section 3.1.1</a> ). Synthesizing Sobryadine requires two doses of KravAway plus 200 eb of materials. A person can only benefit from one use of Sobryadine per week.

## 4.2) STREET DRUGS

Street drugs come in all shapes, sizes, and colors. You can get uppers, downers, psychedelics, whatever you want. The problem is that you never know what is in it or how pure it is. When you buy street drugs you don't know if it is made in laboratory conditions or the dealer's bathtub. On top of that, street drugs are addictive.



You may not get hooked the first time but if you use street drugs eventually it will catch up with you. So while there are many street drugs with a variety of effects, it might just be best to steer clear of them entirely.

## 4.2.1) ADDITIONAL STREETDRUGS (PG. 1)

### Caffeine

Caffeine in its purest form is a bitter white powder, although it is frequently found in drinks or pills.

**Cost per Dose:** 10 eb or less

A dose of caffeine consists of at least two energy drinks or four 8oz cups of Koff Pop (or coffee) in less than an hour, or two caffeine pills.

### Primary Effect

- Lasts 2 hours.
- For the duration of the Primary Effect, fatigue-related penalties are reduced by 2 points. After 2 hours, fatigue-related penalties are increased by 4 points (the original 2 points and 2 additional points). Fatigue-related penalties include "exhausted" and "slept uncomfortable the night before" (CP-R page 130) as well as any other condition the GM determines is fatigue-related.

### Secondary Effect (DV13)

- If the user wasn't already addicted to Caffeine, they are now. While addicted, unless the user has had Caffeine today they have a -1 to all rolls due to a headache.

### Flicker

When Flicker is synthesized it looks like small light blue semi-translucent crystals, but frequently it is crushed into a fine powder. Flicker can be smoked or snorted.

**Cost per Dose:** 20 eb

### Primary Effect

- Lasts 8 hours.
- For the duration of the Primary Effect, the user's REF and MOVE increase by 1 point each. This can raise your REF and MOVE above 8. In addition, they are prone to paranoid ideation.
- For the duration of the Primary Effect, your GM will occasionally tell you when you feel paranoid, and you should do your best to roleplay accordingly.
- For the duration of the Primary Effect, all fatigue-related penalties are removed and the user cannot sleep. After the user has been awake 72 hours OR the Primary Effect ends, the user must roll WILL + Endurance + 1d10 against DV17. On a failed roll the user falls asleep immediately regardless of what they are doing. The user must continue rolling WILL + Endurance + 1d10 against DV17 every 10 minutes until they sleep. Fatigue-related penalties include "exhausted" and "slept uncomfortable the night before" (CP -R page 130) as well as any other condition the GM determines is fatigue-related.

### Secondary Effect (DV17)

- If the user wasn't already addicted to Flicker, they are now. While addicted, their REF and MOVE are lowered by 2 points each, unless the user is currently experiencing the Primary Effect of Flicker.
- While addicted to Flicker, you will begin craving more Flicker 6 hours after your last dose and you should do your best to roleplay accordingly.

## 4.2.1) ADDITIONAL STREETDRUGS (PG. 2)

### Heisenberg Sauce

A thick “sauce” of exclusively chemical origin, this mixture is the patented property of Petrochem’s many different pizza and Italian chains around the world. Smelling and tasting similar to tomato sauce found in the supermarkets of old, this highly addictive and versatile substance has hooked millions of consumers around the globe, making Petrochem’s chains more profitable by the year.

**Cost per Dose:** 10 eb

#### Primary Effect

- Lasts 2 hours.
- For the duration of the Primary Effect, the user feels like they are full of energy. The user’s LUCK increases by 2 points. This can raise your LUCK above 8.

#### Secondary Effect (DV15)

- If the user wasn’t already addicted to Heisenberg Sauce, they are now. While addicted, your REF and INT are lowered by 1 point each, unless the user is currently experiencing the Primary Effect of Heisenberg Sauce.
- While addicted to Heisenberg Sauce, your GM will occasionally tell you when you crave more Heisenberg Sauce; when this occurs, the player should immediately seek out a source of sauce-laden food from one of Petrochem’s Chain Restaurants.

### Jon McCaw’s “Bundy Bars”

These look like simple candy bars, but pack an intense punch. Produced by Jon McCaw’s GM Foods, these bars are designed to help anyone in or out of combat!

**Cost per Dose:** 20 eb

#### Primary Effect

- Lasts 1 hour.
- For the duration of the Primary Effect, the user feels amped up and energetic. The user’s REF and COOL increase by 1 point for each bar consumed (maximum of +3). This can raise your REF and COOL above 8.
- For the duration of the Primary Effect, Bundy Bars remove any penalties for “under extreme stress” (CP-R page 130).

#### Secondary Effect (DV15)

- If the user wasn’t already addicted to Bundy Bars, they are now. While addicted, unless the user is currently experiencing the Primary Effect of Bundy Bars, they feel a strong compulsion to eat Bundy Bars. Each day and every time the user sees a Bundy Bar they must make a DV15 Resist Torture/ Drugs check or acquire and consume more Bundy Bar(s).
- The user continues to make DV15 Resist Torture/ Drugs check for Secondary Effects every time they consume a Bundy Bar even if they are already addicted. Every time the user fails a Resist Torture/ Drugs check for Secondary Effects they lose 1d6 HUM and the maximum bonus to REF and COOL is reduced by 1 (minimum of 0).
- While addicted, unless the user is currently experiencing the Primary Effect of Bundy Bars, they suffer from the “under extreme stress” penalty (CP-R page 130).

## 4.2.1) ADDITIONAL STREETDRUGS (PG. 3)

### Lust (a.k.a. "L" or Obey)

Lust is a transparent liquid with a slight pinkish color that appears to glisten like glitter. It can be administered as an injection or it can be ingested.

**Cost per Dose:** 1,000 eb

#### Primary Effect

- Lasts 4 hours.
- For the duration of the Primary Effect, the user is susceptible to the direction, command, or influence of others. Another person may use their action to make visual and auditory contact with the user and give them a command. The user must make a DV15 Resist Torture/ Drugs check and if they fail then they must obey the command given. The user will ignore any sense of personal safety or morality that conflicts with the "Controller's" commands.
- Any person that knowingly commands the user to take any action they would not normally take willingly must make a DV15 Resist Torture/ Drugs check. On a failed roll the "Controller" suffers 1d6 HUM loss. At the GM's discretion, particularly disturbing commands may result in 2d6 or even 3d6 HUM loss. The "Controller" only suffers HUM loss one time for each dose regardless of the number of commands given to the user.

#### Secondary Effect (DV15)

- If the user wasn't already addicted to Lust, they are now. While addicted, the user experiences uncontrollable mood swings ranging from intense fits of uncontrollable rage, to debilitating sadness, and paralyzing paranoia.
- While addicted to Lust; its Primary Effect changes: Instead of making the user susceptible to the commands of others, the Primary Effect of Lust relieves the user's uncontrollable mood swings.

### Molly

These small pills come in a variety of colors each with an imprint of a symbol or logo on the face. Molly "brands" frequently have creative names based on how the particular pill looks.

**Cost per Dose:** 20 eb

#### Primary Effect

- Lasts 4 hours.
- For the duration of the Primary Effect, the user feels euphoric, energetic, and a strong connection to everyone around. The user's EMP increases by 1 point and the user gains +2 to the following skills: Dance, Conversation, and Human Perception.

#### Secondary Effect (DV15)

- If the user wasn't already addicted to Molly, they are now. While addicted, the user feels disconnected from others and their EMP is lowered by 2 points unless the user is currently experiencing the Primary Effect of Molly. Additionally, they have -2 to Dance, Conversation, and Human Perception skills, unless the user is currently experiencing the Primary Effect of Molly.
- While addicted to Molly, your GM will occasionally tell you when you crave more Molly, and you should do your best to roleplay accordingly.



## 4.2.1) ADDITIONAL STREETDRUGS (PG. 4)

### Nova Jane

Vibrant green powder that can be smoked, vaped, or ingested. The green is probably meant to simulate plant material but nothing living has ever had quite that shade of green.

**Cost per Dose:** 10 eb

#### Primary Effect

- Lasts 4 hours.
- The user gains 2d6 Humanity upon taking a dose, which is removed when the Primary Effect ends.
- For the duration of the Primary Effect, the user feels relaxed and at ease. The user's REF and INT are reduced by 1 point each. Additionally, Nova Jane removes any penalties for "under extreme stress" (CP-R page 130).

#### Secondary Effect (DV15)

- If the user wasn't already addicted to Nova Jane, they are now. While addicted, unless the user is currently experiencing the Primary Effect of Nova Jane, they suffer from the "under extreme stress" penalty (CP-R page 130).

### Stardust

In its pure form Stardust is a clear oil that shimmers with rainbow colors when light reflects off it. Though it usually comes as small single dose cartridges that can be inserted into an Airhypo.

**Cost per Dose:** 100 eb

#### Primary Effect

- Last for 12 hours.
- For the duration of the Primary Effect, the user ignores the effects of the Seriously Wounded State and the -4 to all actions effect of the Mortally Wounded State. Additionally, the user is completely unaware of pain or physical damage to their body. The GM tracks the user's HP and does not inform the user of wounds or Critical Injuries. The user can detect their own Critical Injuries by using an Action to roll INT + Perception + 1d10 against DV15. If the user attempts to take any action that is not possible due to a Critical Injury, they lose their action and the GM informs them of the Critical Injury.
- For the duration of the Primary Effect, the user's BODY increases by 2 points. This can raise your BODY above 8 and it changes the users maximum HP, Death Save, and Seriously Wounded Threshold. Additionally, the increase in BODY increases the user's current HP by 5. When the Primary Effect ends, the user's BODY, maximum HP, Death Save, and Seriously Wounded Threshold return to normal. Additionally, the user's current HP is reduced by 5 when the Primary Effect ends. This can cause the user to become Mortally Wounded.

#### Secondary Effect (DV19)

- If the user wasn't already addicted to Stardust, they are now. While addicted, unless the user is currently experiencing the Primary Effect of Stardust, their REF and BODY are lowered by 2 points each. This decrease in BODY changes the user's maximum HP, Death Save, and Seriously Wounded Threshold. Additionally, the user's current HP is reduced by 5. This can cause the user to become Mortally Wounded. Please note that when addicted to Stardust and the Primary Effect ends at the same time the user's current HP is reduced by a total of 10 points.

## 4.2.2) MEDICAL USES OF STREET DRUGS

Medtechs can also apply street drugs for particular therapeutic reasons. In fact, some Medtechs have been experimenting with alternative medical uses of street drugs because they are easier to acquire than pharmaceuticals. When treating medical conditions with street drugs use the therapeutic effects described instead of the drug's Primary and Secondary effects. The description will specify whether Primary and/ or Secondary Effects are applied.

**Black Lace (50 eb):** Black Lace can be used in a pinch as an anesthetic for surgery. See [section 1.2.2](#) for full description and details.

**Blue Glass (20 eb):** Some therapists have started using Blue Glass for an Experimental Humanity Loss Therapy. This process involves a week-long guided hallucinatory journey in which the patient confronts their own issues and digs deep into their psyche. See [section 3.2.1](#) for full description and details.

**Boost (50 eb):** Boost can be used medically to treat dementia and cognitive degeneration. When used in this fashion a single dose is split into a week's worth of daily doses and it does not grant the Primary Effect nor risk causing the Secondary Effect.

**Lust (1,000 eb):** Lust can be used in conjunction with Stardust and hypnotherapy as an Experimental Rapid Detox therapy developed by Balance Life Centers. See [section 3.1.2](#) for full description and details.

**Stardust (100 eb):** Stardust can be used in a pinch as an anesthetic for surgery. See [section 1.2.2](#) for full description and details. Additionally, Stardust can be used in conjunction with Lust and hypnotherapy as an Experimental Rapid Detox therapy. See [section 3.1.2](#) for full description and details.

**Synthcoke (20 eb):** Synthcoke can be used to treat breathing problems such as asthma (just like cocaine is used in real-life hospitals). Additionally, Synthcoke can be used to counter sedatives. Using Synthcoke to counter a sedative requires a DV15 Medical Tech Skill check to dose it precisely to counter the sedative. If successful, the Synthcoke removes the Primary Effects of the sedative and does not cause Synthcoke's Primary Effects.

## 4.2.3) SYNTHESIZING STREET DRUGS

Synthesizing Street Drugs, Poisons, and Biotoxins fall under the Tech's Fabrication Expertise and uses the Basic Tech skill (Cyberpunk Red FAQs v1.3 page 10). As a GM, you may want to require a more specialized skill for a Tech to create these compounds such as a Science skill. In particular, Chemistry or Biochemistry Science skills would be most appropriate to use for Techs Fabricating Street Drugs, while Fabrication of Poisons and Biotoxins would use Biochemistry, Biology, or Botany Science skills. The DV, cost, and time to Fabricate Street Drugs, Poisons, or Biotoxins is described in the Maker role ability Fabrication Expertise (CP-R page 148-9).

Additionally, Medtech's area of expertise lends itself well to synthesizing Street Drugs, Poisons, and Biotoxins. You may want to allow Medtechs to produce these additional compounds. The DV, cost, and time for a Medtech to Fabricate Street Drugs is the same as a Tech using Fabrication Expertise (CP-R page 148-9). The only difference is a Medtech would roll TECH + the appropriate Science skill + Medical Tech skill + 1d10 as compared to a Tech who would roll TECH + the appropriate Science skill + Fabrication Expertise + 1d10. Whereas for a Medtech to produce Poisons or Biotoxins they must select those compounds as part of their Medical Tech (Pharmaceuticals) role ability (see [section 4.1.2](#) for details).

## CHAPTER 5: ADDICTION

Sara McNamara, for the Night City Herald

Continuing our story on the Faces of Night City (you can find Part I and II, [here](#) and [here](#)), I have recently interviewed a ripperdoc, a street surgeon if you will, who dealt with addiction and came out the other side. My guest is none other than Dr. Alan Carver. What follows is a transcript of our conversation. As always, premium members can access the video for only 25 eb a month. Click [here](#) to know more.

**Night City Herald** – Thank you for agreeing to this interview Dr. Carver.

**Alan Carver** – My pleasure, dear.

**NCH** – Before we get into the thick of it, would you mind telling us a bit about your journey as a ripperdoc?

**AC** – I prefer the term “Street Surgeon,” but that is beside the point. Unfortunately, we will have to get into the thick of it, as you put it, for it is, you will find, inextricably linked to my career path. I graduated from the New York Medical College in 2010, and moved here to remain closer to one of my more... important, patients. As you are well aware, life in Night City is rough, some would say impossible, and the stress of my work got the better of me. I turned to Nova Jane, first, as none of the over-the-counter stuff would let me sleep. Of course, I could have drunk myself into a stupor each night, like so many on Smash, but I wanted my liver to remain intact.

**NCH** – But wouldn't Nova Jane impact your abilities to perform surgery and assess patients properly?

**AC** – Indeed. I see you know your street drugs very well. *Laughs.* That's why I soon offset it with Boost. A...dangerous cocktail. But, it allowed me to coast for a while. That is, until I...made a mistake, let's say, and lost my meal ticket.

**NCH** – Meal...ticket? You mean your patient? Isn't that a bit callous for a doctor to call their patient thus?

**AC** – Miss, if you had been on the street as long as I've been, you'd know that people like my patient are little more than human. They will strip others of all that they have just to extend their miserable lives for a minute more. I am not proud that I assisted in such endeavors. But I digress. After it was found out I had been using, the Board stripped me of my license and Night City soon did the same. I was left eddie less in the streets practically overnight.

**NCH** – Is that when you turned to ripperdoc-ing?

**AC** – Almost. See, chooms out there aren't likely to help a fellow man if they can use him for all he's worth. In a twisted sense of irony, those who live on the streets are sometimes closer to those who live high above them. In any case, I owed a substantial amount to the Voodoo Boys □ that was before they started their whole re-org. I had skills. Skills they could profit from. I wasn't quite the ripperdoc, then. I mostly took care of sutures, broken bones, the likes. In exchange, I would be left alive, living in a bare container, surviving on kibble. Quite the stark contrast from previously.

**NCH** – And how long did you remain with the Voodoo Boys?

**AC** – To be honest, I do not know. A mixture of Nova Jane, Boost, and Bundy Bars, and maybe some others I don't remember, ensured I completely lost track of time. Suffice to say, I paid my debt off and moved out after the 4th corporate war. I remember that because I was looking for a place to crash when the bomb went off. It was crazy. I made so much eddies from all the wounded. Got me a nice flat juuust out of the Combat Zone. Far enough away that I could sleep through the sound of gunfire.

**Note to the reader:** *Doctor Carver went on to describe his apartment, which we've cut out of this segment.*

**AC** – And with that, I had all I needed to begin as a ripperdoc. Now, the interesting part. The one you wanted to hear. Drug addiction. See, mending gun wounds is one thing, plugging cyber into people is another, but ridding your brain from the pull of street drugs? That's a whole other beast. People will tell you it's possible through expensive treatment, therapy, and the like. Of course, this is only for the most well-off, and even then it never guarantees a relapse. In fact, the Biotechnica Nu-U Clinics? Yeah they make sure not to lose you as a client, if you know what I mean. And forget about Rapid Detox, that thing's for the holo-stars who can't afford to lose more than a handful of days of work on the set. It's all a gimmick, anyway.

**Note to the reader:** *The opinions expressed here by Dr. Carver do not reflect the opinions of the Night City Herald, nor is it a reflection of the opinion of the Night City Associate Board of Medical Practitioners. We reached out to Biotechnica who assured us there are no addictive substances added to Sobryadine, or ZipKwit. The best way to rid yourself of that pesky addiction remains ZipKwit! Inquire about ZipKwit at your local Biotechnica Nu-U clinic.*

**AC** – I would have never quit by myself, and that's something they don't tell you. An addled brain does not one day wake up and decide now is the time to become sober. So long as you are under the grip of, say, Synth-Coke, the only thing you care about is to get your hands on more Synth-Coke so you can offset the debilitating side effects. Because let's face it, it's much less expensive to get more Synth-Coke, than to pawn off a limb to pay for addiction therapy. And I must say, despite the tremors, the hallucinations, and the occasional bouts of blindness, I did an okay job. I had a few Solos as regular patients and made decent scratch. But that could not last.

**NCH** – Were you still using during your operations?

**AC** – Oh yes! Laughs. If my old patients knew how often I paused an installation mid-surgery to get a bump of Jane or something!

**NCH** – And you could operate despite all of this?

**AC** – Ah yes. Don't be fooled by the Board, I remain one of the finest docs this side of the Corp Center. Even when I got into Blue Glass for a spell in '37, I only lost one patient. I can talk about it now, but do not mistake my levity for callousness. I am not proud of who I was.

**NCH** – Yes. Who you were, because you are no longer that person, Dr. Carver, are you?

**AC** – Indeed, no. Thanks to a very harrowing wakeup call from a colleague and, dare I say, friend, let's call him Mr. White. He scared the addiction out of me, quite literally. He dangled off the roof of my own apartment. And that's the secret.

**NCH** – Trauma is the secret to addiction?



**AC** – No. Friendship. I know, I know, it sounds ridiculous. But without people around me who cared, and I mean truly cared. I would have never been able to quit cold-kibble. It takes cojones to do so, and by God can it go wrong a hundred times before it goes right. But if you have people keeping tabs on you, people who'll keep you on the straight and narrow, then you're preem. It's hard, I'm not going to lie. It is very much Hell, but it is feasible. Plus you get to keep the 5,000 eddies it would've cost you going to a clinic.

**NCH** – And now that you are clean, do you still feel side-effects, scars, from when you used?

**AC** – Oh definitely. The worst is psychological. Similar to the haze you feel after getting new cyberware. You know, that period of time when you're trying to figure out if it was a good idea to plug metal into your brain? It's kind of like that, except it is every day. Every day you think, but what if I got into it again? Could I quit still? Could I manage it? Those are bad thoughts to have, but you have to learn to live with it. Set your boundaries. See for instance my new clinic, the location of which I will not disclose because I am fairly certain the NCPD reads this garden page. So I have this rule, I don't operate on blitzed patients. Otherwise I see myself in them, and not only that, but I know they're holding, or know who is, and that's tempting. Physically there are some remnants. I've had to deal with tremors for years, and while it doesn't show now, these hands are mostly chrome. It's easier to work that way.

So there you have it chooms, wise words from the horse's mouth. Next week, we'll be sitting down with what people on the street call a rockerboy to talk about the highs and lows of stardom in Night City.

As always, Stay alert, Stay Informed.

*Sara Out.*



## 5.1) SAFETY CONSIDERATIONS

If your campaign finds itself engaging with addiction, it is important to stop for a moment and check in with everyone. Addiction can be a very difficult and sensitive topic for some people. Some GMs and players are fine with including addiction in their games. Though others may be less comfortable with the topic. They may prefer the topic is implied or alluded to during the game, but not explicitly described or discussed. Then there are also players and GM that do not want addiction included in their games. If your table broaches this subject, please stop and see how comfortable everyone is with the topic and whether they want it included in the game.

Along the same lines, addiction is a topic close to my heart, so I wish to be as respectful as possible to you the reader. If I offend you in any way, please contact me on Twitter [@StinkPalm007](https://twitter.com/StinkPalm007). At the same time, I know that addiction may come up at the table and GMs may need game mechanics. Creating game mechanics is inherently reductive as it collapses all experiences to a similar set of rules. This is not meant to ignore the individual nature of addiction, rather it is intended to provide some structure to address addiction in your game.

## 5.2) SECONDARY EFFECTS OF STREET DRUGS

When Street Drugs are used you are immediately affected by the Primary Effects which last for the drug's duration. Once the duration has elapsed the Primary Effects wear off and you have to make a Resist Torture/ Drugs check against the drug's Secondary Effects DV. If you fail the check then you become addicted and suffer from the drug's Secondary Effects. Rapidetox is a Medtech pharmaceutical that purges the effects of drugs, poisons, and intoxicants. Rapidetox can be used to remove the Primary Effects of a drug though it cannot remove the Secondary Effects. If a drug's Primary Effects end early due to Rapidetox then you do not have to make a Resist Torture/ Drugs check against Secondary Effects (as per [@RTalsorianGames](https://twitter.com/RTalsorianGames)). Functionally, there is no chance of addiction if Rapidetox is used to end the drug's Primary Effects before the duration has elapsed.

## 5.3) THE URGE

When you are addicted to a drug some things can trigger The Urge to use that drug such as seeing the drug or related paraphernalia, being in close proximity to others using the drug, or going without the drug for too long. In the presence of triggers the GM may ask you to make a Resist Torture/ Drugs check against the drug's Secondary Effect DV. On a failed check you have The Urge to use that drug. On a successful check you do not have The Urge to use and for the next hour you do not have to make any check for The Urge to use even in the presence of triggers.

When you have The Urge to use a specific drug you will do anything in your power to obtain and use the drug. Usually, you will take the easiest and quickest route to obtain the drug. But if there are no simple or easy methods then you will take more extreme actions to satisfy The Urge. This is not just a desire but a need that feels more important than anything else in the world. If a player does not roleplay The Urge sufficiently then the GM may take temporary control of the character.

## 5.4) TOLERANCE

A hallmark of addiction is an increase in tolerance for the drug. Over time it becomes necessary to use more and more of the drug in order to achieve the same effects, although it takes time for tolerance to develop. After one week of regularly using a drug you begin to develop tolerance. At that point, you will need to take 2 doses to achieve the Primary Effects of the drug. Furthermore, after one month of regularly using a drug your tolerance will increase and you will need to take 3 doses to achieve the Primary Effects. Finally, after one year of regularly using a drug your tolerance will plateau and from that point forward you will need 4 doses to achieve the Primary Effects. If you take fewer doses than required by your tolerance, then you do not get the Primary Effects of the drug and you do not quell The Urge to use. Tolerance does not require that you are addicted but regular usage of a drug is likely to result in addiction. If you refrain from using a drug for one week or go into Recovery for a drug, then your tolerance reverts back to normal so you no longer need additional doses of that specific drug to receive the Primary Effects.

## 5.5) ADDICTION TREATMENT

If you want to break free from addiction, then it is necessary to complete some sort of treatment. It may or may not involve medical treatment. Once you have completed treatment for an addiction then you go into Recovery. For details on potential addiction treatments see CP-R page 229-30 and Chapter 3 of this supplement.

## 5.6) RECOVERY

Once a patient has stopped using a drug due to therapy or successfully going cold kibble, they enter Recovery for 1 year. While in Recovery, the patient may struggle at times to refrain from using that drug. If a patient in Recovery is in close proximity of the drug, related paraphernalia, or others using the drug, then they need to make a Resist Torture/ Drugs check against the drug's Secondary Effects. On a failure, the patient has The Urge to use that drug. Additionally, if the patient uses that drug, then they automatically fail the check against that drug's Secondary Effects to resist becoming addicted.

After 1 year without using the drug the patient is considered to be in sustained remission. Once in sustained remission the patient no longer suffers any effects of the drug addiction, The Urge to use, or Recovery.

## 5.7) SMASH AND ALCOHOL ADDICTION

Smash and alcoholic drinks are commonplace in Night City. It is not unusual for people to have a drink together without becoming addicted. RAW requires a Resist Torture/ Drugs Skill check after consuming Smash (and presumably other alcoholic drinks). If a single drink runs the risk for addiction, then alcohol addiction would be very common. You may want to allow a person to drink up to two cans of Smash or alcoholic drinks without any need for a Resist Torture/ Drugs Skill check though the person does not receive the Primary Effect of Smash. Once three or more cans of Smash or alcoholic drinks have been consumed then the person receives the Primary Effect of Smash and they must make a Resist Torture/ Drugs Skill check as usual.



## CHAPTER 6: MEDICAL EQUIPMENT

*So, here's the thing. I'm not a doctor. I'm not a medic. Not an EMT. I've never gone to a fancy school or nothing like that. But what I do know, I know well. And that's animals. Yeah, that's right – a vet. How does someone become a vet when Fifi and Fido are more likely dinner than anything else? Sheer dumb luck. I spent my early years with the Blood Nation fixing them up as a traveling circus. Ever seen a lion? I have. I promise they aren't extinct, but I don't think there's many left. I spent time around all manner of creatures – learned a lot about them. See that scar? A nasty little capuchin thought it could take a chunk out of me. I learned to keep a tight hold on primates that day.*

*You know what's funny? I learned that people and animals aren't all that different. Did you know a pig's heart weighs about 300 grams? You know what else weighs about 300 grams? A human heart. All the same valves and chambers too. Did you know seals have fingers in those flippers? Yep – 5 of 'em. Lungs, livers, bones, bladders – it's all pretty much the same. Well except for scale – and therein lies the problem.*

*Nobody's making equipment for animals any more. Used be, before we tanked the environment, that you could get any treatment for an animal that a person could. Today? No such luck. That's why I got a buddy who can fabricate. Need a splint for a pug? Got it. A O2 line for a cow? Yup! Heck we're even trying to mock-up a cryopump for some of the bigger animals. My normal cryopump will handle a big dog or wild cat alright, not a horse. Got to be careful with the little ones too – too much and they're an ice brick – no coming back from that. And MediMitts? My bread and butter, not much a well-maintained set can't do – I even used the laser blade on a shark once – I didn't think anything would get through that hide. Haven't figured out how to make the SurgiView work well on non-mammals yet, but I think if I can find a tech who can hack the base code and add a terminal where I can add custom parameters... maybe.*

*You're looking at me like I'm crazy. Maybe I am. There aren't many animals out there to treat, but baby do the corpos pay well! I just wish they wouldn't keep cybering up their pets. A travesty I tell you. You'll never catch me doing that, leave animals alone.*

*Ok we're all done here. That will be 200 eddies for the sutures and the antibiotics. I promise you won't get rabies or anything. Got to keep stuff clean for my fur-patients.*

-Artimis, Ripperdoc





## CHAPTER 6: MEDICAL EQUIPMENT

Equipment	Cost	Description
Advanced Cybernetics Toolkit	500 eb (Expensive)	Advanced cybernetics toolkit contains all of the specialized tools needed for advanced work with cybernetics. These tools are necessary to perform extensive and complicated medical treatments on cybernetics such as repairing dismembered cyberlimbs/ or eyes. Also, Techs need advanced cybernetics tools when Upgrading or Fabricating advanced cybernetics they have invented.
BioSynthesizer	500 eb (Expensive)	<p>A BioSynthesizer is a briefcase-sized machine used to culture cells, clone tissues, or produce replacement body parts. Cloned limbs and other body parts can be purchased from body banks at 50 eb (CP-R page 226). A Medtech can use a BioSynthesizer to make a DV 13 Medical Tech Skill check to produce a limb or body part. Producing a limb or body part requires BioGoop, which costs 10 eb, and takes 4 hours.</p> <p>Creating highly customized body parts, such as those needed for Exotic Bodysculpting, are much more difficult to produce. Exotic Bodysculpting parts require a DV13 Medical Tech Skill check and a DV17 Paint/ Draw/ Sculpt Skill check. Additionally, Exotic Bodysculpting parts must be made in small increments (no larger than a hand) and each individual part must be made separately (e.g., only one ear at a time). This is done to ensure the precise quality and look of the Exotic Bodysculpting parts. This is why Exotic Bodysculpting materials are Expensive (500 eb) while replacement body parts are Costly (50 eb) (CP-R page 226-7).</p> <p>BioSynthesizers can also be used to produce other biological compounds and run tests of biological compounds. A Medtech can use a BioSynthesizer to run diagnostic tests on blood, bodily fluids, and tissue samples. This can test for diseases, infections, medications, drugs, toxins, cancer and much more. The Medical Tech Skill check DVs should be set between 13 and 21 depending on the difficulty of the particular test, though post-mortem tests should have a DV of 15 or higher.</p>
CryoFill Tank	500 eb (Expensive)	Large CryoFill tanks are used to refill cryopumps and cryotanks. They require two hands to pick up and carry and contain enough cryo fluid to provide 10 refills. Large CryoFill tanks cost 500 eb to refill. CryoFill tanks come empty when purchased, the cryo fluid is purchased separately.
Disposable Gloves	20 eb (Everyday)	A box with 50 pairs of non-latex disposable gloves. They're great for providing medical treatment, performing surgery, and preventing you from leaving fingerprints.
Disposable Surgical Masks	20 eb (Everyday)	A box with 50 disposable surgical masks. Nobody wants to get blood splattered in their mouth while performing surgery.
First Aid Kit	20 eb (Everyday)	This small kit contains products such as gauze, a triangle bandage, medical tape, and a pair of gloves. It contains materials for Stabilization and Quick Fixes. The entire kit is consumed once it has been used twice.

## CHAPTER 6: MEDICAL EQUIPMENT

Equipment	Cost	Description
Life Support System	500 eb (Expensive)	A Life Support System is a piece of equipment designed to keep a person alive despite major wounds or organ failure. As an action, a Medtech can hook up a target to the Life Support System with a DV13 Surgery Skill check. While connected the target no longer rolls any Death Saves. If the target takes damage, then Death Saves resume. A Life Support System is portable though it is the size of a duffle bag. Medtechs can transfer a target from cryostasis to a Life Support System with a DV13 Surgery Skill check, if successful the target does not have to make any Death Saves. If the DV13 Surgery Skill check is unsuccessful the target must make Death Saves until they are either hooked up to a Life Support System or they are placed into cryostasis. Transferring a target from a Life Support System to cryostasis requires a DV13 Medical Tech Skill check.
MediMitts EZ	500 eb (Expensive)	A surgical tool favored by some surgeons and ripperdocs. It combines several surgical instruments into one gauntlet, assisting the user during medical procedures. It is very uncomfortable when worn for long periods of time, and some practitioners use local anesthetics when operating with the MediMitt.EZ Also, the instruments can be spread out for easy cleaning. MediMitt EZ contains all equipment needed for first aid, paramedic, and surgery. It can only hold 2 uses of consumable materials before needed refilled with an action. Any options stored in a Cyberarm or meat arm the MediMitt EZ is being worn over are inaccessible while the MediMitt EZ is being worn.
Medtech Bag	100 eb (Premium)	Medtech bags contain all of the tools necessary for a Medtech to Stabilize patients, perform Quick Fixes, provide Treatment, and perform Surgery.  Medtech bags contain both durable equipment that can be reused (e.g., dermal stapler, blood pressure cuff, suture needle) and consumable goods (e.g. gauze, spray skin, sutures). About half of the value of the Medtech bag is in durable equipment and the other half is in consumable goods. The consumables need to be restocked. A new Medtech bag has 5 uses before needing to be restocked. Restocking consumable goods for a Medtech bag costs 10 eb for each use.  Additionally, Medtech bags come with an actual bag or backpack. Frequently they come as the large backpacks and duffle bags used by paramedics. The durable and consumable items in a new Medtech bag take up about a third of the bag/ backpack. A cryopump can be carried in a Medtech bag and takes up about a third of the bag. Additional, durable, and consumable items can be added to a bag. About 15 uses worth of consumable goods would take up a third of the space in a Medtech bag. Finally, a small tank of TactiGone takes up about one-third of the space in a Medtech bag.
Pharmaceutical Synthesizer	1,000 eb (Very Expensive)	Medtechs receive a pharmaceutical synthesizer when they take their 1st point in Medical Tech (Pharmaceuticals). This briefcase-sized piece of equipment is used to produce pharmaceuticals with the Medical Tech (Pharmaceuticals) role ability (CP-R page 149).

## CHAPTER 6: MEDICAL EQUIPMENT

Equipment	Cost	Description
SafeDose	500 eb (Expensive)	This small device is used to test a patient for Medtech specialized drugs. Many Medtech use these devices to ensure that it is safe to administer their specialized drugs. The device is similar to a glucose meter and requires a drop of blood for the test. It takes 1 action to test a willing patient. An unwilling patient must be grappled first then they can be tested. The test strips to run the device cost 10 eb each.
SurgiView	5,000 eb (Luxury)	This large non-portable medical imaging device is about a 1-meter cube in size with 2 monitors and a keyboard on top. Two long adjustable arms stick out with cylinder-shaped scanners on the ends. It provides a real-time 3D internal imaging of a patient that can distinguish between soft tissue, hard tissue, and cybernetics. SurgiView assists in diagnosing and performing Surgery. The user adds +2 to their Surgery Skill checks.
TactiGone— Small Tank	100 eb (Premium)	Small tanks of TactiGone are portable and contain enough anesthetic to perform two 4-hour surgeries. Small TactiGone tanks cost 20 eb to refill. TactiGone tanks come pre-filled at no extra cost. See <a href="#">section 1.2.2</a> for additional details on anesthesia.
TactiGone— Large Tank	500 eb (Expensive)	Large TactiGone tanks require two hands to pick up and carry. They contain enough anesthetic to perform twenty 4-hour surgeries. Large TactiGone tanks cost 200 eb to refill. TactiGone tanks come pre-filled at no extra cost. See <a href="#">section 1.2.2</a> for additional details on anesthesia.



## CHAPTER 7: POTENTIAL USES OF MEDICAL SKILLS

*I find it amusing when people say we surgeons think we're God. Make no mistake, a number of us have an ego, but there's a reason for that. We're trained in everything from triage to neurosurgery, from psychotherapy to interrogation. Yeah, I said interrogation. The nice version is bedside manners; the extreme opposite is finding ways mentally and physically to make a person talk. In order for us to do our jobs well, we need all the information, and the best of us do anything to get that information because it saves lives.*

*Needless to say, docs wear a multitude of hats whether we are on a trauma team or making our own way in the streets.*

*-Dr. Robert Frost (a.k.a. Mr. White), Trauma Team Surgeon*

Medtechs use a variety of skills in their line of work and you never know what may come up on a call. This section consolidates and expands upon the various uses of medical-related skills and skill checks that may be common for Medtechs. Skill checks that are mentioned in RAW include a page citation. Other skill checks are suggested or possible skill checks that you may want to include in your games.

**Brawling:** Brawling Skill is used for unarmed fighting and grappling. Grappling is particularly useful for Medtechs if they have to deal with unwilling, confused, or aggressive patients.

- 1. Involuntary Anesthesia:** Brawling Skill can be used to administer anesthesia to an unwilling target. To do so you must first Grapple the target. When you are the Attacker in a Grapple you can use your action to administer TactiGone to the Defender of the Grapple. If you successfully administer TactiGone on three consecutive rounds, then the Defender of the Grapple becomes unconscious.
- 2. Restrain Patient:** Brawling Skill can be used to Grapple patients. Sometimes patients become confused and aggressive. Other times patients that are in a great deal of pain will flail about and Grappling can be helpful in keeping the patient under control. Finally, some patients are treated involuntarily. This is especially common with mental problems where a person may be a danger to themselves.





## CHAPTER 7: POTENTIAL USES OF MEDICAL SKILLS

**Criminology:** Criminology Skill focuses on crime scene investigation, including gathering evidence, processing samples, and piecing together events from the details of the crime scene.

- 1. Identify Cause of Death:** Criminology Skill can be combined with Paramedic Skill to determine the cause of death. Criminology Skill helps to identify evidence while Paramedic Skill helps to figure out how the person died. It cannot identify all causes of death, especially rare diseases or unusual toxins. Though it can potentially identify deaths from drug overdoses, common diseases, and environmental conditions. When done this way both a Criminology Skill check and a Paramedic Skill check is required.
- 2. Fake the Cause of Death:** Criminology Skill can be combined with Paramedic Skill to fake the cause of death. Criminology Skill helps to fake physical evidence while Paramedic Skill helps to ensure the medical evidence is consistent with the physical evidence. It cannot fake all causes of death, especially rare diseases or unusual toxins. For those you need to use Surgery Skill to fake the cadaver. Though it can potentially fake deaths from drug overdoses, common diseases, and environmental conditions. When done this way both a Criminology Skill check and a Paramedic Skill check is required.

**Conversation:** Conversation Skill is used to acquire information from people in a friendly manner.

- 1. Bedside Manner:** Conversation Skill can be used to determine how friendly and caring patients perceive a Medtech who is treating them. This can be a great complementary skill for Persuasion Skill checks since patients are more likely to comply with a Medtech that they like.
- 2. Collecting Medical History:** Conversation Skill can be used to collect information about a patient's medical history including chronic conditions, medications, and drug use. This is especially helpful for sensitive conditions that people might be embarrassed by.
- 3. Evaluate Mental State:** Conversation Skill can act as a complementary skill for a Deduction Skill check to diagnose confusion, cognitive impairment, mental illness, intoxication, or drug addiction. When used in this manner it is primarily done through interaction with the patient as opposed to observation.

**Cybertech:** Cybertech Skill pertains to knowledge about and repair of cybernetics.

*Please note that RAW is unclear on whether Cybertech Skill uses the First Aid, Paramedic, or Surgery DVs for Quick Fixes and Treatments. Cybertech is an x1 skill whereas Paramedic is an x2 skill and Surgery is a Role Ability. Therefore, Cybertech Skill should use the highest DV option for Quick Fixes and Treatments.*

- 1. Quick Fix:** Cybertech Skill can be used to Quick Fix Critical Injuries done to cyberware that has replaced meat parts (CP-R page 223).
- 2. Treatment:** Cybertech Skill can be used to Treat Critical Injuries done to cyberware that have replaced meat parts (CP-R page 223).

## CHAPTER 7: POTENTIAL USES OF MEDICAL SKILLS

**Deduction:** Deduction Skill is used to piece together information in order to derive non-obvious conclusions including medical diagnoses.

1. **Diagnosis:** Deduction is used to diagnose patients based on the symptoms, medical tests, and medical history. This can be a great complementary skill check to help with other medical skills. An accurate diagnosis can help with Treating all types of medical conditions including Critical Injuries. Yes, it may be obvious that the patient has a dismembered arm, but the diagnosis may help a Medtech understand the precise extent of damage, implications of different choices in treatment, and optimal methods of treatment.

**Evasion:** Evasion Skill is used for dodging attacks.

1. **Avoid Injury:** Patients that are in severe pain sometimes jerk and flail around. Evasion Skill can help a Medtech avoid accidentally being hit by a patient. Additionally, patients occasionally become aggressive and may attempt to attack a Medtech.

**First Aid:** First Aid Skill is the most basic medical skill. First Aid allows immediate Stabilization of a patient and Quick Fixes for the most common Critical Injuries.

1. **Check Vital Signs:** First Aid Skill can be used to check vital signs of a person including pulse, respiration, and blood pressure. A First Aid Skill check can be used to determine if a person is alive or dead.
2. **Quick Fix:** First Aid Skill can be used to Quick Fix Critical Injuries (CP-R page 223).
3. **Stabilize:** First Aid Skill can be used to Stabilize a target (CP-R page 222).

**Human Perception:** Human Perception Skill is used to identify deception by observing another person's facial expressions and body language.

1. **Detect Honesty:** Not all patients are forthright with information when talking to a Medtech. They can be embarrassed by conditions, afraid of condemnation, concerned about legal charges, and more. It can be very helpful for Medtechs to know if a patient is lying or truthful. Additionally, patients may hold back on information especially around mental health or drug use. Human Perception Skill check can help Medtechs determine if they are getting an accurate and complete story from their patients.
2. **Evaluate Mental State:** Human Perception Skill can act as a complementary skill for Deduction to diagnose confusion, cognitive impairment, mental illness, intoxication, or drug addiction. When used in this manner it is primarily done through observation as opposed to interviewing the patient.
3. **Read Emotional State:** Medtechs encounter people who have suffered through physical and mental trauma. People who have suffered trauma may react erratically or aggressively. Human Perception Skill can be useful to determine the emotional state of a patient so that Medtechs know how to approach the patient.

## CHAPTER 7: POTENTIAL USES OF MEDICAL SKILLS

**Medical Tech:** The Medical Tech Skill encompasses operating, understanding, and repairing medical machinery.

1. **Connect or Disconnect Medical Equipment:** Medical Tech Skill can be used to connect or disconnect a patient from medical equipment. This does not require a DV check for Medtechs.
2. **Cryosystems:** A Medtech can roll a DV13 Medical Tech Skill check to place 1 person in stasis using a Cryotank (CP-R page 353). Medtechs can transfer a target from a Life Support System to cryostasis with a DV13 Medical Tech Skill check, if successful the target does not have to make any Death Saves. If the DV13 Medical Tech Skill check is unsuccessful the target must make Death Saves until they are either hooked up to a Life Support System or they are placed into cryostasis. Transferring a target from cryostasis to a Life Support System requires a DV13 Surgery Skill check.
3. **Diagnostic Tests:** A Medtech can use a BioSynthesizer to run diagnostic tests on blood, bodily fluids, and tissue samples. This can test for diseases, infections, medications, drugs, toxins, cancer, and much more. The DVs should be set between 13 and 21 depending on the difficulty of the particular test, though post-mortem tests should have a DV of 15 or higher.
4. **Fake a Cadaver:** Faking a cadaver for a specific person is not a simple task though it is possible. In order to fake a cadaver, you need full knowledge of the diagnostic tests and identifying features that would be used in an investigation. Additionally, you need to know the techniques used to autopsy the cadaver which requires the use of the Surgery Skill. Faking a cadaver will require both a Surgery Skill Check and a Medical Tech Skill Check. These values should be noted down because those checks set the DVs for anybody investigating the cadaver.
5. **Produce Body Parts:** A Medtech can use a BioSynthesizer to produce limbs and body parts. Producing a limb or body part requires a DV13 Medical Tech Skill check and one unit of BioGoop. Though creating highly customized body parts, such as those needed for Exotic Bodysculpting, are much more difficult to produce. Customized parts require both a DV13 Medical Tech Skill check and a DV17 Paint/ Draw/ Sculpt Skill check. Additionally, customized parts must be made in small increments (no larger than a hand) and each individual part must be made separately (e.g., only one ear at a time). This is done to ensure the precise quality and look of the parts. This is why Exotic Bodysculpting materials are Expensive (500 eb) while replacement body parts are Costly (50 eb) (CP-R page 226-7).
6. **Repair Medical Equipment:** Medical Tech Skill is used to repair medical equipment. The DV and amount of time it takes you to repair a damaged/ destroyed item with this skill to perfect condition is based on the Price Category of the item (see sidebar CP-R page 140).
7. **Synthesize Pharmaceuticals:** All Medtechs have the ability to Synthesize chosen Pharmaceuticals. (CP-R page 149).
8. **Therapy:** Medtechs can provide therapy using the Medical Tech Skill. Skill check against the DV of the Therapy (DV's on CP-R page 229-230).

## CHAPTER 7: POTENTIAL USES OF MEDICAL SKILLS

**Melee:** Melee Skill governs fighting with melee weapons.

1. **Involuntary Medication:** A dose of drugs or pharmaceuticals can be given to an unwilling target by making a Melee Weapon Attack with an Airhypo (CP-R page 352).

**Paint/ Draw/ Sculpt:** Paint/ Draw/ Sculpt Skill is used to produce pieces of artwork.

1. **Bodysculpting:** Medtechs can perform Bodysculpting; normally Medical Tech Skill is used for producing the materials while Surgery Skill is used for the Bodysculpting surgery. Though creating highly customized body parts, such as those needed for Exotic Bodysculpting, are much more difficult to produce. A Paint/ Draw/ Sculpt Skill check may be required for Exotic Bodysculpting or for Bodysculpting intended to look exactly like a real person, photograph, or drawing. In those cases, the Medtech must roll a DV17 Paint/ Draw/ Sculpt check in addition to the normal skill check. The Medtech only needs to roll a Paint/ Draw/ Sculpt Skill check when creating the materials or performing the Bodysculpting surgery, not both.

**Paramedic:** Paramedic Skill covers advanced emergency medical knowledge necessary to Stabilize patients, provide Quick Fixes, and perform Treatments to most Critical Injuries. Medtechs cannot perform Treatments on themselves.

1. **Check Vital Signs:** Paramedic Skill can be used to check vital signs of a person including pulse, respiration, and blood pressure. A Paramedic Skill check can be used to determine if a person is alive or dead.
2. **Disconnecting Medical Equipment:** Generally, Medical Tech Skill is used to disconnect a patient from medical equipment. Though Paramedic Skill can be used in a pinch but at a -2 penalty for the roll.
3. **Fake the Cause of Death:** Criminology Skill can be combined with Paramedic Skill to fake the cause of death. Criminology Skill helps to fake physical evidence while Paramedic Skill helps to ensure the medical evidence is consistent with the physical evidence. It cannot fake all causes of death, especially rare diseases or unusual toxins. For those you need to use Surgery Skill to fake the cadaver. Though it can potentially fake deaths from drug overdoses, common diseases, and environmental conditions. When done this way both a Criminology Skill check and a Paramedic Skill check is required. The same person does not have to roll both Skill Checks, it can be performed by two people working together.
4. **Identify Cause of Traumatic Death:** Paramedic Skill can be used to determine the cause of death but only when the cause is traumatic injury. Additionally, you can estimate the approximate time of death from traumatic injuries. Death from non-traumatic causes requires either an autopsy (Surgery skill) or diagnostic tests (Medical Tech skill).
5. **Identify Intoxication or Addiction:** Paramedic Skill can be used to identify symptoms of drug intoxication or addiction.



## CHAPTER 7: POTENTIAL USES OF MEDICAL SKILLS

**Paramedic:** Paramedic Skills covered in the Core Rulebook:

6. **Quick Fix:** Paramedic Skill can be used to Quick Fix Critical Injuries (CP-R page 223).
7. **Treatment:** Paramedic Skill can be used to Treat most Critical Injuries (CP-R page 223).
8. **Stabilize:** Paramedic Skill can be used to Stabilize a target (CP-R page 222).

**Persuasion:** Persuasion Skill is used to convince others to do what you want.

1. **Convince Patients:** Patients do not always want to submit to medical treatment. They may distrust medical personnel, be concerned over the cost, or believe their condition is not serious. At times it may take some convincing to get a patient to allow medical treatment. Additionally, patients may need to be convinced to follow through with treatment. This is especially common when there are side-effects of treatment or when the treatment takes extra work on the part of the patient.
2. **Collecting Medical History:** Patients may be reticent to reveal some information about themselves that is medically relevant. Sometimes they are embarrassed about a condition, worried about consequences from others, or concerned about legal consequences. Regardless of the reason, if a patient is holding back then a Medtech may make a Persuasion check to convince them to share the information.



## CHAPTER 7: POTENTIAL USES OF MEDICAL SKILLS

**Surgery:** Surgery Skill is used to treat the most serious Critical Injuries, implant cyberware, and remove cyberware (CP-R page 149). A Medtech cannot perform surgeries on themselves (CP-R page 223), including Treatment of Critical Injuries, cyberware installation, cyberware removal, or connecting to a Life Support System.

1. **Autopsy:** A Medtech can use Surgery Skill to perform an autopsy on a cadaver. This can be used to identify the cause of death in many cases though not all cases. Trauma and many diseases leave clear signs that can be seen in an autopsy, but toxins, medications, and drugs may require a Medical Tech Skill check to run diagnostic tests. The difficulty should be set between 13 and 25. The DV should vary based on the cause of death with trauma requiring lower DVs while rare diseases or illnesses may require higher DVs. Well preserved cadavers and more recent cadavers are easier to collect information from. Additionally, you can estimate the time of death.
2. **Bodysculpting:** Medtechs can perform Bodysculpting surgeries which take 4 hours to complete successfully. DV is determined by the type of Bodysculpting being done. If the Surgery Skill check is failed, then the materials are destroyed and the operation takes 2 hours (CP-R page 226 - 227). Particularly complex Bodysculpting such as Exotic Bodysculpting or attempting to imitate a specific person, photograph, or draw may require a Paint/ Draw/ Sculpt Skill check. In those cases, the Medtech must roll a DV17 Paint/ Draw/ Sculpt check in addition to the normal skill check. The Medtech only needs to roll a Paint/ Draw/ Sculpt Skill check when creating the materials or performing the Bodysculpting surgery, not both.
3. **Cyberware Installation:** Only a Medtech is capable of installing cyberware. The DV is determined by the specific cyberware. The procedure takes 4 hours to complete successfully. If failed the procedure takes 2 hours and the cyberware is destroyed (CP-R page 226).
4. **Cyberware Removal:** Only a Medtech is capable of harvesting cyberware from a person or corpse without destroying it in the process. The DV is determined by the specific cyberware. The procedure takes 4 hours to complete successfully. If failed the procedure takes 2 hours and the cyberware is destroyed (CP-R page 226).
5. **Life Support Systems:** A Life Support System is a piece of equipment designed to keep a person alive despite major wounds or organ failure. As an action, a Medtech can hook up a target to the Life Support System with a DV13 Surgery roll. While connected the target no longer rolls any Death Saves. If the target takes damage, then Death Saves resume. A Life Support System is portable though it is the size of a duffle bag. Medtechs can transfer a target from cryostasis to a Life Support System with a DV13 Surgery Skill check, if successful the target does not have to make any Death Saves. If the DV13 Surgery Skill check is unsuccessful the target must make Death Saves until they are either hooked up to a Life Support System or they are placed into cryostasis. Transferring a target from a Life Support System to cryostasis requires a DV13 Medical Tech Skill check.

## CHAPTER 7: POTENTIAL USES OF MEDICAL SKILLS

### Surgery (continued)

6. **Operate SurgiView:** SurgiView displays a real-time 3D internal imaging of a patient that can distinguish between soft tissue, hard tissue, and cybernetics. SurgiView assists in diagnosing and performing Surgery. Under most circumstances SurgiView does not require any specific roll, instead it provides a +2 to Surgery Skill checks or SurgiView can be used to help diagnose a medical condition. A Medtech could use a SurgiView and make a DV13 Surgery Skill check as a complementary skill check for their Deduction Skill check to diagnose a patient.

7. **Fake a Cadaver:** Faking a cadaver for a specific person is not a simple task though it is possible. In order to fake a cadaver, you need full knowledge of autopsies so that you know what a medical examiner will be looking for. Additionally, you need to know the diagnostic tests and identifying features that may be used. This requires the use of the Medical Tech Skill. Faking a cadaver will require both a Surgery Skill Check and a Medical Tech Skill Check. These values should be noted down because those checks set the DVs for anybody investigating the cadaver.

8. **Treatment:** The Surgery skill can be used to Treat most Critical Injuries. Using Surgery to Treat Critical Injuries takes 4 hours and the DV is determined by the Critical Injury (CP-R page 221 - 223).



## CHAPTER 8: MEDICAL PROFESSIONALS AND BUSINESSES

*Thing most ripperdocs or street surgeons don't know is how to take care of people. Yeah, they can graft a limb back onto a body, or diagnose some obscure sapien disease, or attach a cyber-enhancement, but what about the person they're working on? In a world like this, people need care; love; food. Take it from me, a lesson I learned early: at some point, you can't keep picking people up. You have to stop them from falling. And that, my friends, is why they call me the Taco-Doc.*

-Magnus, Night City's "Taco Doc"

### 8.1) MEDICAL BUSINESSES

Everyone knows about Biotechnica, Trauma Team, and Rocklin, but for every megacorp there are dozens of neocorps. Some neo medical corps are small shops only serving their local area while others are bigger citywide operations. Each has their own character, clientele, and business model. These are just a few of the multitude of neo medical corps.

#### Balance Living Centers

Find your center. Find your balance. Live your life. Balance Living Centers offer all types of therapies though they are best known for their Experimental Rapid Detox therapy. They have a good reputation for providing effective therapy for anything including drugs, humanity loss, grief, or even relationship problems. Balance Living Centers has a diverse clientele from the rich and famous to the poor and destitute. They offer therapy on a sliding scale based on income and "other" qualifications. Some wonder how Balance Living Centers can offer therapy for less than cost. Officially, they say that income based payment plans are possible due to government and corporate sponsorships.

#### Body Snatcher Consortium

The Body Snatch Consortium is a small neo-corp that provides cryotank services. They operate facilities in every district except the combat zones. Usually, the facility is a single apartment staffed by a Medtech and a guard with 10 - 20 cryotanks for rent. For the most part only Medtechs and a few select Fixers know of the locations. They generally do not rent cryotanks to the general public, instead they prefer to work with Registered Cryotank Technicians (Cryosystem Operation rank 2 or higher). The Body Snatcher Consortium is known for being discreet and asking few questions about the patients.

#### Medical Alternative Resource Xchange (MARX)

MARX is an anarcho-syndicalist commune made up of Medtechs, Techs, and Fixers who seek to improve the health of the least well off in Night City through collective action. They collect materials, oftentimes discarded items, and fashion medical supplies and equipment. MARX frequently provides medical services to the poor for little to no cost. They may be willing to help out edgerunners with a reputation of standing up against corps.



MARX is an autonomous collective, actively opposing the imperialist dogma that perpetuates inequality and exploitation of the working class. While MARX operates several small clinics around the city, they have no true organization. There are no formal leaders, titles, positions of authority, or membership. Rather MARX functions more as a social movement than a corporation. Those claiming the mantle of MARX are usually at protests, vigils, and demonstrations either participating directly in the action or providing medical assistance to those injured during collective action events.

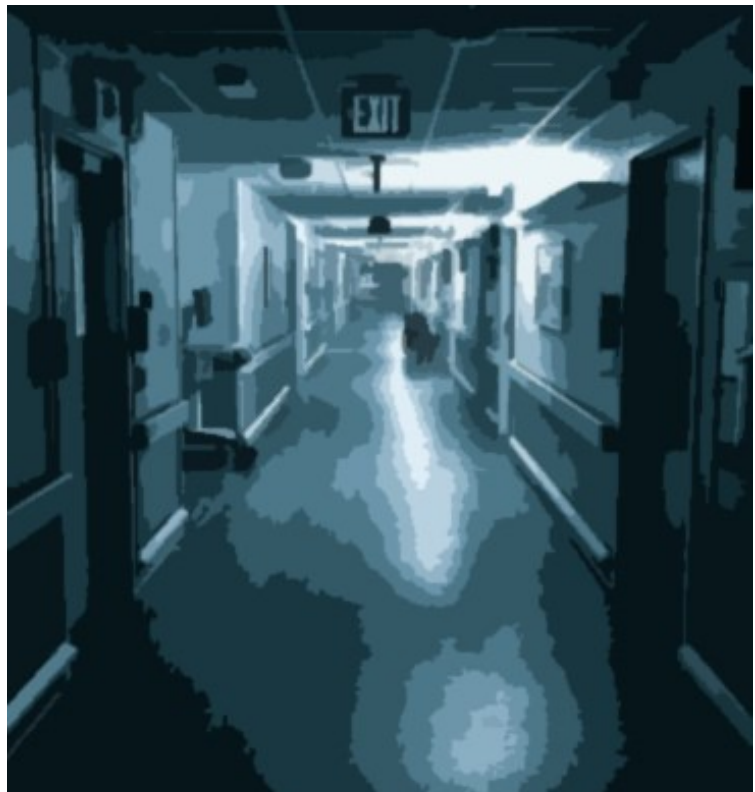
## Minoa

Minoa is a ripperdoc clinic in South Night City that has a rather unsavory reputation. It is an open secret that Minoa is involved in the involuntary donation of second-hand cyberware. The proprietor, Daedalus (He/ Him), has replaced the right half of his body with cyberware from head to toe. His right arm is half again longer than his left and has a huge variety of tools and gadgets that can pop-out of it. Daedalus has an apprentice named Perdix (They/ Them) who is short, in their early twenties, of indeterminate ethnic background with short neat hair. Their only visible cyberware is a medscanner in their left meat arm. How Perdix implanted a medscanner in a meat arm is anyone's guess. Minoa is frequented by the Red Chrome Legion and the Maelstrom because it is one of the few places that consistently deals in Discount Cyberware (see section 2.4 for details on Discount Cyberware). Considering the clientele, Minoa is a rather dangerous place to visit.

## Next Steps Reclamation Services

In Night City the lowest cost and most effective means of producing BioGoop for body banks is through a process known as molecular partitioning. Essentially, cadavers are deconstructed using various enzymes then the critical molecules are separated out using solvents, centrifuges, and filters. This has spawned numerous businesses that collect cadavers to create BioGoop. Colloquially these companies are referred to as "Recyclers." Different Recyclers collect cadavers in different manners; some contract with hospitals or even the city to dispose of unclaimed cadavers, while others offer small incentives for combat zone residents to report dead bodies.

One such company is Next Steps Reclamation Services which operates out of South Night City and the Old Combat Zone. Their business model involves free cadaver disposal for small clinics and individual Medtechs. Participating Medtechs receive a punch card and after they donate 5 cadavers the Medtech receives a "Grande" BioGoop which contains 2 users of BioGoop.



## 8.2) MEDICAL PROFESSIONALS

Medtechs are a highly varied group of people; there is a wide range of specializations including trauma care, surgery, cybernets, therapy, cryo technicians, ripperdocs, and much more. There is no such thing as a generic Medtech, each and every one is unique. Many are motivated by empathy or caring for others but not all. Each Medtech has their own motivations, aspirations, and preferences. But never forget they all work for someone; maybe their clients, maybe a corp, maybe a gang, but always someone.

### Angel al-Isaaq (She/ Her)

Dr. Angel al-Isaaq owns a small clinic in a poorer part of the University District, where she practices general medicine and surgery as well as cybernetics, for both locals and edgerunners. Of mostly-Hawaiian descent, at about 10 she was the only survivor of an accidental (so a shoddy investigation determined) explosion at a Reclaimer site. Her future mentor and adopted kinsman, The Sheik, replaced her arm with a Rocklin Peds medical grade prosthesis. Angel has no memories of the event, her earlier life and family, or anything else before waking up on The Sheik's OR table. After completing Night City University's Cryosystems Tech program, Angel apprenticed to The Sheik and later took his name as well as his faith (Islam). She is willing to join crews, especially if it involves going after unethical doctors or biomed corpos. The twin solos who took her in as a girl taught her to shoot, not impede the heavy hitters, and a bit of tactics, so she is competent in a fight. Angel wears scrubs in her clinic and trauma team medic's armor with generic medical logos on jobs. Her clinic logo is a winged staff (no snakes!) with a halo hanging around it. While she styles herself "Doctor," Angel doesn't use "MD" since she didn't attend medical school. She is very fond of her "Uncle Oman" and still consults him on difficult cases. Angel is a willowy Hawaiian woman with a left cyberarm with onboard medscanner and sporting a pale purple metallic covering. Her Tech hair is usually in shades of lavender, violet and rose-gold and in a single long braid when on duty. When edgerunning, Angel often changes the style and color and makes use of Kiroshi Licensed Shift Tacts to obscure her identity a bit.

### Artemis (She/ They)

Artemis is a woman of Dominican descent in her early to mid twenties and has short curly pink Tech Hair with an undercut. You usually find them wearing a clean dress blouse, jeans, and flats. She is friendly and outgoing, but a direct no nonsense type of person. When working as an edgerunner or ripperdoc they go by Artemis, though for veterinary clients she uses the name Iris.

Artemis grew up in the Blood nation where she was educated and learned medicine, specifically veterinary medicine. That's right they prefer taking care of pets, unfortunately that doesn't always pay the bills. She has worked with and trained a wide variety of exotic animals including komodo dragons, lions, and primates. You can visit her clinic/ home in the North Cargo Village of New Westbrook, although she does make house calls especially for pet care. Artemis provides a wide range of services including surgery, cryopump services, bodysculpting, animal training classes, and animal grooming. Artemis refuses to install cybernetics, although they can provide you with custom made replacement limbs and body parts.

## Dr. Alan Carver (He/ Him)

Beneath the blood and sweat stained lab coat and the flashy dress shirts lies one of the most brilliant (debatable) minds of Night City. Doctor Alan Carver, a disgraced medical practitioner on a path of redemption, owns and operates a small clinic on the edge of South Night City and the Glen. Alan Carver is pushing 60, but thanks to expensive implants in his eyes and hands, his skill with a scalpel has never waned. When out of the clinic, Carver lets what little grey hair he has left wild, combing being a waste of time. He shaves, albeit quickly, and the numerous scars on his chin are a testament to how little he cares about his facial appearance. His eyes, sunken in their orbit, show years of stress and harsh living conditions, though a well-trained medtech can also notice the ravages of drug addiction, particularly uppers, across the doctor's face.

He does not advertise himself much, preferring word of mouth to attract new clientele, and those who know of him quickly refer him when it comes to bullet wounds; especially the more exotic ones. Carver has spent years performing micro-surgeries on gangers and solos alike and can turn a debilitating injury into a mere inconvenience. These days, however, Carver prefers to deal in cyberware, specifically neural implants and those requiring extreme precision, like cyber eyes. He treats each operation as a challenge on the road of perfection for his craft. He will not refuse to install heavier cyber implants, like entire limbs, but he considers them to be below his level. One should not be surprised if the good doctor pushes back an appointment for a new Dynalar Technologies Cyber Arm for several days in favor of an installation for a cyberaudio suite.

To those who come to get to know him, Carver is a serious individual and not fond of comedy. He abhors drugs of all kinds and will only begrudgingly use pharmaceuticals in his practice if he has no other resort. Street drugs are banned in his clinic, and if Carver finds out that a patient is blitzed, he will throw them out, Hippocratic Oath be damned. Those who have known him for a few years, can attest to a time when Carver was himself a heavy substance abuser who several times lost patients to carelessness, or on purpose. He's had more than once recycled a patient just so he could afford another week of Boost.

## Doc (She/Her)

Cybernetics? Borg Conversions? A Mr. Studd™ on your forehead? Give Doc a call. A former ER Doctor in Night City, Doc has made her living working with the Maelstrom since being discharged from City Medical Center in the Upper Marina. Operating out of a shop in the Combat Zone, she works primarily with Cybernetics and Borgware. Protected by Maelstrom and her lover, Roach (She/Her, Tech- Invention Specialist),

Doc is kind-hearted, but extremely direct. Not sporting much Borgware herself, she appears to be of Vietnamese descent, and speaks Vietnamese, English, Spanish, Cantonese and Mandarin. In order to get access to her shop, and her services, you'll need to get in good with the Maelstrom, and be wary of Roach's extremely caustic demeanor. If her services are gained, any Edgerunner could find themselves getting a small discount, reduced humanity loss, as well access to her Cryotank..

## Dr. Frost/ Mr. White (He/ Him)

Not every Trauma Team surgeon is 6' 4" and built like a cyberball defensive end, but Dr. Frost isn't like most surgeons. Rarely without his mirror shades and cigar, one can find the good doctor on duty with his team Blue Smoke, named for igniting non-regulation blue smoke canisters to signal when they've cleared an area. On duty, Frost looks the part of any trauma team unit: uniform, helmet, the works. Off duty, you'd find him in a sleeker all black look – black BDUs, combat boots, sleeveless shirt, and leather trench coat, an aesthetic that feels like a hybrid between a nomad family and a seedy club owner. He spends most of his free time pulling Night City's strings via medical and/or informational favors, rarely taking cash payments for any of his off the books work. Cash may be king, but favors pull the strings.

## Knackerman (He/ Him)

Knackerman is a lanky Bangladeshi man in his early thirties. He wears a paramedic jumpsuit with glowing neon highlights and emblazoned with both a neon Red Crescent and a neon Red Cross. Knacker is bald with EMP threading and light tattoos across his head in the design that looks like circuitry pulsing with purple and blue energy. He cut his teeth as a combat medic in the Indo-Bengal Conflict (2036 - 2038). Afterwards his family was exiled by political opponents and Knacker moved to Night City. He is known to be fully combat effective as well as a competent medic. Though Knacker can be difficult to understand at times because he communicates in street slang as his native tongue is Bengali. Knackerman runs a small "clinic," that he calls the Knackery, out of a decrepit basement in the heart of the Old Combat Zone. Knackerman offers the full range of services including surgical treatments, cyberware installation, cryopump services, and combat pharmaceuticals (Speed Heal and Stim). Though Knacker prefers to spend his time in the field instead of the clinic and is frequently out on a job, it is wise to call him before showing up at the clinic.

## Mad Mags (She/ Her)

Mad Mags always wanted to be the "Shaman of her Tribe:" caring for the sick, mentally, physically, and emotionally. Her rough punk/goth exterior hid the soul of a hippy. She found a home and a family with the Snake Nation Nomads, recently of the Badlands outside Night City. She uses her botanical knowledge along with her medical skills to offer "Experimental" therapies. She works at the camp with her partner Kali.





## The Sheik (He/ Him)

Oman Muhammed "The Sheik" al-Isaaq, MD is the scion of a wealthy Arabic corporate family who immigrated to the then-USA before the Mideast Meltdown. He's one of those doctors trained at an exclusive medical school, and after graduation held a cushy position installing cyberware in C-suite Execs, their families and their favored minions. But Oman became addicted to the powerful sedatives and pain meds he had access to - and ended on The Streets. Fortunately - "By the grace of Allah," he will tell you - the disgraced doctor survived his fall, eventually went Cold Kibble successfully, regained his medical license, and got Trauma Team to take a chance on him. He now owns a cybernetic surgery (The Sheik dislikes the term "ripperdoc") clinic in University District near its "corner" with The Glen and Little Europe. The Sheik treats other cases and even does charity work (one of the Pillars of Islam) as well. He trained his adopted kinswoman Angel al-Isaaq and their clinics are loosely associated. Oman is a tall Arabic man of around 60, but still fit, with a close-trimmed salt and pepper beard. His handle, The Sheik, comes from his traditional Arabic kiffeyah and iqbal (cord) headdress.

## Dr Adelaide "Holo" Traversi (She/ Her)

Black Market Concierge Doctor Adelaide "Holo" Traversi is a cold and ruthless doctor, she has long since figured out that showing her distaste of the darker side of this world will get her nowhere. She is deeply serious about her profession. Dr Traversi dresses in high fashion tops with no sleeves, they just get in the way and are easy to get dirty with blood. Faux fur lines the neck and shoulders with jeans down to her wicked boots. Her namesake comes from a Holo plated left arm, with a nasty popup claw hidden inside. Holo's right arm is decorated with Emp threading and a sleeve of various dessert and candy tattoos. Her hair is an undercut that is long on the top with Tech Hair that stays in the green, blue, purple range. She has a cyber-eye (left) with MicoOptics; for a closer look into your guts.

Adelaide grew up in a carny Nomad pack. She worked as a paramedic when her dad made a deal with Meta for her to go to college to become a full doctor. Her family was on the outer edge of Monica Cheung's Triad family and after finishing medical school Holo became a concierge doctor to the Triad. That is where she refined the art of surgery and cyberware implantation. She never cared for power politics but was passionate about medicine and by the time she understood how deep she was in, there was no returning to being a normal doctor.

She had been seen with many associates of organized crime families and could mostly go where she wanted. That was until she found herself in a bathtub tied up about to become spare parts. Holo was saved by her best friend Coupler and his buddies. After that her new goal was to cause pain and suffering to anyone who crosses her. Now, she stays with her friend Coupler doing jobs together with little concern for those who left her for dead. Nowadays, she just wishes for better clients, though an innocent client is hard to find in this city.



## AVENGING ANGEL

Night City EMS rushed their patient into Dr. al-Isaaq's surgery clinic. Angel, the surgeon's apprentice, helped get him on the table, surprised she recognized the victim, a local teen named Ty. There had been a little warning, something about an aerodyne accident, but what was an AV-9 doing in this part of University District? Barely enough time to get prepped, with none left to wonder about the oddity.

Angel cut away Ty's bloody clothing and hung a second bag of blood substitute while The Sheik, Dr. al-Isaaq, assessed their patient. Ty's limbs and torso were terribly mangled, but his head showed little trauma. The youth wasn't hurting, with all the pain meds, but he knew he was in bad shape. Their patient couldn't really talk with all the damage to his chest, but his eyes were scared and desperate for reassurance.

"It's okay. We'll take care of you," Angel murmured, as she injected the pharms The Sheik ordered.

"Promise?" the eyes, metallic silver from the Shift Tacts, asked.

"Yes, promise. It's okay, Ty." Angel reached to add TactiGone anesthetic to the O2. Ty was barely under as Dr. al-Isaaq began repairs to the torn vessels and damaged organs, with Angel assisting. It was going well for a few minutes, then Ty's heart stopped!

Angel had no idea of how long they worked over the boy. She kept up CPR to the rhythm of an old song pausing only for The Sheik to inject drugs directly into the heart, to no avail. Sighing, he called time of death. Angel caught his cybereyes in silent protest. The surgeon touched her gloved and blood covered hand with his and Angel nodded, pulling up the sheet. "See to him. I must talk to the officer," al-Isaaq told her as he pulled off gloves and slipped through the door.

Angel somberly began cleaning up the OR, placing instruments to be sterilized in a bin, waste in a biohazard container. It wasn't the first time they'd lost a patient, since she'd started her apprenticeship - but Ty was only a few years younger than Angel. On impulse, she replaced the stained sheet with a clean blanket, smoothed the disarrayed hair.

The Sheik found her a few minutes later, in the tiny break room. He gave her a small cup of Turkish coffee, pushed over a box of baklava. Angel sipped the drink, whispered, "I tried, we tried."

"You did well."

"But it wasn't enough, Uncle Oman!"

"Angel, look at me," he told her firmly. "We gave him meds so he wasn't hurting. And the last things Ty knew were gentle hands and a kind voice - yours. Sometimes that is the best a doctor can do. You did well, your best and I am proud of you."

Angel looked up, meeting the older surgeon's cybereyes. "I wish we could've done more...they'll add vehicular homicide charges?"

"No. The charges disappeared while the boy still lived," al-Isaaq told her, a hint of anger in his voice. He continued, "No surprise. The AV9's pilot was Kaiaphas Phillipiades, who decided to land where youngsters were playing a pick-up game. Just because." Angel didn't recognize the name. "Seru-Pharm's Regulatory Affairs head."

Angel did know that name. A biomed startup that claimed to offer treatments based on one's genetic profile. While it was lauded by some corporate media outlets, independent medias - and The Sheik and other scientists - considered its claims bad science.

## AVENGING ANGEL (CONTINUED)

*"And he won't be held accountable for killing Ty," Angel's voice was also bitter.*

*"I very much doubt he's been held accountable for so much as not putting away his toys as a child. And this? His and Seru-Pharm's pricey lawyers - and Kaiaphas' eddies - say 'What a tragedy. Reckless street kids, not paying any attention' and the judicial system agrees."*

*"So keeping him won't be bad PR for Seru-Pharm?" Angel, not being naive, knew the answer was "No" but wanted to be wrong.*

*The Sheik snorted in disgust. "Senior execs whose business plan is quack science and fraud won't care that their colleague killed someone, any more than they cared about his past assaults and rapes."*

*"He's done more? And he's running free!"*

*"Yes. Unfortunately, we don't have the power to take him out, and make him pay as they say in the vids."*

*"I know, Uncle Oman, but I wish."*

*"Of course you do, Angel. We do what little good is in our power, but this is beyond us. So I will pray Allah gives Ty justice."*

*Angel took what comfort she could in her mentor's words and resolved to quietly learn more about this corpo scum.*

*(Months later)*

*Angel and her associates listened to the details of the offered job. The sudden cold glitter in Angel's eyes wasn't a Shift Tact effect, nor was it greed. This was a chance to mete out a little justice. It wasn't nearly what Kaiaphas Philliades deserved, but it was a start. "I'm all in!"*

*-Angel al-Isaaq, General & Cybernetic Surgeon*



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