

MEDICAL HANDBOOK

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Guide to Medical Procedure and Various Treatments

The ID Envelope

All players are issued an ID envelope when they register to play Freefall. The contents of this small envelope reflect the health status of its bearer. Medics, Doctors, and certain specialized Healer NPCs are the only players allowed to look at or remove the Health Status Cards contained in another player's ID envelope. Health Status Cards are color-coded to reflect the nature of the effect they represent.

Medical Roles

Field Medic

May diagnose with a Red Wound Card. May apply a first aid kit to temporarily remove one wound level.

May treat Standard Wound Levels 1 to 3.

Doctor

May diagnose with a Red Wound Card. May apply a first aid kit to temporarily remove one wound level.

May treat Standard Wound Levels 1 to 6.

May treat Blue Wound Levels 1 to 6.

Surgeon

May diagnose with a Red Wound Card. May apply a first aid kit to temporarily remove one wound level.

May treat Standard Wound Levels 1 to 9.

May treat Blue Wound Levels 1 to 9.

First Aid Kit

First Aid kits contain a small amount of medical gauze (enough to tie around the arm of a wounded player) and a card with the words FIRST AID +1 written on it in green ink. First Aid Kits can be made by any medical professional, and they can be used by that medical professional or sold for in game funds to any other medical professional. First Aid kits cannot stack. Once you have treated someone with a First Aid they may not be treated with another First Aid Kit. You can get further injuries, however they cannot be treated outside of surgery.

Wound Treatment & Surgery

Wounds take time to heal. Since this is a weekend long game, even the most dire wounds can be treated in a reasonable time. The initial treatment must be role played, but after that, players must sit out of game for five minutes per wound level to heal. That time can be spent relaxing in the shade and drinking water to rehydrate or if you are good to go, volunteering for a different position for a bit. Players may choose to be a Reaver for a bit, play a cow for a bit, or even run one of the carnival games that will be offered for play. All of these diversions are simple and easy to get into even if you have never done them before. The choice should be made after treatment and you will be sent to the appropriate area. All medicines given must be listed along with dosage and time given in the ID Envelope for treatment purposes.

Props & Other Important Things

Medical personnel in this game are required to have and use props. This is not something you can escape as it is a LARP. New players may not be higher than a Field Medic. Doctors are a restricted role and one may only move from Field Medic to Doctor with ST Approval. Trust us, your ability to ham it up when role playing and your use of props will go a long way in being able to move up. Surgeons are even more rare and restricted than Doctors. We ask that you play a Doctor for a few years before moving up. There will never be more than five Surgeons in play at a time. This is the Rim and not the Core. Good medical help should be a bit more difficult to acquire. That being said, those that put forth creativity and make the experience more fun for everyone by getting into their role will likely see a greater chance for rewards and advancement.

The Different Cards & Their Uses

RED

Red Cards are Wound Cards. They are used as a diagnostic card by a medical professional in order to start treatment. Once the card has been pulled, place it in the player's ID holder. Surgeons are the only ones that can remove.

BLUE

Blue Cards are Special Wound Cards. The effects of Radiation, Poisoning, or Non-Combat Wounds. Treat the same as a RED card. Doctors and above may treat and remove these cards.

GREEN

Green Cards represent the amount of armor that you are wearing and count as additional health levels. Armor ranges from +1 to +3. If you are injured apply the Red Card wound levels to armor before character health levels.

Standard Medication

- **PCE – PolyChloricEuthinol**

- Type: Amphetamine
- Method: Pill
- Dosage: 2 60mg pills twice daily
- Effect: Decrease the wound level by one for an hour
- Overdose: Increase the wound level by one for an hour

- **Dilaftin**

- Type: Tissue Regenerator
- Method: Topical
- Dosage: draw a thick line over wound
- Effect: Heals one wound level per minute for three minutes.
- Overdose: Causes 4 wound levels if used with Propoxin in the same day.

- **Alprazaline**

- Type: Opiate Painkiller
- Method: Injection
- Dosage: 10mg per 4 hours
- Effect: Allows user to roleplay that they are two wound levels lower than they are for an hour.
- Overdose: Do not use with Dilavtin or Bittamucin, patient will die.

- **Pascaline D**

- Type: Narcotic
- Method: Injection
- Dosage: 5mg per 4 hours
- Effect: Used in the treatment of Degenerative Bone and Muscle Issues
- Overdose: Caution highly addictive

Standard Medication

- **Morphol**

- Type: Experimental Healing Compound
- Method: Injection
- Dosage: 10mg per 4 hours
- Effect: This Drug will have a separate packet with it. It is opened with a wound card indicating Morphol and will have either a -2, -1 or +1 on it. That is immediately added/subtracted to the wound total.
- Overdose: Causes 4 wound levels if used with Hydroxopam in the same day.

- **Dexill**

- Type: Antipsychotic
- Method: Pill
- Dosage: 2 40mg pills twice daily
- Effect: Calming effect in cases where the patient exhibits severe psychotic mania with possible hallucinations
- Overdose: Tissue damage, respiratory episodes, delusional thinking, increased psychosis

Restricted Medications - Alliance Use Only

- **Isoprovalyn**

- Type: Immune System Booster
- Method: Injection
- Dosage: 30mg per 6 hours
- Effect: Eliminates all toxins in 10 seconds
- Overdose: Vomiting, Difficulty Breathing, Blindness

- **Hydroxopam**

- Type: Tissue Regenerator
- Method: Injection
- Dosage: 20mg per 4 hours
- Effect: Shortens recovery time to 2 minutes per wound
- Overdose: Increase wound level by 2 for an hour to represent tissue necrosis

- **Propoxin**

- Type: Cardio Strengtheners
- Method: Pill
- Dosage: 3 40mg pills per 6 hours
- Effect: Heals 2 wound levels in 15 seconds
- Overdose: Cardiac Arrest, do not use with Dilaftin

- **Byphodine**

- Type: Metabolic Suppressor
- Method: Liquid or Pill
- Dosage: 2 tbsp or 4 25mg pills per day
- Effect: Mimics the effects of death. Reversed by Isoprovalyn.
- Overdose: Severe hallucinations, paranoia, leading to cardiac arrest