

# **SURGEON TRADE MANUAL**

**THIS MANUAL BELONGS TO:**

**VERSION - 1.0 - 15 EXP**

# **SURGEON TRADE MANUAL**

**THIS MANUAL BELONGS TO:**

**VERSION - 1.0 - 15 EXP**

## Surgeon

### === Trade Description ===

The Surgeon skill allows a player to showcase an increased and intimate knowledge of anatomy and medical practices. A Surgeon possesses the unique ability to navigate and potentially heal wounds that stump even the most accomplished healers and clerics. Through a new, fringe process known as surgery, a surgeon has a chance to cure temporary and permanent maims afflicting their patient.

### === Prerequisite Skills ===

Trade: Healer

Lore: Anatomy or Lore: Surgery

### === Needed Equipment ===

- A Fully Stocked Healer's Kit
- A Surgical Mask
- Surgical Tools (Scalpels, Bone Saws, etc.)
- General Anesthetic (drinkable or inhalable, eg Chloroform)
- Antiseptic Agents for cleaning tools
- Smelling salts or "rousing" agents
- Needle and thread / suture props
- A prop-tourniquet
- A 10-sided Die
- A Log-Book to Track Surgical Outcomes

### === Time & Actions ===

#### Staunch Bleeding

**Time:** 1 minute

**Action:** By utilizing certain methods, you may halt the Bleed Out timer of the wounded. By taking one full

## NOTES:

does NOT treat or heal any wounds, but instead upgrades the recipient from (recently) Dead to Dying. Healing or Divine magic must then be used to treat and/or heal their wounds as normal.

Any form of this surgery results in the recipient being Fatigued for the remainder of the day.

There are three choices available:

1) The recipient may choose to **FIRST** roll their True Grit roll and then depending on the outcome, they may have you perform surgery on them to ignore this result and instead save their lives. The surgery will result in giving the recipient a Severe Maiming to the most applicable damaged location.

2) The recipient may choose to **FOREGO** their True Grit roll entirely and instead accept a maiming in its place. This surgery will result in giving the recipient a Light Maiming to the most applicable damaged location.

3) In the absence of the recipient having True Grit, the surgeon may try to do what they can to save the person. This allows the recipient to roll a True Grit roll but at a -2 penalty.

## **Surgical Documentation**

**Time:** Variable

**Action:** The lead surgeon must keep a written log of all patients who have undergone surgeries throughout an event as well as the outcomes of those surgeries (Surgical Outcome and Post-Surgical Outcome). These logs or a copy of these logs must be turned over at event check out.

## NOTES:

minute to either pack the wound with bloody towels (torso) or apply a tourniquet (loosely! Do not tighten!) to a limb to pause the recipients Bleed Out timer. Once complete, explain the effect to the recipient. If new wounds or effects causing Bleed Out occur, then they will have to be tended to separately.

### **Bloodletting**

**Time:** 10 minutes

**Action:** By draining the recipient of infected blood, you can cure them of diseases or poisons. Roleplay some method of cutting, draining, or removing the blood of the recipient. After the 10 minutes is complete, one poison or disease effect with a Cleanse Rating of 3 or lower is removed. Every Hitpoint the recipient has increases the Cleanse Rating able to be removed by +1. The recipient's hit points are drained completely to zero and they are given the Fatigued status effect for 1 hour.

### **Let Me See What I Can Do...**

**Time:** 15 minutes

**Action:** If a player falls and should be dead (but is tenacious and drags themselves back to you by utilizing the True Grit ability or being dragged back to you by others after recently perishing), you can roleplay lifesaving surgery to help them. This should take the form of intense and fast paced and gruesome methods as saving limbs and healing wounds is secondary to saving lives. Keep in mind that this live saving surgery

## **Under the Knife - Temporary Maims**

**Time:** Patient Out for 1 hour, Surgical Time 30 Minutes

**Action:** In order to perform a Temporary Maim surgery, you must have 2 Healing Reagents (Pineed Sap, Maltorn Root, Gold Fynch Oil, or Fae Leaf) available that will be consumed by the surgery process. Once the patient is under anesthesia you must begin to roleplay the surgery. 10 minutes before the end of surgery (the 20 minute mark), you must roll a d10 to find the outcome of the surgery. Regardless of the outcome you must continue to roleplay the surgery to completion. Once the d10 has been rolled you cannot change the outcome by any means. If the d10 shows that the surgery fails you must roleplay the extent of the surgery including complications throughout that result in a failed surgery. If the roll is successful you must roleplay a full and successful surgery. If the 1-hour period in which the patient is under anesthetic is interrupted FOR ANY REASON, the surgery automatically fails. If the 30-minute surgical time is interrupted FOR ANY REASON the surgery automatically fails and the patient takes a mortal wound to the surgical location; this cannot be done on purpose to "save" the recipient from a negative surgery outcome. Regardless of the outcome of the surgery, the patient is given the Fatigued effect for the remainder of the day.

A patient can only undergo one surgery per month.

## **Divine Limb/Organ Reattachment**

**Time:** Factored into Under the Knife

**Action:** Some Severe Maims simply cannot be removed by regular surgeries. Missing hands, feet, or eyes cannot be "regrown" through surgery. However, they can be transplanted from other people as long as the limb or organ is fresh or has been put under stasis with magic. Powerful and intricate Divine magic is necessary to reconnect the tissue to the recipient. While the patient is Under the Knife, these limbs can be attached to give the recipient full function of those limbs or organs again.

Should the surgery fail but a limb was reattached, the physical limb or organ has been put on the patient but it does not work. A future surgery could be conducted to try to alleviate the maim but until then the patient will suffer from infections as the body rejects the limb until a successful surgery is conducted. The player will begin every event with an Infection Card until this is treated via successful surgery or the limb is removed.

- A fresh limb/organ (such as violently removed from someone through gruesome roleplay and applicable bloody props) or a preserved limb/organ purchased before the surgery is required for this ability
- A Third Level Cleric (which CANNOT be the Surgeon conducting the surgery), who casts 6 mana during the surgical roleplay (and must be present for the entire surgery) by helping cleanse, stabilize, and Rejuvenate the reattached limb/organ is required to be able to perform this ability.
- A single Greater Divine Cleric can perform both

Post-Surgical Follow-Up and Divine Limb/Organ Re-attachment at the same time for a cost of 12 mana overall and involve more in-depth role play.

### **Post-Surgical Follow-Up**

**Time:** 5 Minutes

**Action:** While the patient is still under anesthetic take some time to clean your area and check the surgical location for signs of infection. Roll a d10 to see if the open wound was infected during surgery. Regardless of outcome continue to care for the patient for the duration of the Follow-Up time before letting them rest to come to from the anesthesia.

D10 Chart:

1-3 - The patient is fevered and infected

4-5 - The patient is infected

6-7 - The patient is fevered

8-10 - The patient is healthy

NOTE: If the patient has Disease Resistance, roll the d10 twice and take the higher roll.

- A Third Level Cleric (which CANNOT be the Surgeon conducting the surgery), who casts 6 mana during the beginning of the surgical roleplay (and must be present for the entire surgery) and roleplays as helping to cleanse wounds, tools, and ease pain and will grant a +4 Bonus on the Post-Surgical Follow-Up roll, noted above.

- A single Greater Divine Cleric can perform both Post-Surgical Follow-Up and Divine Limb/Organ Re-attachment at the same time for a cost of 12 mana overall and involve more in-depth role play throughout the surgery.

### **Under the Knife - Perform Surgery**

**Time:** Variable

**Action:** In order to perform surgery a Surgeon must make use of multiple important skills in order. First, Prep for Under the Knife. Then Put Patient Under, Then Under The Knife, finally Post-Surgical Follow Up. All these skills must be used in order for a successful surgery.

### **Put Patient Under**

**Time:** 5 Minutes

**Action:** Before commencing surgery a surgeon must make sure their patient is under general anesthesia. Roleplay giving your patient an anesthetic. This anesthetic must be applied continuously over the course of 5 minutes. During this time the patient becomes increasingly groggy until they pass out. (Example: You hand your patient a rag soaked in chloroform and tell them to take a deep inhale through the rag every 30 seconds and explain to them that it will make them increasingly sleepy and by the end of five minutes they will pass out)

**ONLY WILLING PATIENTS CAN BE PUT UNDER ANESTHESIA**

interrupted FOR ANY REASON the surgery automatically fails and the patient takes a mortal wound to the surgical location AND progresses straight to Dying; this cannot be done on purpose to "save" the recipient from a negative surgery outcome. Regardless of the outcome of the surgery, the patient is given the Fatigued effect for the remainder of the day.

A patient can only undergo one surgery per month.

D10 Chart:

1-2 - The Surgery Fails, there are major complications. The patient dies. (May use True Grit or Last Hope; cannot be intervened with Let Me See What I can Do...)

3-6 - The Surgery Fails.

7+ - The Surgery Succeeds (Maim changes from Permanent to Temporary and will heal naturally after 3-months)

12+ - The Surgery Succeeds (Maim heals after event) (\*See Prepping for Under the Knife for potential modifiers)

## Prepping for Under the Knife

**Action:** Surgeries tend to be more successful with help or preparedness. You can increase the chance of a successful surgery by doing the following (each bonus may only be applied to a surgery one time)

- Assisting the Surgery: A maximum of 3 people "slots" can be assisting during the surgery, each with their own benefits.

- Another surgeon helping you will grant a +1 bonus on the surgery outcome roll.
- Two Healers will together grant a +1 bonus on the surgery outcome roll (but take up 2 people "slots")
- A Cleric with Greater Divine can assist in Post-Op and limb/organ reattachment (see below) but does not add to the surgery roll
- SPECIAL: A Bard can give a +1 to a surgery roll, but ONLY if there are no other assisting Surgeons or Healers. Communication between a surgical team (Surgeons and Healers) is of the utmost importance and a bard's music may inadvertently interfere with such communication. This is only a bonus that can be given to a solo Surgeon or a Surgeon only being supported by a Greater Divine Cleric.
- All assisting participants must be present and accounted for and must remain throughout the entire surgery. All assisting participants must roleplay as aiding in the surgery and cannot be simply sitting around and observing.
- ALL AIDS CAN ONLY FILL ONE ROLL PER SURGERY. (eg. A Cleric with Trade: Surgeon must declare before the surgery if they are aiding as a

Cleric or as a Surgeon, not both)

- High Quality Tools: If the Reagent Card "Premium Surgical Tools" is present at the time of the surgery along with appropriate props, add a +1 bonus to the surgery outcome roll. (Note that simply having surgical props does not count as having this Reagent Card)
- A Maim's severity is factored into the difficulty of the surgery; conducting surgery on a Light Maim gives you a +1 to the surgical outcome roll.
- A Patient's natural tenacity can also help in surgery. If the patient has Improved True Grit then add +1 to the surgical outcome roll.
- A Patient's state of mind, willpower, and desire to overcome injury is important to successful surgeries. The patient may choose to "spend" experience points on their character to increase the outcome of the Surgery. A Temporary Maim will cost 15 experience points and a Permanent one 30 and will result in a +1 bonus to the surgery outcome roll
- The surgeon may attempt the surgery with half of the required reagents (1 for Temp maim, 2 for Permanent maim) for a -1 penalty to the surgical outcome roll OR with no required reagents for a -2 penalty to the surgical outcome roll.

D10 Chart:

- 1-2 - The Surgery Fails and the maim is upgraded from Temporary to Permanent
- 3-4 - The Surgery Fails.
- 5-8 - The Surgery Succeeds, the Maim time is cut in half or appropriately reduced
- 9+ - The Surgery Succeeds (Maim heals after event) (\*See Prepping for Under the Knife for potential modifiers)

### **Under the Knife - Permanent Maims**

**Time:** Patient Out for 1 hour, Surgical Time 50 Minutes

**Action:** In order to perform a Permanent Maim surgery, you must have 4 Healing Reagents (Pineed Sap, Maltorn Root, Gold Fynch Oil, or Fae Leaf) available that will be consumed by the surgery process.

Once the patient is under anesthesia you must begin to roleplay the surgery. 10 minutes before the end of surgery (the 50 minute mark), you must roll a d10 to find the outcome of the surgery. Regardless of the outcome you must continue to roleplay the surgery to completion. Once the d10 has been rolled you cannot change the outcome by any means. If the d10 shows that the surgery fails you must roleplay the extent of the surgery including complications throughout that result in a failed surgery. If the roll is successful you must roleplay a full and successful surgery. If the 1-hour period in which the patient is under anesthetic is interrupted FOR ANY REASON, the surgery automatically fails. If the 50-minute surgical time is in-