HEALING MODIFIERS

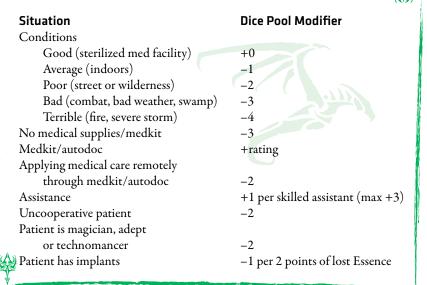| Situation	Dice Pool Modifier
Conditions	
Good (sterilized med facility)	+0
Average (indoors)	–1
Poor (street or wilderness)	–2
Bad (combat, bad weather, swamp)	–3
Terrible (fire, severe storm)	–4
No medical supplies/medkit	–3
Medkit/autodoc	+rating
Applying medical care remotely	
through medkit/autodoc	–2
Assistance	+1 per skilled assistant (max +3)
Uncooperative patient	–2
Patient is magician, adept	
or technomancer	–2
Patient has implants	–1 per 2 points of lost Essence

A glitch doubles the character's healing time. A critical glitch not only doubles the healing time, but increases damage by 1D3 boxes.

Medicine may only be applied once to each set of wounds, but it may be applied even if First Aid and/or magical healing have already been used. Additional damage taken afterward counts as a new set of wounds.

Medicine may be used to diagnose a character's health in the same manner as First Aid.

Medkits and Autodocs

The capabilities of modern medkits (p. 329) and autodoc drones (p. 341) rival those of trained paramedics. They can serve as a valuable aid to a medtech's diagnoses or applied healing, or they can simply be hooked up to the patient and set to apply medical care automatically.

If a trained medtech uses a medkit/autodoc when healing a character, she receives a dice pool modifier equal to the device's First Aid or Medicine autosoft rating. If the character is untrained, she can still make the test using her own attribute and the device's rating in place of her skill. If the device is hooked up to a patient and left unattended, simply roll the device's rating for any tests. Note that medkits and autodocs can be accessed and controlled remotely via the Matrix/wireless link.

Magical Healing

The Heal spell can be used to repair physical injuries. Each hit from the Spellcasting Test heals one box of Physical damage (up to a maximum equal to the spell's Force). See *Heal,* p. 200.

PHYSICAL DAMAGE OVERFLOW

Characters who exceed their Physical Condition Monitor and enter into overflow damage (see *Exceeding the Condition Monitor,* p. 153) are at risk of dying if they do not receive prompt medical attention.

Stabilization

If the character's condition is not stabilized, she will take an additional box of damage every (Body) Combat Turns for blood loss, shock, and other things that affect a body on the brink of death.

In order to stabilize a wounded character, a First Aid + Logic (2) Test or Medicine + Logic (2) Test must be made (situational modifiers apply). Medkits and autodocs may be used to stabilize a character as well. If successful, the wounded patient stabilizes and no longer takes automatic additional damage.

If the stabilization fails, the character continues to take damage until she dies. Additional stabilization tests may be made, at a cumulative –2 dice pool modifier per test.

The Stabilize spell (p. 201) may also be used to stabilize a character.

Once a character has been stabilized, First Aid, Medicine and/or magical healing may be applied as normally.

TOXINS

Spurs, spirits, spells, fists, bullets, and katanas aren't the only things that can hurt characters in *Shadowrun*. Toxins (knockout drugs and poisons) are perennial favorites when it comes to severely messing up or otherwise incapacitating your target.

TOXIN ATTRIBUTES

Each substance has several game mechanic ratings.

Vector

Vector is the method in which the toxin can be applied.

Contact toxins (in liquid or gas form) must be applied to the target's skin. If coated on a weapon, they may be applied with a successful melee attack (whether or not they cause damage). A chemical seal (see p. 317) offers complete protection unless breached (by an attack causing damage), while chemical protection (p. 317) gives a bonus equal to its rating to the Toxic Resistance Test.

Ingestion toxins must be eaten by the victim. They generally take longer to have an effect. Digestive expansion bioware (p. 338) gives a bonus of +2 to the Toxic Resistance Test against ingested substances.

Inhalation toxins must be inhaled by the target and are applied as an aerosol spray or gas. A target wearing a gas mask, chemical seal, or using an activated cyberware internal air tank (p. 334) is immune to its effects. Chemical protection gives a bonus equal to its rating to the Toxic Resistance Test.

Injection toxins must be injected into the target's bloodstream. Similar to contact toxins, they may be coated on a bladed (not blunt) melee weapon and applied with a successful damage-causing melee attack.