

HEALER KIT

Your healer kit has all kinds of crap in it: scissors, rags, tape, needles, clamps, gloves, chill coils, wipes, alcohol, injectable tourniquets & bloodsucker, instant blood packets (coffee reddener), tubes of meatmesh, bonepins & site injectors, portable nanomedic breeder (a-tech), chemostabs, neurostabs, biostabs, narcostabs (chillstabs) in quantity, ritual supplies for healing magick, herbs, candles, ritual tools, and a roll of heart jumpshock patches and a dreaming stone for when it comes to that. It's big enough to fill the trunk of a car. When you use it, spend its stock; you can spend 0-3 of its stock per use. You can resupply it for 1-budget per 2-stock, if your circumstances let you buy medical supplies.

STOCK

It begins play holding 6-stock.

If you need to patch up a portable kit, one that you could carry around your shoulder maybe, it can contain up to 2-stocks. You have to take that stock from your full kit.

To use it to stabilize and heal someone at 9:00 or past, either harm or shock: roll+stock spent. On a hit, they will stabilize and heal to 6:00, but the Keeper will choose 1 (on a 10+) or 2 (on a 7-9):

- they need to be stabilized before you can move them.
- even narcostabbed, they fight you; you're acting under fire.
- they'll be in and out of consciousness for 24 hours.
- stabilizing them eats up your stock; spend 1-stock more.
- they'll be out of action, for at least a week.
- they'll need constant monitoring and care for 36 hours.

On a miss, they take 1-harm or 1-shock instead.

To use it to speed the recovery of someone at 3:00 or 6:00: don't roll. They choose: spend 4 days (3:00) or 1 week (6:00) blissed out on chillstabs and neurostabs, immobile but happy, or do their time like everyone else.

To use it to revive someone who's died or gone (at 12:00, not beyond): roll+stock spent. On a 10+, they recover to 10:00. On a 7-9, they recover to 11:00. On a miss, you've done everything you can for them, and they're still dead or gone.

BUDGET

If you're charging someone for your services, 1-budget is the going rate for one successful resuscitation (plus material costs); one person brought back from the other side (plus material costs); one week's full around-the-clock care (plus material costs); one month's employment as healer on call (plus material costs, if any).

1-budget will cover a month's living expenses, if your tastes aren't too grand.

As a one time expenditure, 1-budget covers the price of : one heavy hospital bill, any weapon, gear or fashion not valuable or high-tech, reparation on an arcanotech device, bodyguard service for a week by a ronin, one year taxes to the government, maintenance on a high-tech vehicle, such as a mech or even an angel, bribes and fees and gifts sufficient to get you into anyone's presence.

For better stuff, you should make particular arrangements. You can't just go shopping around the archeology with a few thousand terranotes and expect to find arcanotech prototypes and luxe eternal.

THE HEALER

The whole world is going down and that's a fact. But there may be hope. We may go through. The way you see it if it doesn't happen in a generation or so, we're fucked, but there is still that hope.

You're a doctor of body and soul, mending wounds and minds alike and using everything you can access, from sorcery to advanced pharmacology to nanomedic a-tech. You're keeping that hope alive by not letting people die.



ADDITIONAL RULES

HARM&SHOCK

Harm and shock before 6:00 heals automatically over time. Harm and shock after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00, it means that the character's dead or gone but can still be revived. Any harm or shock past that and the character's dead or gone for reals.

PERIPHERAL HEALING MOVE

When you heal another player's character's harm or shock, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience. When you heal someone, you see them more clearly.

INFIRMARY

When you go into your infirmary and dedicate yourself to working on a person, decide what you're trying for and tell the Keeper. The Keeper will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- it's going to take hours/days/weeks/months of work;
- first you'll have to get/build/fix/figure out ___;
- you're going to need ___ to help you with it;
- it's going to cost you a fuckton of T-notes;
- the best you'll be able to do is a crap version, weak and unreliable;
- it's going to mean exposing yourself (plus staff&patient) to serious danger;
- you're going to have to add ___ to your infirmary first;
- it's going to take several/dozens/hundreds of tries;
- you're going to have to take ___ apart to do it.

The Keeper might connect them all with "and," or might throw in a merciful "or."



THE HEALER

CREATING A HEALER

To create a healer, choose name, look, stats, moves and gear.

NAME

Choose.

STATS

Choose one set:

- Cool+1 Hard=0 Hot+1 Sharp+2 Other-1
- Cool+1 Hard+1 Hot=0 Sharp+2 Other-1
- Cool-1 Hard+1 Hot=0 Sharp+2 Other+1
- Cool+2 Hard=0 Hot-1 Sharp+2 Other-1

MOVES

You get all the basic moves. You get two healer moves.

Hx

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' name.

Go around again for Hx. On your turn, choose 1, 2, or all 3:

- One of them put a hand in when it mattered, and helped you save a life. Tell that player Hx+2.
- One of them has been beside you and has seen everything you've seen. Tell that player Hx+2.
- One of them, you figure doomed to self-destruction. Tell that player Hx-1.

Tell everyone else Hx+1. You're an open book.

On the others' turns:

- You try not to get too attached. Whatever number they tell you, give it -1 and write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which stat is most interesting, and highlight it. The Keeper will have you highlight a second stat too.

LOOK

Human, Nazzadi, Xenomix or White.

Man, woman, ambiguous, transgressing, or concealed.

Medical wear, casual wear plus medical, formal wear plus medical.

Kind face, strong face, rugged face, haggard face, pretty face, or lively face.

Quick eyes, hard eyes, caring eyes, bright eyes, laughing eyes, or clear eyes.

Compact body, stout body, spare body, big body, rangy body, or sturdy body.

GEAR

- healer kit
- 1 self defense aweapon
- savings worth 2-budget
- fashion suitable to your look, including at your option a bulletproof vest worth 1-armor (you detail)

Self defense weapons (choose 1):

- CS-32 Midnight Special light gun (2-harm close loud)
- Model 1S taser gun (S-harm close reload)
- composite combat knife (2-harm hand)
- M6 pistol grip shotgun (3-harm close reload messy)
- UT7 Hornet needle pistol (2-harm close messy)

IMPROVEMENT

Whenever you roll a highlighted stat and whenever you reset your Hx with someone, mark an experience hex. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off, you can't choose it again.

NAME

DESCRIPTION

COOL

HIGHLIGHT

Act under fire

HARD

HIGHLIGHT

Take by force • Go aggro

HOT

HIGHLIGHT

Seduce or manipulate

SHARP

HIGHLIGHT

Read sitch • Read person

OTHER

HIGHLIGHT

Open to the other side

Hx

Help or interfere • Session end

HEALER SPECIAL

If you and another character have sex, your Hx with them on your sheet goes immediately to +3, and they immediately get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead, as usual, and so mark experience.

IMPROVEMENT

Experience: IMPROVE

- get +1sharp (max sharp+3)
- get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1hard (max hard+2)
- get +1other (max other+2)
- get a new healer move
- get a new healer move
- get 2 jobs (detail) and **operation**
- get a move from another playbook
- get a move from another playbook

- Get +1 to any stat (max. stat+3)
- Retire your character (to safety)
- Create a 2nd character for you to play
- Change your character to a new type
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves



BROKEN -1sharp
DISFIGURED -1hot
SHATTERED -1cool
CRIPPLED -1hard



OBSSESSED -1sharp
DELUDED -1hot
TERRIFIED -1cool
DETACHED -1hard

HEALER MOVES

WISDOM OF YOG-SOTTOTH: when you open yourself to the other side, roll+sharp instead of roll+weird.

INFIRMARY: you get an infirmary, a surgical space, a laboratory with life support, a research lab and a crew of 2 (Shigusa & Mox, maybe). Get patients into it and you can work on them like a arcanotechnician on a-tech (cf).

PROFESSIONAL COMPASSION: you can choose to roll+sharp instead of roll+Hx when you help someone who's rolling.

BATTLEFIELD GRACE: while you are caring for people, not fighting, you get +1armor.

PURIFY FORM: when you put your hands skin-to-skin on a wounded or shocked person and open your brain to them, roll+other. On a 10+, heal 1 segment on the countdown of your choice. On a 7-9, heal 1 segment, but you're acting under fire from your patient's self. On a miss: first, you don't heal them. Second, you've opened both yourself and them to the other side, without protection or preparation. For you, and for your patient if your patient's a fellow player's character, treat it as though you've made that move and missed the roll. For patients belonging to the Keeper, their experience and fate are up to the Keeper.

PEAK AT THE OTHER SIDE: whenever someone in your care dies, you get +1other (max +3).

GEAR

BUDGET

HOLD

OTHER MOVES