

34a. SKILLS: Physiker

The skill of a Physiker is a combination of Advanced First Aid, Paramedic and Physician. It also is currently designed with animals in mind. We have added some other healing philosophies, as well. The optimum rank level allowed in the world is determined by the GM. Factors to be considered is the cultures the characters are from, the level of biology and medical knowledge available in the world or region.

Remember that Physicians in India were performing brain and plastic surgeries before the Persian or Egyptian physicians. As a matter of fact, these latter physicians went to India to learn surgical techniques. At the same time, many regions of Europe had medical knowledge limited to basic first-aid. (There is more than one reason they called it the “Dark Ages.”) This is why it is important for the GM to decide the level of Physiker that may be available, and what areas or cultures may possess it.

Because there are so many options, this may be a little overwhelming. We have designed two Physiker options. It may be easier for a GM to decide the option best for their region or world.

Physiker I

34.1a The success of the character's attempt at using this skill is dependent on the rank achieved, the difficulty of this task, and the character's Manual Dexterity and Perception.

The base chance of success for Physiker tasks are given a **Difficulty Factor**, where the Difficulty is a value from 1 to 5 assigned by the GM, with 5 being easy. The GM should also determine what the time requirement is to finish the task.

34.2a The Advanced First Aid ability is earned at Rank 0.

The newly trained Physiker has a very basic knowledge of Anatomy and Physiology (as the culture understands it) at Rank 0. The Base Success Chance of the Physiker to perform Basic First-Aid is **[(Rank x 8) + Perception + 1 point for each point at or above 15 in MD]%**. They also learn basic massage techniques and can perform some pain relief using this modality.

34.3a The Crude Dentistry ability is given at Rank 1.

Rank 1 gives the Physiker basic knowledge of diseases, locations of Pressure Points and Marmas (important nerve clusters). They can assist with the Birthing Process. They also learn a variety of advanced massage techniques and the manipulation of joints. (These techniques can also help with pain relief. The Success Chance of the Physiker to perform Advanced First Aid is **[(Rank x 8) + Perception + 1 point for each point at or above 15 in MD]%**. **Tooth Pulling and haircuts are done at this rank.**

34.4a The Physiker can set bones and diagnose at Rank 2.

A Rank 2 Physiker can deal with common ailments (cold & flus) and can perform basic pressure point techniques. They gain basic knowledge of Meridians and Cranio-Sacral Techniques. They can use pressure points and Cranio-Sacral techniques to kill pain. More advanced joint manipulation and adjustments are learned. Their ability to perform in these areas is **[(Rank x 7) + Perception + 1 point for each point at or above 15 in MD]%**.

34.5a The Physiker can perform Amputations beginning at Rank 3.

They can deal with Amputations, and can perform advance Pressure Point techniques. The Physiker can also begin needing Acupuncture/Acupressure Points along Meridians. Can deliver babies. The Success Chance of performing these abilities is **[(Rank x 5) + Perception + 1 point for each point at or above 15 in MD]%**.

34.6a 4 The Physiker can give Grievous Injury Aid beginning at Rank 4.

The Physiker can also deal with rare ailments. They learn reflexology and more advanced Acupuncture Point techniques. They begin to learn about Acupressure/Acupuncture Techniques for other humanoid races. Their Base Chance to perform these abilities is **[(Rank x 6) + Perception + 1 point for each point at or above 15 in MD]%**.

34.7a Minor Surgery comes into play at Rank 5 of Physiker.

These surgeries usually involve the skin and top layers of flesh. Other areas of knowledge encompass Auricular Acupuncture/Acupressure points. Advanced Care for difficult pregnancies is learned here. The Physiker's Base Chance of performing these tasks is **[(Rank x 8) + Perception + 1 point for each point at or above 15 in MD]%**.

34.8a Major Surgery begins this at Rank 6 of Physiker.

The Rank 6 Physiker is introduced to surgical techniques involving joints and muscular areas (limbs). The Base Chance of success in performing surgeries in these areas is **[(Rank x 4) + Perception + 1 point for each point at or above 15 in MD]%**. Advanced Acupressure/Acupuncture techniques for other humanoids are studied, as well as the beginning techniques for dealing with mammals. Bone setting is also covered for other humanoid species, as will as minor surgery.

34.9a Abdominal Surgery is the focus of Rank 7 Physikers.

The Base chance to perform abdominal surgery is **[(Rank x 3) + Perception + 1 point for each point at or above 15 in MD]%**. Surgical techniques are learned for other humanoids. Conditions for other races are covered as well as those for mammals. Manipulations of joints for animals are covered.

34.10a The Physiker at this Rank 8 begins learning the simple techniques of Brain Surgery.

These techniques focus of taking fluid off the brain, dealing with surface lesions and the like. The Base Chance of performing these procedures is **[(Rank x 3) + Perception + 1 point for each point at or above 15 in MD]%**. Surgery for animals begins at this level. It entails joint and muscles.

34.11a The Physiker is able to perform surgeries involving the Eyes, Ears and Heart at Rank 9.

The Base Chance of performing these activities is **[(Rank x 1) + Perception + 1 point for each point at or above 15 in MD]%**. Abdominal surgeries on animals can begin to take place at this level, as well as Simple Brain surgeries (taking fluid off the brain). The study of all animals can occur at this level, including fish and sea mammals (if the desire is there).

34.17a Experience Cost for Physiker

Rank	0	1	2	3	4	5	6	7	8	9	10
Eps.	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000

34.12a At Rank 10, the Physiker is now able to perform Major Brain Surgery.

The removal of lesions and tumors within the brain itself are the focus of this rank. The Base Chance to perform this type of surgery is $[(Rank \times 2) + Perception + 1 \text{ point for each point at or above 15 in MD}]%$. At this level, the Physiker learns to deal with Brain surgeries of all humanoids, animals (mammals, avians, reptiles, etc.).

34.13a The Physiker has the chance to kill pain.

The Base Chance of a Physiker to perform this action alone is $[(Rank \times 10) + 1 \text{ point for every point at or able 15 in MD}]%$. If the Physiker has the aid of:

- Healer = +20 is added to the Base Chance.
- Herbalist = +15 is added to the Base Chance
- Alchemist = +10 is added to the Base Chance.

34.14a The injured need a set time to heal Fatigue and Endurance. These times are found in section (originally 82) for Fatigue. Endurance also takes a specified period of time to heal. This is seen in section (originally 85.) There is a chance to decrease healing time is: $[(Rank \times 6) + 1 \text{ point at or above 15 in MD}]%$. The decrease in healing time is cut in half.

If assistance from the following is rendered, the following is added to the Base Chance%.

- Healer = +30%
- Herbalist = +20%
- Alchemist = +10%

Originally [82.7] A character may regain Fatigue Points by resting or eating a hot meal.

A character may never have a Fatigue Point total greater than their Fatigue value.

A character recovers Fatigue Points according to the following schedule:

Activity Fatigue Points/hour

Relaxation	1
Nap	2
Sleep	3
Eat Hot Meal	2

1. A character's Fatigue Point total may benefit from a hot meal no more than *three* times during a 24-hour period, and each time must be separated by at least 4 hours.

2. If a character's Endurance is less than 10, they recover *one-half* of a Fatigue Point less per hour or meal, and if their Endurance is less than 5, they recover *one* less Fatigue Point. However, a character must always recover a minimum of *one-half* a Fatigue Point when resting.

3. If a character's Endurance is from 21 to 30, they recover an additional *one-half* of a Fatigue Point per hour or meal. Each succeeding ten point Endurance bracket carries an additional *one-half* Fatigue Point per hour or meal bonus.

Originally [85.1] The rate at which Endurance Points are recovered depends on how active the injured being is.

If a being expends and/or loses no more than *one-half* their Fatigue Points (round down) for *three* consecutive days, they regain *one* Endurance Point at the end of the third day. Otherwise, they recover an Endurance Point at the end of the

34.17a Experience Cost for Physiker

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following (i.e., fourth) day.

If a being is given ministrations from a Physiker's kit, his body requires *one* less day to regain an Endurance Point.

Originally [85.2] Injuries that are not quantified as Endurance Point losses (e.g., hamstring muscles) heal at the same rate as they do in this world.

The GM should assume that an Endurance value of 15 indicates a body that heals in average time. Values greater than 15 will allow a being to heal more quickly, while values lower than 15 will cause a corresponding extension to the time required.

34.15a Pressure points are used to stun, paralyze a limb or render a being unconscious.

This skill can be added to the Martial Artist Pressure Point Ability (if taken).

The Base Chance to Cause Pain or Stun: $[MD + PC + (Rank \times 3)]/100%$

The Base Chance to paralyze a limb: $(Round [MD + PC + [(Rank \times 3)/2]]/100%$

The Base Chance to render an individual unconscious is: $(Round [MD + PC + (Rank \times 3)/3]/100%$.

34.16a A Physiker must spend $(250 + [25 \times Rank])$ Silver Pennies per year to maintain the best equipment and texts they can use.

If the Physiker fails to spend the above sum, they operate as if they are *two* Ranks less proficient. If their Rank is reduced to a negative number, they temporarily lose the use of the skill.

Designer's Notes: This skill has been written to be as all inclusive of various modalities of healing as one can get, with game playing in mind. We assume that in many cases a GM will not want or need certain modes. This is fine; we expect a GM will pick and choose what their world provides. Keep in mind the GM must also decide whether the Physiker needs to stop at a certain rank, or if they can continue to Rank 10 but not receive any of the abilities beyond a certain point.

Feel free to distribute this to anyone who wants a copy. All we ask is that if any changes or additions are made; please let us know so we can update our own notes. Comments are always welcome, especially from people who have experience in any of these areas! You can reach us at kyle.s.hall01@gmail.com. At this time we are not releasing any copyrights.

34b. Physiker II

34.1b The success of the character's attempt at using this skill is dependent on the rank achieved, the difficulty of this task, and the character's Manual Dexterity and Perception.

The base chance of success for Physiker tasks are given a **Difficulty Factor**, where the Difficulty is a value from 1 to 5 assigned by the GM, with 5 being easy. The GM should also determine what the time requirement is to finish the task.

34.2b The Advanced First Aid ability is earned at Rank 0.

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34.3b The Crude Dentistry ability is given at Rank 1.

Rank 1 gives the Physiker basic knowledge of diseases. They can assist with the Birthing Process. Tooth pulling and Haircuts can be done at this level. The Base Chance to perform these abilities is **[(Rank x 8) + Perception + 1 point for each point at or above 15 in MD]%**.

Optional philosophy choices:

Ayurvedic Medicine (Marmas points are learned), **Traditional Chinese Medicine** (Acupuncture/acupressure: Meridians, etc.), **Massage**,

34.4b The Physiker can set simple bone breaks and diagnose at Rank 2.

A Rank 2 Physiker can set simple bone breaks and diagnose common ailments (cold & flus). The Base Chance for these abilities is **[(Rank x 7) + Perception + 1 point for each point at or above 15 in MD]%**.

Optional philosophical areas for abilities:

Cranio-Sacral, Osteopathic / Naturopathic Manipulations (Chiropractic Adjustments) of Joints, Veterinary

34.5b The Physiker can perform Amputations beginning at Rank 3.

They can deal with Amputations. Can deliver babies. The Success Chance of performing these abilities is **[(Rank x 5) + Perception + 1 point for each point at or above 15 in MD]%**.

34.6b Minor Surgery comes into play at Rank 5 of Physiker.

These surgeries usually involve the skin and top layers of flesh. Advanced Care for difficult pregnancies is learned here. The Physiker's Base Chance of performing these tasks is **[(Rank x 8) + Perception + 1 point for each point at or above 15 in MD]%**.

34.7b Major Surgery begins this at Rank 6 of Physiker.

The Physiker can give **Grievous Injury Aid and can perform surgeries at this level.** The Base Chance of success in performing surgeries in these areas is **[(Rank x 4) + Perception + 1 point for each point at or above 15 in MD]%**. The Grievous

Injury Base Chance is **[(Rank x 6) + Perception + 1 point for each point at or above 15 in MD]%**. Whether a Physiker can treat a particular Grievous Injury is up to the GM's discretion.

34.8b The Physiker at this Rank 8 begins learning the simple techniques of Brain Surgery.

These techniques focus of taking fluid off the brain, dealing with surface lesions and the like. The Base Chance of performing these procedures is **[(Rank x 3) + Perception + 1 point for each point at or above 15 in MD]%**.

34.9b At Rank 10, the Physiker is now able to perform Advanced Major Surgery.

Surgeries involving: Major Organ, Eye, Ear, Heart and Brain can be performed at this level. The removal of lesions and tumors within the brain itself can be attempted. The Base Chance to perform this type of surgery is **[(Rank x 2) + Perception + 1 point for each point at or above 15 in MD]%**.

34.10b The Physiker has the chance to kill pain.

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half a Fatigue Point when resting.

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