

WISDOM FROM THE WASTELANDS

Issue #13: Medical Devices



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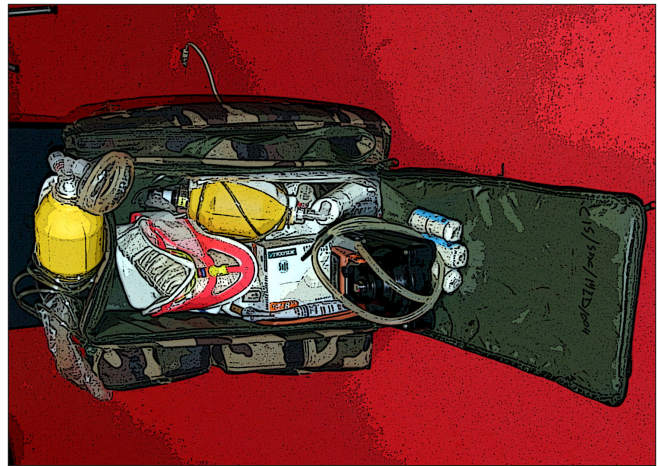
Fantasy has spells and potions to heal injuries and resurrect the dead. Science fantasy has similar ways of curing what fails, but through technology. Although the *Mutant Future* core book describes a plethora of drugs, there were only a handful of medical devices available as technological treasure. This issue provides several new pieces of medical equipment that Mutant Lords can use as rewards, or characters can use to help survive another day.

Auto-Medic

This medical device was quite common in the pre-apocalypse years, carried by police, firefighters, EMTs, and other civil service personnel that regularly dealt with injuries. The auto-medic is about the size of a regular first aid kit, approximately 8" per side and 4" deep, and weighs three pounds. Despite its small size, the device contains a massive database of common ailments and methods to treat injuries. It is typically pure white with a large red cross centered on the top, and has two metal hooks on one side that allow it to be stored hanging on a wall or stand.

The user activates it with a simple touch to the red cross, which then fades to become a holographic touch screen and projector. Simultaneously, side panels disappear revealing leads, probes, and other small devices. Using a pleasant female voice, the auto-medic prompts the user to describe the nature of the emergency. The device scans the patient and uses the probes to diagnose the problem, a process lasting about one minute.

Once done, the auto-medic administers treatment using a specialized healing energy to regenerate tissue. This procedure takes 1d4 rounds and repairs 3d10 points of



damage. The device can also advise the user on therapeutic methods to accelerate healing, doubling the patient's regular daily healing rate. Lastly, each device has a reservoir that can hold up to 25 individual doses of any medical drug, which the computer can administer if necessary, or at patient request.

The auto-medic's power clip will last for 24 hours on diagnosis mode, or permit the healing property to be used a maximum of 10 times. This does not completely drain the device, as an emergency backup power source will allow it to function for 1 hour in diagnosis mode.

Auto-Injector

This device is about the size of a cigarette pack, weighs half a pound, and is powered by a single power cell. Typically attached to the user's body with a strap or non-toxic adhesive, the auto-injector is pre-programmed to automatically deliver medications during certain threat situations.

Using either voice commands or a holographic keyboard that projects above the auto-injector, the user specifies the triggers, events such as entering combat, taking a certain

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This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The material contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).



amount of damage, or being exposed to a disease or toxin. When the conditions are met, the device injects the appropriate drug, without any conscious effort by the user, allowing them to act normally.

Each auto-injector has five small reservoirs that each hold up to five doses of one type of drug, giving a total capacity of 25 doses. Commonly used drugs are often found in five-dose “cartridges” specifically designed for this device.

Black Ray

There are some who believe this rare piece of medical technology was created off world and imported shortly before the final wars. The black ray is an odd looking instrument that resembles a pistol, except for its cone-shaped muzzle.

When triggered, the device emits a strange black ray, which many find quite terrifying to behold, but actually has several beneficial effects. First, the beam is lethal to any type of bacteria, virus, or fungus, instantly destroying any of these foreign bodies within the target. This also includes the genetic material used by many mutants with the *genetic replication* mutation (see below for more information).

Secondly, the ray renders the target completely immune to these same invaders for 1d3 days. Lastly, the device greatly increases the target’s natural healing rate, tripling this for 1d3 days. For example, if a character normally has a healing rate of 1d3, he would instead have a healing rate of 3d3 for 1d3 days. Subsequent uses on the same target have no effect, until the previous effects have worn off.

The black ray draws energy from a power clip within the handle of the device. This allows a maximum of 10 uses before it must be replaced.

Disease Diagnosis Companion

This instrument appears very similar to an auto-medic, 8” on a side, 4” deep, and weighing 3 pounds, but it does not have the healing function. Like the auto-medic, a DDC also takes samples of the patient, but rather the repairing tissue damage, it identifies disease. This process takes 1d3 minutes, after which the DDC can administer a number of broadband antibiotics and anti-viral medications, providing the patient

with an automatic re-roll against disease. Should the medications have no effect, the device will recommend that the user seek out proper medical attention. The device will also advise the patient on ways to help fight the infection, doubling the user’s natural healing rate (only against damage the disease causes) until the disease has been beaten.

The reservoir of a DDC holds 20 doses of each medication. The drugs come in small packets usually for sale through pharmacies, or found in medical clinics and hospitals (which they typically kept a small supply in case of emergencies). Given the types of drugs normally available to the Ancients, this device was consider rather archaic. It was typically found only in poorer nations without access to more powerful medications, or in the wilderness where these drugs were not as easily accessible.

Genetic Damage Restorer

The Genetic Damage Restorer, or GDR, is a very specialized piece of medical technology that uses both AI and nanotechnology. The device is about the size and weight of a laptop computer, runs off a power clip, has a touch-pad to input information, and uses holograms to project data into the air just above it.

The GDR analyzes a patient using a blood sample and a full body scan. These tests allow the computer to fully sequence the target’s DNA, identifying genetic defects. If the target possesses multiple defects, the computer can single out the most dangerous. The GDR then programs a swarm of nanites to enter the patient’s body and begin to self-replicate. Once enough nanites are created, they begin to rewrite the patient’s genetic code, correcting the defect and removing it. The process takes 1d6+4 days to complete, during which time the patient must be kept sedated and unconscious, because the repair work can be quite painful and disorienting. Unfortunately, the human genome is quite fragile and may be irreparably damaged by multiple GDR treatments. As such, a patient can only use this device once per year.

Harmonic Wand

This small metallic wand is approximately 6” long with a mesh tip at one end. It weighs .3 pounds, has a small holographic display with a touch pad, and provides both a port for individual power cells and an adaptor for larger power sources. The single power cell will last for 10 uses, but if the wand is hooked up to larger sources it may be used for a significantly longer time (The ML can decide how many uses each source will provide).

The harmonic wand uses sound waves at a specific frequency to rapidly heal damage—especially from impacts, because the sonic energy is very effective at helping bone to



re-knit. When used on any wounds inflicted by kinetic damage, the wand heals 1d6+4 points of damage. It works on other wounds, but it is not quite as effective, healing only 1d6 points of damage. This process takes 1d4 rounds.

Medical Compatibility Computer

In the decades leading up to the apocalypse Uplifted animals, creatures genetically engineered to have human-like intellects and capabilities, became increasingly common in the Ancient world (see *Wisdom from the Wastelands* issue six for more information on Uplifts). Also during this time, many everyday citizens gained access to some degree of personal genetic engineering, which permanently altered their genomes. Scientists quickly realized this tampering had unforeseen side effects, one of which was that many previously effective medications had become dangerous, possibly fatal, for such genetically modified patients (see *Wisdom from the Wastelands* issue eight for more information regarding Medical Compatibility rules).

The Medical Compatibility Computer was created to counter these effects. The device first identifies genetic abnormalities in a patient's tissue samples and then alters the medications using nanites and an internal reservoir of chemicals. This process generally takes 30 minutes to several hours, depending on both the number of genetic abnormalities

(or mutations) the patient has, and the complexity of the drugs. The exact amount of time is left to the ML. There is no chance of medical incompatibility once a drug has been altered—but only for the specified character. Anyone else attempting to use the altered drug must immediately roll on the Medical Incompatibility chart.

The device is about the size of a laptop computer and weighs four pounds. The top panel appears blank until activated, when it functions as a holographic projector. Several side panels open to internally stored leads and probes, a port where unmodified drugs are inserted, the chemical reservoir, and the power pack. The computer reservoir holds enough chemicals to alter ten drugs. Once these run out, the computer will alert the user so they can be replenished. The chemicals come in small packets usually sold in pharmacies, or found in medical clinics and hospitals. The nanites used to alter the drugs are always purged and stored in the device, so they never need to be replaced. The computer's single power pack allows it to run continuously for 24 hours.

NuSkin

This is not a drug, but an organic slush of chemicals and nutrients sprayed onto a wound. In 1d4 rounds, the chemicals adapt to the patient's flesh, heal 1d6+4 points of damage, seal the wound to prevent infection, and stop any bleeding. If applied to a wound that has been exposed to disease, the patient gains a +4 to the save.

NuSkin can be used on multiple wounds, so that if a patient sustained four wounds, each one can be treated, healing each for the same amount of damage. Additionally, the NuSkin will also triple the body's natural healing rate for any treated wound only. Once the wound has been healed the NuSkin is absorbed into the body.

NuSkin comes in three different sizes: small cans, with five applications; medium, with 10 applications; and large, which contains 20 applications. The cans weigh .5 pounds, one pound and three pounds respectively.

RadBeGone

With the rise of high technology came many hazards, and despite safeguards enforced by the government, there were large numbers of radiation injuries and poisonings. To address this, Ancient scientists developed a nanotechnology-based cleaning implement that was small enough to be portable and cheap enough to be sold on the open market.

When attached to someone exposed to radiation, a RadBeGone device injects a swarm of nanites programmed to repair genetic-level damage, and stimulate the patient's stem cells to promote regrowth. Once the nanites complete their task, they are brought back into the device to be reused in the future. In game terms, the device will heal any radiation damage a patient sustained, and prevent the victim from gaining a mutation. The procedure takes 2d6 turns to complete.

RadBeGone is the size of a small picture frame: .5" thick, 4" long, and 6" wide. The top is a holographic projector and has a small built-in Geiger counter that constantly monitors



radiation levels. This has a 50 ft. range and displays the class of radiation present. The device is powered by a single power pack and has enough energy to run continuously for 24 hours.

Regen Wand

Using the same energy found in the auto-medic, the regen wand was designed as an emergency wound stabilizer. Although not quite as powerful as an auto-medic, the wand proved to be a life saver, and was often found in first aid kits. The regen wand is identical to a harmonic wand, except that it has a white crystal tip instead of the mesh. A single power cell last for 10 uses, but if hooked up to larger sources the life can be extended significantly (The ML can decide how many uses each source will provide).

When applied to a single wound of any type, the wand emits a soothing blue light that causes cells to begin regenerating. The process takes 1d4 rounds to heal 3d4 points of damage. The wand can be used on separate wounds, but would not have any additional effects if used on the same wound twice.

Resurrector

Still experimental during the final years, these devices use a combination of nanotechnology and specific sound waves, super-enhanced with a barely understood energy, to revive the recently deceased. Appropriately, Resurrectors appear similar to a coffin. While they usually ran off the power grid before the apocalypse, they can also use a radioactive cell.

The reviving process requires that the body be placed within the device, which immediately runs a complete diagnostic scan to determine cause of death. It then programs nanites to repair the body using raw materials provided through a bio-chemical “soup” made of proteins, trace minerals, and water. Once the body is rebuilt, the machine bombards it with a combination of specifically attuned sonic



waves and what Ancient scientists called “life energy.” The dead then had a chance to return to life, fully healed and no worse for the wear. The entire procedure takes 4d4+12 hours.

Though the procedure was successful, Ancient scientists discovered that if used more than once on the same patient, the Resurrector had less chance of reviving the corpse. And, sometimes, even if the dead were returned to life, the patient would experience unexpected side effects, such as personality disorders or genetic defects. In rare cases, the patients would initially appear fine, but over a period of days they would begin to “relapse,” show signs of the wounds that killed them, start to decay, and lose their minds. In addition to this hideous degeneration, the unfortunate victims found they could reverse their condition by ingesting human tissue—turning cannibalistic could prolong their unnatural lives.

In game terms, any pure human that is placed into the chamber within twenty four hours of death, and makes a successful saving throw versus death, will be fully healed and brought back to life. For each subsequent use of the Resurrector, the user must again save against death, but with a cumulative -2 to each attempt. If the save is successful, then the patient is returned to life with no side effects. If the save fails, roll on Resurrector Negative Effect Table.

Resurrector Negative Effect Table

<i>Roll</i>	<i>Result</i>	<i>Game Effect</i>
1-10	Death	Character is permanently dead and cannot be brought back to life.
11-14	Defect	Roll one physical or mental drawback on the drawback tables.
15-17	Loss of trait	Randomly choose one physical or mental trait and lose 1d3 points. If the trait drops below zero, the character is irrevocably dead and cannot be resurrected.
18-19	Personality Disorder	The character gains a mental disorder, decided by the ML. Possibilities might include kleptomania, manic depression, suicidal or homicidal tendencies, etc.
20	Cannibal	See below.

If the Cannibal trait results, initially nothing appears wrong with the character. But 1d6 days after being revived the character will begin to see his fatal wounds start to re-appear. In game terms, the afflicted character loses 1d3 points of Constitution per day and will instinctively “know” the only way to reverse the condition is to consume raw materials. This requires that he consume 10 hit points of raw human flesh. Doing so restores 1d3 points of Constitution. If this returns the victim his original Constitution score, he will be stabilized for another 1d6 days, at which time the process will begin once again. Eventually the character will either lose the battle against the wasting or be discovered, which will most likely lead to being hunted and destroyed.



Second Skin Suit

These form-fitting elastic garments were designed to treat those who had suffered significant dermal damage from heat, cold, acid, and so forth. The suit is a matrix of sensors and tiny capillaries that inject chemicals and drugs directly into the flesh. It is controlled by a two-inch square computer located on the lapel, and is powered by a single power cell that lasts for 24 hours, although the adapter permits a suit to

be run from other power sources. The entire garment weighs 10 pounds.

When activated, a suit takes 1d4 rounds to heal 6d6+6 points of damage, using both medication and the healing energy also found in auto-medics and regen wands. Also, for as long as it is worn, the suit triples the wearer's natural healing rate. Once the wearer has healed, the suit's chemical supply must be replaced. Most hospitals, modern medical clinics, and trauma centers carried refills for the suits' chemical reservoirs.

Stasis Generator

Exceedingly rare, these devices were produced for a brief period before the apocalypse, as the Ancients had weaponized the quantum principle technology only just before the final wars began. Stasis generators were used almost exclusively by the military, although they had begun to see use with police and EMTs in major cities across the globe.

The stasis generator technology worked by segregating targets from the normal time stream within a completely impenetrable bubble of time. Nothing could harm or effect the entity within a stasis generator field, and the target had no perception of time passing. The only exception was that the target could be moved from place to place. This property allowed medics and soldiers to keep horribly wounded individuals frozen in time, and alive, until reaching a medical facility with the capabilities to save the patients.

Stasis generators currently have two functions. They are used as originally intended, keeping the wounded alive in stasis until they can be brought to medical help. But, in the hostile world of *Mutant Future*, stasis generators are also used to contain powerful enemies until they can be disposed of, with little or no risk to the wielders of the device.

An individual unit appears to be a small handgun with a six-inch wide satellite dish for a muzzle. The device weighs five pounds and could be connected to belt pack or backpack power sources, or run from an internal power pack.

NEW MUTATION

Genetic Replication (Physical)

The mutant reproduces not through conventional methods, but like a virus. By injecting a portion of its genetic material via bite, scratch, blood, etc., the mutant causes his victim to undergo a metamorphosis, turning it into an identical copy of the original.

The victim of this attack is allowed a save versus disease; if successful, he will not be affected, and will be completely immune to any future attacks by the same mutant. But should the victim fail his save, he will begin a transformation that takes seven to ten days to complete. During the first two days, the most obvious remodeling will be primarily cosmetic, as skin, eye, and hair color change. For the next three to five days, the changes will be more drastic, as new organs and limbs begin to appear, mutations cease to function, new abilities develop, and so forth. These changes are very painful and the victim will be incapable of any action while they

take place. The final transformations include the victim's mind changing irrevocably, with his mental statistics, thought patterns, personality, etc., altering to match those of his attacker, until the only thing the victim retains are memories of what he used to be. That is, if the attacking mutant was intelligent to start with.

Mutants with this power have not come to dominate the wastes because the *genetic replication* can be stopped quite easily. The change is viral, so any medical drugs designed to cure disease will kill off the viral material causing the change. If this happens before the infected creature metamorphoses completely, it will revert to its original form, losing any new abilities it had gained.

Note, this is a modified version of the *genetic replication* mutation originally created by Derek Holland, and used in the Skirmisher Publishing LLC sourcebooks *Creatures of the Wastelands* and *Creatures of the Tropical Wastes*.

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