## **Neshaten Healer**

A healer is a soldier whose purpose is to aid the injured, they are sometimes called medics, other times doctors, in some cases nurses, but in the military they are simply referred to as a healer. Healers are considered non-combat personal, as they take an oath to do no harm though this doesn't mean they can't be armed in battle for personal safety reasons.

Healers are required to know everything about a persons physical and mental states, they are also responsible for ensuring that a soldier remains in top physical form. They are also responsible for keeping accurate medical records and tending to the needs of a person, no matter how serious or how small it might be.

In the enlisted ranks, they are referred to simply as Healers, but in the officer ranks, they are referred to as Miester Healers.

## Responsibilities

The following is a list of responsibilities associated with a healer.

If on a starship, the following apply:

- Perform routine medical exams at the beginning of each season phase (Once an OOC Month)
- Keep infirmary clean and prepared to receive injured
- Patrol ship for injured crewmen
- Keep accurate medical files
- Perform medical exam's on newly arrived crew
- Perform medical checkups when crew returns from missions
- Never take a life unless in the act of self defense
- Monitor onboard medical supplies, put in request for new supplies if running low.

If part of a squad or assigned to a ground based facility

- · Perform routine medical exams once every two weeks
- Keep medical facilities prepped and ready for injured
- When assigned to a squad, their job is to monitor squad health and physical and mental condition and respond accordingly to changes.
- Keep track of medical supplies and order replacements when needed
- Study viruses and diseases along and perform experiments on local plant life for dangers
  - MUST know how to recognize and treat the symptoms of crystalline intoxication and be able to treat it before it becomes deadly.

## **Medical Codes**

A medical code is a code that can be given to medics to determine a person's degree of injuries and what

is needed, these codes are also used by the Armored Body Suit (standard)

There are three designations:

- I Code's with an I at the beginning indicate Internal injuries.
- E Code's with an E at the beginning indicate External injuries. E injuries are also related to the loss of limbs.
- U Code's with a U are the beginning indicate an unknown type of injury, this is rare, but usually appears when a medical system is overwhelmed and unable to properly determine the extend of injuries to a person.

| Code | Description   | Occupation Details   |
|------|---|--|
| 1918 | Internal Injuries caused by foreign sharp<br>object. Citizen requires medical attention,<br>but is not in danger of death | Healer should examine the person for additional injuries that a medical system or suit didn't detected.                  |
| 1354 | Internal Injuries caused by excessive force, multiple organ failure or damage detected                                    | Healer should examine person for further injuries, but should treat the most severe first                                |
| 1355 | Internal Injuries caused by excessive force, to include blunt force trauma  | Healer should examine individual for other injuries  |
| E292 | Limb Loss   | Healer should prep emergency bay for blood lose or, if<br>the limb was cleanly taken, the possibility to<br>reattachment |
| 1202 | Major internal bleeding detected, cause unknown   | Healer should check body for external injuries or the cause of internal bleeding   |
| E534 | Organ failure, caused unknown   | Healer needs to figure out organ failure cause, which could be internal or external                                      |
| U928 | Unknown internal injuries   | Healer needs to examine person   |

## Skills

| Skill                         | Description  |  |
|-------------------------------|--|--|
| Biology                       | In order to be a healer, they had to have learned about their own biology  |  |
| Medical and Science           | A healer must know to perform surgery, where to insert IV's, and how to properly address the wounds on a person                                  |  |
| Humanities                    | Although they are there to help heal physical injuries, some healers may also be able to counsel soldiers in getting them through their injuries |  |
| Neshaten Military Occupations |  |  |
|                               |  |  |

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