

Basic: Requires Basic Medical to use. After 5 minutes of Active Role-Play the person using Basic Medical skill may use 0 Mind points to allow the person they operated on to regain 5 Body.

Proficient: Requires Proficient Medical to use. Spend 10 Mind points and 15 minutes of Active Role-Play operating on a Target. Bleedout timer is extended from 5 minutes to 10 minutes for the next time they enter bleedout this event. Must update sheet with info and time.

Master: When using Master Medical to Heal 15 Body you may expend a Hooch to reduce the time down to 10 seconds.

Graverobber: Spend 20 Mind and 20 minutes of Active Role-Play operating on two willing Targets to transfer 1 Infection from one to the other. Target gaining Infection must spend 10 XP.