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Doctor

Guide Author: Westonian2785

Starting Location: N/A

Faction Requirement: None

Overview:

Let's get started!

So, you've decided to be a doctor! Welcome to a journey which, at times, is difficult, simple, and every emotion in between. This guide will break down your journey step by step, so you -the average joe- will become a master doctor in only a few days time.

Walkthrough:

Step 1-

Training is by far the most important aspect to becoming a doctor, because, if you are not well acquainted with a master medic or a master doctor, training can get very expensive. My suggest is that you scope around your PA first and foremost to determine if someone is a master doctor. This will aid you in your training. If you do NOT have a master doctor friend, try looking for a master medic or master combat medic. Both of these professions will be able to train you up to master medic, so this will save you a decent amount of money. Otherwise, for all your training, I would suggest you head to the medical center on the busiest planet on your server (Coronet on Ahazi).

Step 2-

Materials are essential to mastering doctor because crafting is involved. To obtain master medic, you will be need approximately 7k Organic and 7k Inorganic materials. These can be of any quality, so buy the cheapest on the market. I would think this should cost you anywhere from 14k credits to no more than 28k. You are going to be wanting to grind out stim-pack A's the entire way up the medic crafting tree. The entire grind will take about 2-3 hours if you just sit down and do that and nothing else; however, before you begin your crafting grind, continue reading through step three.

Step 3-

Medical XP is the "heart and soul" of the medic and doctor profession. These three skill lines will take you approximately as long to complete as your crafting grind takes, so that is a good thing. The first thing you are going to want to do is go out and buy some quality Stim-B's off of a vendor somewhere. You are going to need a lot, I would say approximately 6-7 crates. This will vary in cost by server. My server, Crates can run around 20k+ credits, other servers I hear they run as much as 50k. Medic is NOT a cheap profession to start off with. I was already nearly a master swordsman when I began medic, and I had a bank

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of 600k credits.

Once you've obtained the crates, either from other Medics in your PA, or by purchasing them off of vendors, you're half way to starting to grind out your master doctor profession. The next item you need to purchase is vasarian brandy. If you are new to the game, Vasarian Brandy are mind buffs which you obtain from a chef. You can purchase these on many vendors around the galaxy, and is very easy to find. This again, will vary in price. I would suggest you have at least 4 crates of Brandy on you.

Step 4-

At this point, there are many ways for you to gain your medical experience. The way the game intended you to gain experience, was either through healing wounds of persons in a medical center, or by healing action and health damage caused from battle or dancing. As with all games, people discovered ways to bend the system a bit, while staying within the rules, and have in turn made ways to make medical xp something of a breeze. I do not condone what I will share with you, nor will I encourage it. Every person in this game has a right to do as they choose within the limits of the accepted rules and boundaries assigned by SOE. What I will tell you are not illegal cheats, but merely ways people have discovered to speed up the process.

Option 1) Head out to a cantina and start healing dancers! When dancers perform flourishes, they lose endurance. As a medic, you are capable of healing this endurance loss, and can enable them to continue dancing and never run out. Every time you heal the dancer you will gain medical xp. However, to maximize the amount of xp you get per charge (Charges are the number of times you can use an individual stim pack. Most have 32 "charges" or uses to them), I suggest you see what the maximum amount of endurance you can heal per use, and wait until the dancer reaches that point. If not, the heal will not yield great xp for the use of the stim-pack.

Option 2) Head to a medical center and heal the wounds of those soldiers who come in. This is not a very easy method to gain xp, and is perhaps the hardest. You will not find many customers, and you will also have doctors in the medical center who are far more skilled at healing wounds.

Option 3) Tumbling for xp, as it is called, is the most commonly used method to gain experience. There is usually, in every medical center, at least one person who is away from their keyboard (AFK) who is "tumbling for xp." What it means to tumble for XP is spam the command /tumbletostanding; and you will burn through a lot of endurance very quickly. Medics, such as yourself, can heal their burned endurance for experience.

Option 4) This is by far the best method to gain xp fast, but also requires the use of a friend who doesn't mind letting you use their character for a couple of hours.

Requirements-

Your "alt" or alternate character, must have Novice Brawler.

Macro to be used on "alt"-

Name the macro "medical" (without the quotes).

It should read,

```
/warcry;  
/macro medical;
```

What does this macro do?

This macro, simply, will cause you to "warcry" constantly without the alternate player having to physically hit the warcry key over and over again.

Macro to be used on doctor account -

Name the macro "healing" (without the quotes)

It should read,

```
/healDamage;  
/pause 8;  
/macro healing;
```

What does this macro do?

This macro will cause you to heal the player you have selected every 8 seconds with a stimpack.

Ok... Now what?

You and your alt need to go find a mission terminal anywhere in the galaxy (preferably on a non-heavily populated planet such as Talus), unequip your weapons, and choose a mission that is a non-creature mission. Once you have the waypoint, head to the lair, kill all of the NPC's, but leave the lair intact. Have your alternate and main characters take some vasarian brandy because their mind will take a heavy beating from this method.

Now, have the alternate character use the "medical" macro.
Have your main character use the "healing" macro.

The xp should roll in at a much faster pace at this point because not only are you healing endurance damage, but also health. Your heals will vary in amount, but they will reward a great amount of xp.

When you're doing this macro, you're going to need training quite frequently. Try to max out your xp (cap it) before heading back into town

What do I train?

Well, in the medic trees, I'd suggest going the First Aid line first, then Diagnostics, then Pharmacology. First aid gives you a better heal range, Diagnostics will speed things up, and pharmacology just gives you +medical usage, which means you can use stim C's and D's (which are far more costly).

How in the world do I grind out medical crafting xp?

First things first, you need to find a decent amount of organic, and inorganic items so that you can craft out biological effect controllers. These require any 6 organic, and 6 inorganic items. I just happened to have enough bone/hide/meat hanging around to take care of all of my organic needs, and I also had a ton of copper just lying around my inventory. If you need to go buy resources, don't buy anything that costs more than 1 CPU (Cost per unit). You don't need to worry about stats, so just buy what you see. Inorganics are anything that won't naturally grow. These include chemicals and metals.

Next, you need to copy down these two macro's-

First, name Schematic

```
/selectDraftSchematic X;
```

"X" is going to represent the draft schematic # which you will be using. Finding

out your draft schematic # is easy, just open up your datapad (CTRL-D), click on draft schematics, and starting counting from 00 till whatever number you reach for the schematic you want to use. Once you've found the correct schematic, right down what number it is, then replace your X with that number.

The second macro is going to be called "Practice"

```
/nextCraftingStage;  
/nextCraftingStage;  
/nextCraftingStage;  
/createPrototype noitem practice;  
/createPrototype noitem practice;
```

This macro will be what you use to "complete" your crafting session. We will get back to this in a moment.

The next thing I want you to do is set up your hotbar in the following manner.

In F1-F4, I want you to place four food and chemical crafting stations. These stations can either be made by you if you have novice artisan, or you can buy them off a bazaar.

In slot F9 place the "Schematic" macro, and in slot F10 place the "Practice Macro."

Step 1- Push F1
Step 2- Push F9
Step 3- Double click on your organic resource
Step 4- Double click on your inorganic resource
Step 5- Push F10
Step 6- Press F2
Step 7- Repeat steps 2-5

Etc., you can see where this goes now. This macro will really help your medical crafting xp fly, and we can also use it when you reach novice doctor. The most wonderful thing about this macro is that you can use it WHILE you are gaining your medical xp. So you can complete all of your medic boxes at the same time.

I have all 4 trees completed, now how do I get Master Medic?

Now you need to gain what are called apprentice xp. This can be done by training other individuals in skills. There is no real "short cut" other than having a guild mate let you re-train them a bunch of times in a rudimentary skill which they don't need.

I'm a novice doctor! Now what?

Time to get crackin' that's what!

First things first, you need to obtain the resources you need to grind out your crafting xp for doctor. This is by far the most tedious and painful, and the sooner it's done, the better.

Ask around, and try to find out who is selling Lokian Wheat and Tatootinian Fiberplast for a decent amount. You're going to need to purchase about 25k of each item, so it will get fairly costly. I believe on my server, each was running around 4-5 CPU, so it will cost you a hefty penny.

Next, you need to go invest in as many Resurrection kits that you can get your hands on. If you can find a crate of them, buy it! If you can find 10 sets up them, BUY IT! You will need well over 40 sets of them, plus they come in handy when you become a master doctor

Ok, you made me buy all that junk, now what!

Now, you get to do the same thing you were doing before, except instead of crafting biological effect controllers for xp, you are going to craft Advanced Biological effect controllers, for XP. You will still be healing the alt using the /warcry method, and you will still be crafting away.

HOWEVER, there is a specific skill tree you need to train first. You must maximize the wound treatment skill tree before progressing to any others. This tree will give you the ability to bring back to life deathblown players once you have completed the fourth skill box. This is essential to making your xp FLY in.

Ok! Four boxes done in that skill tree, let's hear this new method!

This is a very cool method and it works incredibly well.

Create the following macro on your alternate character, call it "Dead"

```
/duel;  
/pause 1;  
/macro Dead;
```

Now, on your doctor character, create a macro called "Rezzing"

```
/duel;  
/HERE YOU NEED TO INSERT AN ATTACK STYLE YOU USE, SUCH  
AS /melee2hit1;  
/deathblow;  
/reviveplayer;  
/pause 1;  
/macro Rezzing;
```

Next, make your two characters join one in a group. Start both macro's, and have at it. This will cause your main character to continuously death blow your alt, rez him, then death blow him again. Each rez is worth close to 1k medical xp, and it occurs ever 1-2 seconds. This is by far THE BEST xp you can get in game.

Downsides

- 1) It's manipulating the game in a way it was never intended to be used, but then again so is tumbling, /warcry, and half the other methods used to xp in this game.
- 2) It will leave the alt player with "grogginess" for hours, leaving him basically useless.
- 3) You gain xp so fast you have to train every 10 minutes

What else is there?

Nothing! With all this information, you can now complete your dreams of being a master doctor.

If I want to be a buffbot, what should I buy?

There are a few items you need to requisite before you can churn out very good buffs.

- 1) Buy some clothing that is bio-engineered with +25 Wound treatment on them. You will need to find a vendor for this
- 2) Buy a droid which is medically enhanced. Talk to your local droid engineer and they will know what to do.
- 3) Purchase Bivoli Tempari. This will give you +25 wound treatment every time you consume it.
- 4) Buy some buffs! Find a crafter that you trust to explain the ins and outs to you, because that is one area I am weak on.

If you play on the Ahazi server, try spiderwell. He is a GREAT medical crafter on Dant, who is by far and away the best vendor on the server. He will be more than willing to answer your questions, and is a nice guy to boot.

When you want to buff, just pop a bivoli, put on your clothes, pull out your droid, and get buffing

Can I buff AFK?

Yes, you can. I do this for my PA, but nobody else. We use a building which is restricted to PA members only, because I don't want anyone else using my buffs for free but PA folk.

Use the two following macro's within a med center-

First is called Advertising

```
/shout Welcome to my buff session.;  
/pause 2;  
/say P It will take me up to 5 minutes to respond to you due to the fashion  
which this macro works.;  
/pause 2;  
/say Please make sure you are not in a group when you invite me.;  
/pause 2;
```

Second is my "Buffing" macro

```
/macro advertising;  
/pause 26;  
/target m;  
/pause 2;  
/join;  
/pause 15;  
/ui action targetGroup0;  
/ui action targetGroup0;  
/pause 5;  
/say Hail and well met %NT. I hear you need some enhancements before your  
next battle;  
/healenhance action;  
/pause 25;  
/healenhance quickness;  
/pause 25;  
/healenhance stamina;  
/pause 25;  
/say Ok %NT Almost done!;  
/healenhance strength;  
/pause 25;
```

```
/healenhance constitution;  
/pause 25;  
/healenhance health;  
/pause 25;  
/disband;  
/pause 3;  
/say Thanks Have fun member of -F-;  
/pause 30;  
/target m;  
/macro Buffing;
```

These two macros will enable you to AFK buff all day long if you choose, and you won't waste any med-packs on yourself.

Credits

Many of these macro's I have acquired from other sources, most of which I can't recall the original source. I'd like to thank KenelmG for his aid in my road to Master Doctor, Spiderwell, and all the members of the Foundation who pitched in money getting me to the point where I could even make a run at Doctor.

Last Modified Date: 07-27-2004

Comments (19):

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Posted by **Poop** at 2004-08-11 07:35:19

Your guide stunk!Poeple like you make me sick!
jncghrgrufirubcydjebcrkyuaeckvacvdkwvckdvkgkwedvdgacgcgyevuwkavdeievaukyevd

Posted by **Anonymous** at 2004-08-11 07:35:34

Posted by **Anonymous** at 2004-09-05 14:11:27

Does anyone know how to bypass your droid going "low power" other than clicking on recharge I have tried /ui action radialMenu but dont have a option to set off the recharge

Posted by **Anonymous** at 2004-09-20 12:13:42

thanks for guide

Posted by **Kakeh** at 2004-10-07 12:28:05

Poop, two words for ya'-SUCK IT!!!

Posted by **Anonymous** at 2004-10-07 17:52:44

great guide, very very helpful :) nice one

Posted by **De're** at 2004-10-12 10:29:11

Very nice guide. Now I can effectively buff my guildies while I am afk. Thank you very much

Posted by **hmmm** at 2004-10-19 16:00:22

Nice good good work

Posted by **FrostyXN** at 2004-11-07 11:22:48

Very nice guide. Might start a doc now. Thanks for the info!

Posted by **FrostyXN** at 2004-11-07 11:27:20

Very nice guide. Might start a doc now. Thanks for the info!

Posted by **dexta** at 2004-11-12 13:45:27

this guide needs work.

the macro for grinding the crafting doc is really poor as there is another one which will allow u too jus select your resources....however i still need to get it again as i deleted it like a muppet...good work tho keep it up :)

Posted by **anonymous** at 2004-11-22 16:56:52

there is a faster way to get med xp than rezing people but u still need 2 people and a trained pet. all you have to do is make one character buff actoin only and consume adrisa/brandy, enough to where he doesnt loose mind when he plays with his pet. then just set a macro where one button on your toolbar repeatedly clicks another 1 that tells your pet to do a trick (bypasses the dumping of commands)it would look something like this. NAME "heal2"

/ui action toolbarSlot 00;

/macro heal 2;

then in the toolbar slot F1 put the macro

/tellopet XXX;

where the x's are put your pets comand to do trick 1 or 2. this will take away at your action at amazing amounts and leave your guy healing with stims as fast as he can!

Posted by **anonymous** at 2004-11-22 16:59:30

oh and i forgot to put that this macro can be clicked as many times as need be to have it run faster, just start the "heal2" macro like 5 times to have 5 different stances of it going at once to up the speed. there is no limit to how many or how fast this macro can go!

Posted by **Rabekah - Chimaera** at 2005-01-13 05:25:59

Good guide thanks but there is another way to get the heal XP, and it is what I did - play the game, team up and adventure - go out and work on getting to 50 Self Revive ring in mark of Hero quest and heal heal heal your party. What I did was encourage noobs onto thief/swooper spawn spots in Mos Eisley, ones a bit hard for them but then keep them alive with huge amounts off healing. I think I had all the heal XP before I even found out what a buff was and never had to tumble. I tried to grind the craft making things that were needed - got 2 and a half boxes in 3 months, by which time I saw many being Doc one day master doc a few days later - did they earn it? Could they buff someone while tanking a Kryat? My guess is no because they did not get the game experience. You can buff in a fight if you get a

medical/combat droid made :)

Posted by **anonymous** at 2005-01-14 14:16:05

i donno wat poop is talkin bout ova there but i though the idea was very clever...i just hope i can get it 2 work...great job keep it up

Posted by **anonymous** at 2005-01-14 14:16:09

i donno wat poop is talkin bout ova there but i though the idea was very clever...i just hope i can get it 2 work...great job keep it up

Posted by **Anonymous** at 2005-01-15 16:34:34

you know, i liked this guide. i've gotten all my doc XP by sitting in cantinas, med centers, and the Mineing Outpost on Dant healing people, but i needed help with the crafting XP. thanks Westonian!

Posted by **OrangeCake** at 2005-01-30 10:20:34

To hell with you who claim this guide to suck. So you'll know, this guide is quite good, needs some work, and is still a bit confusing, however, a very good guide. Thanks Westonian. Suck u critics.

Posted by **Chrash** at 2005-02-01 05:22:17

Is it possible to make a macro to do crafting AFK ?

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