

TRAUMA TEAM

Trauma Team offers on-site medical attention at the press of a button, offering 2 packages for clients:

Silver- 500eb per month: Must pay for treatments like you would at hospital. If you don't want to pay, Trauma Team will take you to a hospital.

Executive- 1000eb per month: Treatments such as surgery are free.

Trauma Team Member	Combat Number	SP	HP	MOVE & BODY
Trauma Team Doctor A Medtech, in Light Armorjack wielding a Cryopump and a Heavy Handgun. Carries two Airhypos, each loaded with a dose of Rapidetax. Additionally, they can use their combat number for these Skills: First Aid, Paramedic, Surgery, and Medical Tech.	10	11	20	4
Trauma Team Medical Assistant A Medtech in Kevlar® wielding a Cryopump and a Bulletproof Shield. Additionally, they can use their combat number for these Skills: Pilot Air Vehicle, First Aid, Paramedic, and Medical Tech.	10	7	25	6
Trauma Team Pilot A pilot in Kevlar®, wielding a Very Heavy Pistol. Additionally, they can use their combat number for these Skills: Air Vehicle Tech, First Aid, and Pilot Air Vehicle.	10	7	25	6
Trauma Team Security Officer (x2) Hired muscle in Heavy Armorjack, wielding Assault Rifles.	10	13	30	4

Trauma Team can be called for 1 other friend without coverage. You also need to be conscious to call for yourself, or have a biomonitor installed for your allies to call.

When you call **Trauma Team** roll **1d6**. This is how many rounds before they arrive- joining the top of the initiative queue.

Use the Combat Number for each member's Attack roll or Defence roll.

Trauma Team arrives in an AV-4 equipped with Vehicle Heavy Weapon Mount loaded with a Tsunami Arms Helix. The AV-4 also has 4 Cryotanks, tons of medical tech and an operating table.

FOUND CYBERWARE

Anyone can remove Chipware, Cyberlimbs + Quick Charge Mounts. Otherwise, only Medtechs can safely remove Cyberware from a dead body for resale or installation.

Broken Cyberware can be repaired, the DV is equal to the installation DV. Installing or repairing takes 4 hours.

Typical Installation	Surgery DV (Medtech only)	Cost to Install at a Hospital
Mall	DV13	100eb (Premium)
Clinic	DV15	500eb (Expensive)
Hospital	DV17	1,000eb (V. Expensive)

*Only DV13 installation can be done on yourself.

BODYSULPTING

Bodysculpting	Installation	Cost	Humanity Loss	Surgery DV (Medtech only)
Standard	Clinic	500eb (Expensive)	N/A	DV15: Materials are 100eb (Premium)
Exotic	Hospital	1,000eb (V. Expensive)	4d6	DV17: Materials are 500eb (Expensive)

EFFECTS OF CYBERPSYCHOSIS + MENTAL TRAUMA

Medical-Grade Cyberware will not decrease Humanity. Replacing a lost limb with Cyberware will.	Type of Trauma	Example of Trauma	Humanity Loss
See PG. 232 for details on Cyberpsychosis due to low humanity.	Traumatic Physical Incident	Torture	1d6
	Traumatic Mental Incident	Witnessing a particularly horrific death, mutilation, etc.	1d6
	Long-term Mental Stress	Kidnapping, imprisonment. Long term abuse.	2d6
	Long-term Environmental Stress Factors	Starvation or being trapped in a war zone, experiencing devastation from a long-term disaster, or living in constant danger for a month.	2d6

STABILIZATION AND HEALING

Assuming you aren't dead, stabilization from wounds is essential to begin the healing process.

After successful stabilization, a player will heal HP per day equal to their body-- so long as they rest up.

The DV to Stabilize a target (or yourself) depends on what Wound State your target is in.

Lightly Wounded: DV10
Seriously Wounded: DV13
Mortally Wounded: DV15

Stabilization takes an Action and is rolled: **TECH + First Aid Skill** or **Paramedic Skill + 1d10**.

NEEDED SKILLS

There are 4 Healing Skills in Cyberpunk. **Cybertech, First-Aid, Paramedic (x2) and Surgery.**

CYBERTECH	FIRST AID	PARAMEDIC (x2)	SURGERY
-Used for a Quick-Fix or Treat Critical Injury done to Cyberware.	-Used for a Stabilizing Wound States and Quick Fixing only the common Critical Injuries.	-Used for a Stabilizing Wound States and Quick Fixing only deadly Critical Injuries.	-Used for treating the most deadly Critical Injuries. *Medtech Only.

TREATING A CRITICAL INJURY

A 1 minute Quick Fix will remove the Injury Effect for the rest of the day.

OR

A 4 hour Treatment will remove the Injury Effect **permanently**.

*Can't be done on yourself.

GOING TO THE HOSPITAL

A Hospital visit; even for the worst treatments, only last 4 hours. Replacement limbs or other organic tissue are included in the price.

Just make sure to go home and rest to heal, or pay 100eb a night for a hospital bed.

Highest DV of Stabilization or Treatment for Critical Injury During Visit	Cost
DV17 or higher	1,000eb (V. Expensive)
DV15	500eb (Expensive)
DV13	100eb (Premium)
DV10	50eb (Costly)

STREET DRUGS

Detailed on PG. (227-228)

Every Street drug has 2 effects, a primary and secondary effect. When taking a drug, or passing a melee attack to forcibly administer to an unwilling target- the recipient of the drug immediately takes the primary effect.

After the primary effect wears off, roll **WILL + Resist Torture/ Drugs + 1d10** against the DV of the drug.

THERAPY

Medtechs can use Medicine skill against the Therapy's DV on others, which always takes 1 week.

The cost for medical supplies for the treatment is paid directly to Biotechnica.

Therapy	Description	Cost	Effect	Medical Tech DV
Addiction	One week of intensive psychotherapy combined with a flight of anti-addiction drugs in a safe environment.	1,000eb (V. Expensive)	Patient is freed of one of their addictions. However, whenever they roll against the Secondary Effect of the source of their addiction for 1 year after getting clean, they automatically fail the roll.	DV15 Materials are 500eb (Expensive)
Standard Humanity Loss	One week of intensive psychotherapy combining stress and anger management counseling, hypnosis, and minor direct brain reprogramming, aided by pharmaceuticals, and a safe environment which may be reduced by therapeutic bioinducers.	500eb (Expensive)	Patient regains 2d6 of their lost Humanity. Humanity cannot be fully regained without the removal of cyberware. Each piece of cyberware will decrease your maximum Humanity by 2. Each piece of surgeware cyberware lowers maximum Humanity by 4 instead. Cyberware with 0 Humanity Loss on installation will not decrease your maximum Humanity.	DV15 Materials are 100eb (Premium)
Extreme Humanity Loss	One week of intensive psychotherapy, and sessions focused on direct and extreme brain reprogramming, only made possible by state-of-the-art pharmaceuticals and a safe environment which may be reduced by therapeutic bioinducers.	1,000eb (V. Expensive)	Patient regains 4d6 of their lost Humanity. Humanity cannot be fully regained without the removal of cyberware. Each piece of cyberware will decrease your maximum Humanity by 2. Each piece of surgeware cyberware lowers maximum Humanity by 4 instead. Cyberware with 0 Humanity Loss on installation will not decrease your maximum Humanity.	DV17 Materials are 500eb (Expensive)