

STILL ALIVE

MEDICAL

JOURNAL

Version Beta 1.7

Still Alive Medical Journal

WOUNDS AND INFECTION

Wounds come from three different sources: melee weapons, guns, and zombie bites. Melee Weapons can only deal wounds to the chest of a player (When using the Harmful Weapons skill) [See **Harmful Weapons**]. These wounds can be healed by a doctor, but should be wrapped first. [See **Doctor** skill]. If you've been wounded by a melee weapon (been hit in the back and your attacker said the word "STRIKE"), you'll fall helplessly to the ground holding your newly acquired chest wound, preventing yourself from bleeding out. As will all chest wounds, you will not be able to get to the Doctor on your own, and instead will need to be dragged there by another person. A person cannot be killed by a melee weapon unless the attacker also possesses the skill Lethal Weapons and successfully finishes you off when you're helpless on the ground [See **Lethal Weapons** skill]. A wound from a melee weapon should be wrapped by someone with the Medic or Field Medic skill before being taken into the Doctor to get it stitched up as it will become infected if you don't; and that will cause your infection rating to go up [See **Medic** and **Field Medic** skills].

Wounds from a gun are dangerous, if you're shot in a limb, you will lose the ability to use that limb until you receive surgery to remove the bullet and close up the wound [See the **Surgeon** skill]. Getting shot in the chest is a bit worse. If you're shot in the chest, you'll fall into a DOWNED state [See **DOWNED** in the **GLOSSARY OF TERMS** section of the Handbook], unable to do anything except hold your wound in agony, hoping someone will either drag you back to camp or put you out of your misery. A surgeon can remove the bullet from a chest wound as well, but it takes longer [See the **Surgeon** skill]. If you get shot in the chest twice without having surgery in between the shots, you're dead. No question about it (Unless you've gotten a bullet proof vest from somewhere in-game). This is what makes gun fights so dangerous. It's also important to note that you should have a medic or field medic wrap your gunshot wound before you go in for surgery. If you don't, the wound will become infected and raise your infection rating [See the **Field Medic**, **Medic** skills].

Wounds from a zombie are gotten from being latched onto by them. When you've received a wound from a zombie you can either have it wrapped by a Field Medic or Medic, or you can leave it and risk further infection, and both have their advantages [See **Medic** and **Field Medic** skills]. If you choose to have the wound wrapped, your limb will become

Still Alive Medical Journal

incapacitated and you won't be able to use it again until the wound is healed by a Doctor [See **Doctor** skill], however, once it's wrapped, the wounded limb is immune to further infection and wounds. If you leave the wound unwrapped, you'll retain full use of the limb, at the cost of possibly being bitten again.

Infection will happen slowly over time. When you return from a battle, the Doctor will look over everyone who was involved and determine the damage [See **Doctor** skill]. It's your job to tell the Doctor how many times you were bitten on each limb. This is based on the honor system—The game is only as fun as you make it, so think twice before lying. Once the Doctor assesses you, they'll refer to their infection chart to determine how many “infect dice” they'll need to roll for you and, if the wounds are bad enough, if they'll need to amputate. These dice will increase your overall infection rating.

Each character starts at 0% infection and will slowly gain it over time. To start out, every character rolls a 12-sided dice each time they need to roll an “infect dice” and the result is added to their infection rating (percentage). This dice can be reduced to a 10-sided, 8-sided, 6-sided and even 4-sided dice by taking the Infection Resistance skills [See **Infection Resistance 1**, **Infection Resistance 2**, **Infection Resistance 3**, and **Infection Resistance 4** skills]. It is your job to tell the doctor if you have any of these skills.

Once your infection rating reaches 25%, a percentage will be rolled to see if you begin to turn into a zombie. If you're on the unlucky end of the deal, your character will become a zombie the next event and you'll have to make a new one [See the **Death and New Characters** Section for more information]. This percentage roll is rolled once at 25%, once at 50%, and then at 75% it's rolled at the end of every event. There are skills that can help you combat the infection's hold on you, however. The Will to Live skills increase your chances of surviving [See **Will to Live 1** and **Will to Live 2** skills]. Will to Live 1 allows your character to roll the percentage again if they fail the first time, and Will to Live 2 gives the character a coin flip if they fail both percentage rolls—Heads means you live, tails means you turn into a zombie at the next event. And yes, this means that, even if a character had a 100% infection rating, they could still survive a few meets, provided they got lucky.

There are whispers about the hopes of a cure for the virus, or at least a way to reduce its infectious grasp on the world. Those that are interested in the cure will have to work long and hard in skills like Pharmaceuticals and Advanced Medical Research, but one

Still Alive Medical Journal

day they could hopefully find a way to cure it [See *Pharmaceuticals and Advanced Medical Research skills*].

MEDICAL BAG:

For Medic Skill:

medical wraps, surgical scissors, cloth, and a small bottle full of water or a similar liquid [used as antiseptic or alcohol].

For Field Medic Skill:

medical wraps, surgical scissors, cloth, and a small bottle full of water or a similar liquid [used as antiseptic or alcohol].

For Doctor Skill:

medical wraps, surgical scissors, cloth, a small bottle full of water or a similar liquid [used as antiseptic or alcohol], a Still Alive Injury and Infection Flow Chart, and Infection Counters.

For Surgeon Skill:

medical wraps, surgical scissors, cloth, a small bottle full of water or a similar liquid [used as antiseptic or alcohol], a Still Alive Injury and Infection Flow Chart, Infection Counters, medical/surgical scissors, an apron, and a medical mask.

Still Alive Medical Journal

Advanced Medical Research

- *Prerequisites:* Pharmaceuticals, Surgeon
- *Cost/Tier:* 4
- *Description:* If a cure is ever going to be found, you'll be the one to do it.
- *Explanation:* Allows expanded research on Pharmaceuticals and a possible cure. If you take this skill, let a Game Runner know and we'll give you further instruction.
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

Doctor

- *Prerequisites:* Medic
- *Cost/Tier:* 3
- *Description:* Bring out yer dead.
- *Explanation:* Allows you to treat the wounds of players bitten by zombies and hit by melee weapons. You CANNOT treat bullet wounds. Treating a wrapped wound takes 2 minutes. Treating an unwrapped wound takes 5 minutes. Chest wounds always take 10 minutes to treat (Roleplay treating wounds).
- *Limitations:* Must have Medical Supplies bag on hand and all work must be done at camp. Additionally, the medical supplies bag should contain an infection chart and infection counters. If you don't have these, please contact a Game Runner and we'll get you some. (If you run out of infect counters, you cannot treat wounds).
- *Type:* Profession
- *Notes:* None.

Still Alive Medical Journal

Field Medic

- *Prerequisites:* Medic
- *Cost/Tier:* 2
- *Description:* What's better than medical wraps? Mobile medical wraps!
- *Explanation:* An upgrade to the Medic skill. This skill allows you to wrap a single wound per limb of a wounded ally. Wrapping a wound requires a wrap from a medical kit to be tied around the corresponding wound. Wrapping a wound requires 10 seconds and renders the limb unusable until treated by a doctor or surgeon back at camp. However, a wrapped wound is immune to further damage and infection. You may also wrap your own wound, but it takes twice as long (20 seconds).
- *Limitations:* In order to use any medical skill, a medical kit is required. A medical kit must consist of medical wraps, surgical scissors, cloth, and a small bottle full of water or a similar liquid [used as antiseptic or alcohol]. If you run out of medical wraps, you cannot wrap wounds.
- *Type:* Talent
- *Notes:* None.

Medic

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* What's better than open wounds? Medical Wraps!
- *Explanation:* This skill allows you to wrap a single wound per limb of a wounded ally. Wrapping a wound requires a wrap from a medical kit to be tied around the corresponding wound. Wrapping a wound requires 10 seconds and renders the limb unusable until treated by a doctor or surgeon. However, a wrapped wound is immune to further damage and infection. You may also wrap your own wound, but it takes twice as long (20 seconds). You may only use this skill while at camp.
- *Limitations:* In order to use any medical skill, a medical kit is required. A medical kit must consist of medical wraps, surgical scissors, cloth, and a small bottle full of water or a similar liquid [used as antiseptic or alcohol]. If you run out of medical wraps, you cannot wrap wounds. This skill can only be performed at camp.
- *Type:* Profession
- *Notes:* None.

Still Alive Medical Journal

Pharmaceuticals

- *Prerequisites:* Doctor, Field Medic
- *Cost/Tier:* 3
- *Description:* Medicine is rare, but that doesn't mean it's not useful!
- *Explanation:* The user gains the ability to safely handle and administer pharmaceuticals (roleplayed as ticktacks) to yourself or other players. The only pharmaceutical that you have access to right now is adreaniline (orange ticktacks) Each adreaniline allows a player to completely ignore the effects of all wounds (except bullets to the chest) for one full combat scenario. After combat has ceased, all wounds received will return to the player and they will then need to be healed. Each person may only take one pharmaceutical per event. Pharmaceuticals can be rarely found on scavenging missions, or can occasionally be bought from the shop-tent for 10 bullets each.
- *Limitations:* Each person may only take one pharmaceutical per event.
- *Type:* Profession
- *Notes:* None.

Surgeon

- *Prerequisites:* Doctor
- *Cost/Tier:* 4
- *Description:* Scalpel!
- *Explanation:* An upgrade to the Doctor skill. Allows you to treat the wounds players who have been shot, in addition to the wounds of players bitten by zombies and hit by melee weapons. Treating a wrapped bullet wound takes 5 minutes, treating an unwrapped bullet wound takes 10 minutes. Treating a bullet wound to the chest always takes 15 minutes. Treating a wrapped wound takes 2 minutes. Treating an unwrapped wound takes 5 minutes. Chest wounds always take 10 minutes to treat (Roleplay treating wounds).
- *Limitations:* Must have Medical Supplies bag on hand and all work must be done at camp. Additionally, the medical supplies bag should contain an infection chart and infection counters. If you don't have these, please contact a Game Runner and we'll get you some. (If you run out of infect counters, you cannot treat wounds). In order to preform surgeries, your medical bag must also contain medical scissors, an apron, and a medical mask of some kind.
- *Type:* Profession
- *Notes:* None.

Still Alive Injury And Infection Flowchart (Version 1.7)

