



STARFLEET

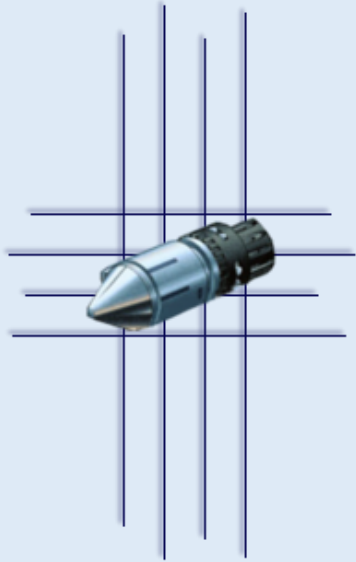
MEDICAL GEAR



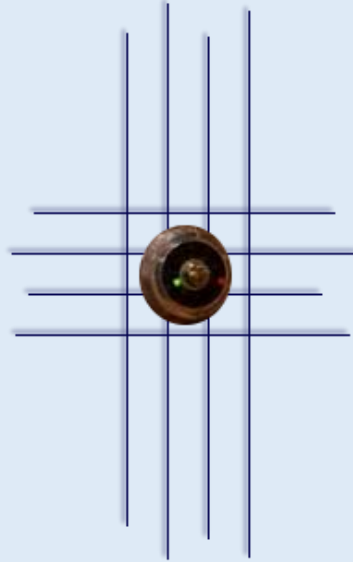
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Please note that in order to use this supplement you must have the Star Trek Adventures Core Rulebook, and the
Infinity RPG Core Rulebook (used that 2D20 Modiphius RPG to represent some Security gear)
Go to <https://www.modiphius.com> for more information on their RPG line and other game related products.

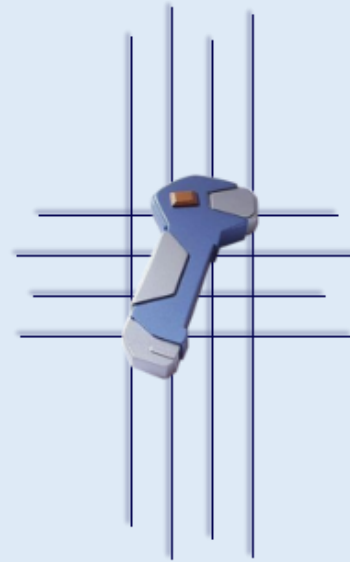
Autosuture



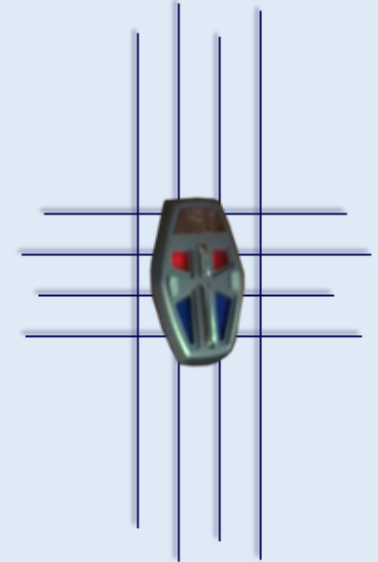
Blood-Gas Infuser



Bone Regenerator



Cardio Stimulator



Type: Medical Gear

Cost: Part of Medkit

Autosutures exploit molecular bonding technology to heal a variety of physical injuries, including broken bones, cuts, lacerations, ruptured vessels, and damage organs.

Type: Medical Gear

Cost: Part of Medkit

This small device is attached to the patient to provide their body with oxygen when they have temporary breathing problems. It is normally attached to the patient's head in order to prioritize providing oxygen to their brain, and can only be used in a sickbay or hospital, since the device connects to a larger unit that oxygenates the patient's blood. Blood gas infusers are designed for short-term operation and cannot safely be used for more than a few hours at a time.

- This device allows a doctor to temporarily keep a patient alive, even if the patient cannot breathe normally.

Type: Medical Gear

Cost: Opportunity 1

Also called a bone-knitting laser or an osteo-regenerator, this sturdy handheld device causes the bones it is used on to rapidly heal, allowing a medical officer to repair a fracture in a few minutes. This device is a standard component of any Starfleet medical or emergency kit.

- This device reduces the Difficulty of all Medicine rolls involving broken bones by 2, and also allows doctors to completely repair broken bones as part of a First Aid Task.

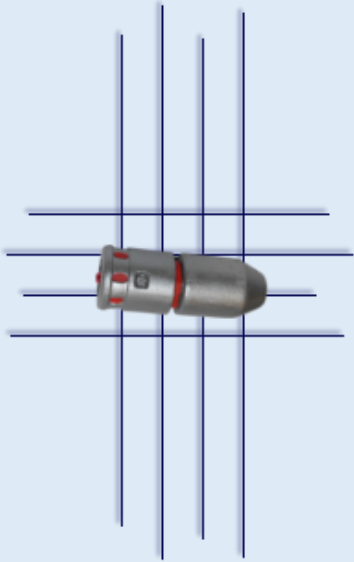
Type: Medical Gear

Cost: Part of Medkit

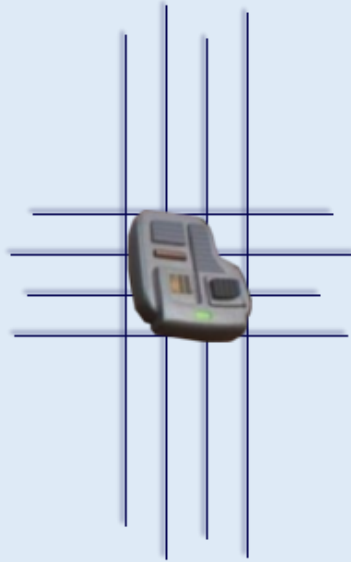
As the name suggests, this medical device is used to both restart stopped hearts, and to regulate and stabilize irregular heartbeats. Medical officers operate this small hand-held device by applying it to the patient's chest, much like late 20th century electronic defibrillator paddles. However, cardiostimulators are safer, less painful, and far more reliable.

- Characters attempting First Aid on another character from a Lethal Injury in combat may reroll a d20.

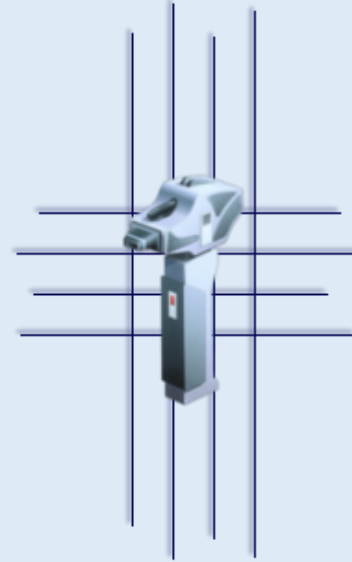
Cortical Scanner



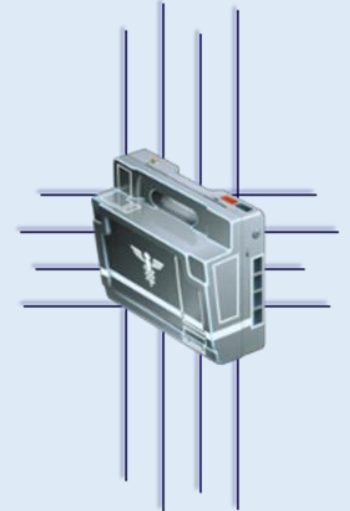
Cortical Stimulator



Dermal Regenerator



Emergency Surgical Kit



Type: Medical Gear
Cost: Opportunity 1

This small handheld device performs the same functions as a neurocortical monitor, except that it is designed to be used by a physician to make short-term scans. In addition to recording the activity of the subject's brain, medical officers can use this device to modify the patient's brainwaves, inducing sleep or wakefulness, and help subjects more rapidly regain consciousness after a blow to the head or after falling into a coma.

- Doctors may use this device to make a First Aid Task with a Difficulty of 1 to help someone unable to otherwise fall asleep, or to help someone who has been drugged, is very deeply asleep, or is in a coma wake up easily and rapidly.

Type: Medical Gear
Cost: Opportunity 1

Designed to be attached to the head of humanoids, this small device uses electrical impulses to attempt to normalize and even restart the neural activity of sentient beings. It is commonly used to treat seizures, hallucinations, and similar short-term neurological problems and to attempt to awaken patients who are in comas, but physicians can also use it in life-and-death situations to attempt to restart the brainwaves of a humanoid who has recently died. When using this device to revive the dead, time is of the essence. The longer a humanoid's neural activity has ceased, the greater the chance that they cannot be revived. Also, any traumatic injuries or other problems that caused the patient's death must be repaired simultaneously, or this device will not be able to keep the patient's brainwaves going.

- Using a cortical stimulator on a patient allows doctors to make a Medicine roll to attempt to revive patients who have died within the last 5 minutes. Doctors can also use this device to reduce the Difficulty of any attempt to revive patients who are in a coma or otherwise unconscious by 1.

Type: Medical Gear
Cost: Part of Medkit

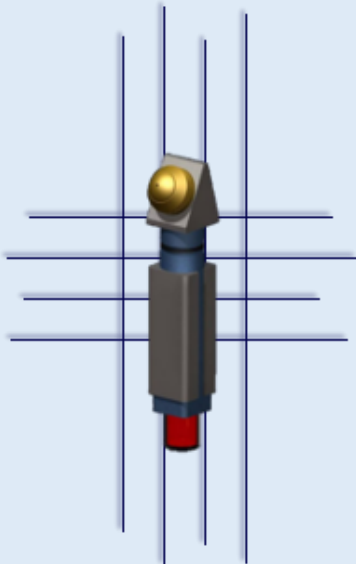
The dermal regenerator allows a physician to stimulate an injured humanoids natural healing process to accelerate the production of new skin cells and connective tissue, effectively healing superficial wounds.

Type: Medical Gear
Cost: Opportunity 1

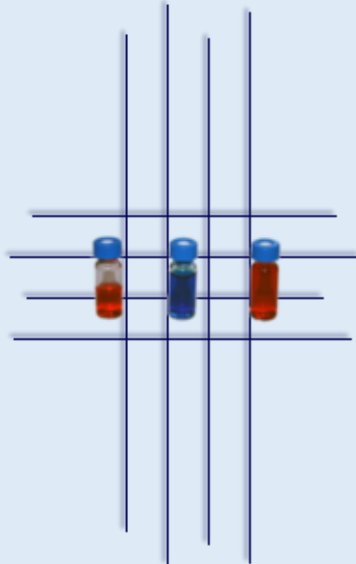
The standard Starfleet emergency surgical kit provides single use medical supplies capable of allowing a trained physician the means to perform complex surgical procedures in the field at the expense of equipment durability. The casing contains a built-in PADD that gives readouts on basic biological functions important to physicians such as blood pressure, heartbeat, temperature, etc. The display will also walk even unskilled civilians through steps to triage injured humanoids.

An emergency surgical kit is a single-use item, its resources expended after use.

Hypospray



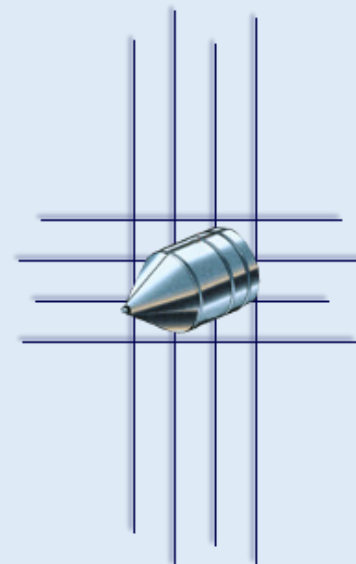
Hypospray Vails



Medkit



Laser Scalpel



Type: Medical Gear

Size: 1 H

Qualities: Aerosuspension Delivery System, Drugs, Injection, Vails

Cost: Part of Medkit (Drugs Opportunity 1)

Aerosuspension Delivery System: This device uses an extremely fine, high-pressure aerosuspension delivery system to deliver drugs to a patient subcutaneously. This delivery system is more hygienic in that it eliminates the need for a hypodermic needle to physically penetrate the skin.

Drugs: This device is used to administer drugs to a patient.

Injection: The patient must be in reach to inject him. If the target is unwilling the user must make a melee attack that does not directly inflict damage.

Vails: To use this device a vail with a specific drug must be inserted. Inserting a drug is achieved by taking the prepare minor action.

Type: Medical Gear

Damage or Effect: **Drugs** (See Description)

Size: 1 H

Qualities: Disposable, Fragile

Cost: Opportunity 1 (Per 3 Vails)

Disposable: This item is designed to be used only once and is destroyed or lost after use.

Fragile: A Fragile item is disabled after suffering 1 damage.

ALKYSINE: Used immediately after a patient suffers a neurological damage, like a spinal injury, this drug usually lessens the effects of the damage.

ANETRIZINE: Used as a local anesthetic to either relieve localized pain or to permit localized surgery or other potentially painful medical treatment.

ARITHRAZINE: Used to treat radiation poisoning by deadly theta radiation, this drug can be given after exposure as a treatment or prior to likely exposure as a preventative against radiation damage.

ANESTHIZINE (OR NEUROZINE): This renders a patient unconscious.

CERVALINE: An antirejection drug used to prevent rejection of transplanted tissue. To prevent a patient's body from rejecting a transplant, this drug must be given every few hours throughout the entire healing process.

CORDRAZINE: This powerful stimulant is used for patients experiencing cardiac arrest, to revive unconscious or comatose patients, or to stabilize patients who had come in contact with a dangerously powerful chemical that is depressing their metabolism. A more powerful version called tricordrazine is also widely used. An overdose of cordrazine can temporarily produce both delusions and violent paranoia.

COROPHIZINE: An antibiotic often used to prevent secondary infections caused by other illnesses.

CORTOLIN: Helps restore normal breathing functions in humanoid who have stopped breathing due to injury.

DERMALINE: It is used to treat first and second-degree burns.

DYLOVENE: A broad-spectrum antitoxin commonly used when someone has been poisoned by an unknown poisonous substance.

HYDROCORTILINE: A common pain medication often used for headaches.

HYRONALIN: This drug is used as a general treatment for radiation poisoning other than that caused by theta radiation. It can be given by injection both prior to exposure as a preventative and afterwards as a treatment.

LECTRAZINE: This drug is used to stabilize humanoid cardiovascular and renal systems. When given in combination with hyronalin it provides enhanced protection against radiation.

TRI-OX COMPOUND: This common drug is injected to allow humanoids to function more comfortably and safely in low oxygen environments. It works by releasing oxygen directly into the patient's bloodstream. Each injection provides additional oxygen to the patient for up to an hour or two.

Type: Medical Gear

Cost: Opportunity 1 for non-medical personnel.

A standard Medkit contains all the portable equipment doctors need to treat injuries and ailments in the field. Typical Medkits include a medical tricorder, an autosuture, a blood infuser, a cardio-stimulator, a dermal regenerator, two or more hyposprays, a neural-stimulator, and a PADD. Most starships, space stations, and other facilities store medkits in strategic locations.

Type: Medical Gear

Damage: 2A **Vicious 1**

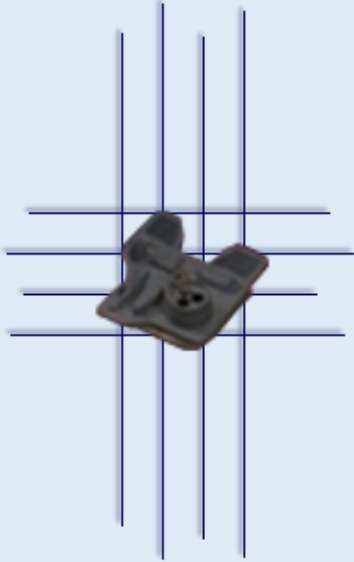
Size: 2 H

Cost: Part of Medkit

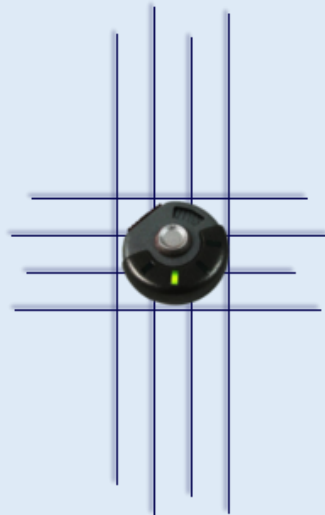
Vicious 1: The attack inflicts 1 additional damage for each Effect rolled.

Laser scalpels, also known as exscalpels, are widely used devices that have replaced stainless steel scalpels in hospitals and sickbays across the Federation. The laser scalpel uses a thin low-power laser beam to cleanly cut through tissue to a predetermined depth. The cut is also cleaned and cauterized by the scalpel, allowing dermal regenerators and auto-sutures to more effectively work after the surgery is complete and the patient is healing.

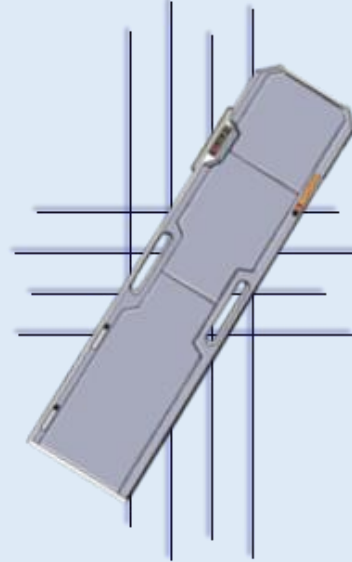
Neural Caliper



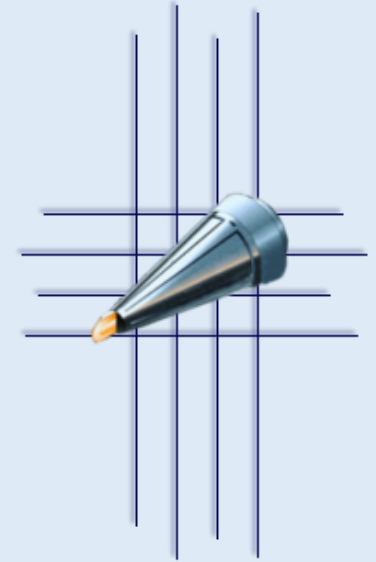
Neuro-Cortical Monitor



Stasis Backboard



Thrombic Modulator



Type: Medical Gear

Cost: Part of the Emergency Surgical Kit

This small, exceedingly safe device is the 24th century's answer to safe surgical anesthesia. When placed on the patient's forehead and activated, it causes the patient to rapidly lose consciousness, permitting surgery and other medical procedures to be safely and painlessly performed. Once deactivated, it also allows patients to awaken rapidly and with minimal disorientation.

- This is a standard medical device that provides no special benefits, but it can be used to safely render unwilling targets unconscious by successfully grappling them and then succeeding at a Medicine Task with a Difficulty of 1 to apply the device. If someone else has successfully grappled the target, using this device is a Task with a Difficulty of 0.

Type: Medical Gear

Cost: Opportunity 1

Qualities: Comms, Link, Programmable, Sensor "Neuro-cortical"

Comms: Allows remote two-way communication, but the device is susceptible to hacking and interference.

Link: This item can be linked with information gained from other devices.

Programmable: The device can be programmed to react in a certain way.

Sensor "neuro-cortical": This sensor is worn on a humanoid's neck and allows a patient undergoing neurologic observation and still continue to perform normal duties, lack of this device means the patient must remain isolated in sick bay and unable to perform any normal ship functions.

Type: Medical Gear

Cost: Stasis Backboard Opportunity 1

Swappable miniature deuterium tank Opportunity 1

An emergency medical device, the stasis backboard holds a patient in a state of suspended animation until medical treatment can be provided. The backboard is portable, allowing medical personnel to stabilize critically wounded patients in the field. A deuterium plasma generator provides up to 50 hours of operation time, which can be extended if connected to an EPS source (such as a shuttlecraft). The plasma generator supports a hot-swappable miniature deuterium tank for added operation time. For the patient relative time passes at a ratio of 5 nanoseconds per 100 years. The stasis backboard has been expanded to include an antigravity assembly and augmented plasma generator to assist patient transport.

Type: Medical Gear

Cost: Opportunity 1

The Thrombic modulator employs a force field to seal veins and arteries in order to arrest internal hemorrhaging and repairs obstructed or ruptured blood vessels with a form of electromagnetic radiation. In addition the device removes the need to surgically open up the patient.