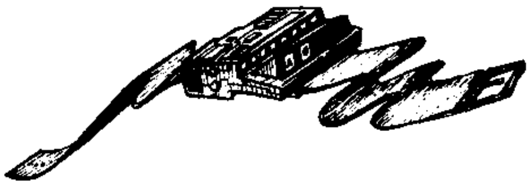
AUTOMATED MEDIKIT



Tech level 12 version illustrated

CUSTOMISING NOTES:

EQUIPMENT STATISTICS

	TL	*Type*	*Vol*	*Wt*	*Price*
O	12	Automated Medikit-12	2 litres	2 kg	Cr15,000
O	14	Automated Medikit-14	1 litres	1 kg	Cr20,000
O	15	Automated Medikit-15	0.5 litres	0.5 kg	Cr30,000

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	*Charge Duration*	*Operating Noise*	*Re-supply Vol*	*Wt*	*Price*	*Comments*
O	12	10 doses	occ. hiss	0.5 litres	0.5 kg	Cr3000	medic-1 skill
O	14	20 doses	occ. hiss	0.5 litres	0.3 kg	Cr4000	medic-2 skill
O	15	30 doses	occ. hiss	0.5 litres	0.25 kg	Cr5000	medic-3 skill

USAGE RECORD (OPTIONAL)

Each square represents 1 dose

O TL12: □□□□□□□□□□

O TL14: □□□□□□□□□□□□□□□□□□□□

O TL15: □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

DESCRIPTION

An automated medikit is a portable diagnostic and treatment device for personal first aid use. Using probes and skin monitors, the unit attempts to diagnose and then treat light wounds. The drugs contained inside include analgesics, antitoxins, stimulants, sedatives, variants on combat drugs, etc. It is rumoured that certain Zhodani models contain psi-drugs as well.

The medikit is limited to first aid only, restoring 1D wounds per usage. If used more than 3 times per day, the user must make a Determination roll for each extra dose or become addicted to the drugs.

The kit constantly monitors its supply of chemicals and power, and warns the user with "Low" and "Depleted" indicator lights. Re-supply of chemicals is available at a world of TL9 or greater; batteries can be recharged aboard ship (or wherever power is available), taking 8 hours. Another feature is the 'Trauma' light which signals that the patient needs a physician or autodoc immediately.

A medikit is optimised for use on a particular race, and does not work on members of another race (if this is attempted, it automatically fails; roll 2D on the Mishap table for wounds received). An individual skilled in electronics and xeno-medicine could modify the unit for use on another race; this is a Difficult task. One exception to this rule is that humans and Vargr can use the same medical kits.

TL12+ vacc suits have contact points allowing a medikit to be used without removing the suit.

TASK LIBRARY - USAGE

To diagnose with a medikit:

Routine, Medical, EDU, instant (uncertain, fateful).

Referee: if the character using the kit has no skill, use the kit's default skill. If Some Truth, any treatment using this diagnosis will be less than optimum; roll 2D on the Mishap Table. On a Major mishap, inflict 1D extra wounds.

To treat with a medikit:

Routine, Medical, EDU, 1 combat round (uncertain, fateful).

Referee: if the character applying the kit has no skill, use the kit's default skill as shown. For a superficial or minor mishap apply 1D extra wounds; for a Major mishap apply 2D extra wounds, and work out some form of permanent damage.

TASK LIBRARY - REPAIR

To repair a damaged medikit:

[varies], Electronics or Computer, EDU, [varies]

Referee: Difficulty depends on the damage level: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage	1 min
minor damage	5 min
major damage	2 hrs
destroyed	5 hrs

For field repair, double the time increment, in addition to other standard increases.