

*Medical Finds Table

*Note: Intensity of all medications = D10+10 - Low Intensity
 Unless otherwise stated D20+20 - Medium Intensity
 ?*Add Med Int to CN saves D30+30 - High Intensity

All medications will automatically cure any illness or disease equal to or less than its intensity.

#	Die Roll	#	Item	# of Doses	Notes
1		1	Pain Reducer, High Intensity	D6	15-Z/+1sv/-1RF to actions
2		2	Radiation Serum, Low/Med Intensity	D4	1-14/Duration = Intensity in A.Turns
3		3	Bandages, Sterile	D20'	+1 heal/day
4		4	Poison Antedote, High Intensity	D4	15-Z/Duration = Intensity in A.Turns
5		5	Pain Reducer, Low/Med Intensity	D8	1-14/Duration = Intensity in A.Turns
6		6	Stim Dose	D6	+2 PS & CN/Addictive = CN save
7		7	Herbal Medicines - Med Int max	D4	
8		1	a. Pain		
9		2	b. Inflammatory		
10		3	c. Digestive		
11		4	d. Itching		
12		5	e. Healing		
13		6	f. Stimulant		
14		7	g. Drowsiness		
15		8	h. AntiPoison		
16		9	I. Coagulant		
17		10	j. Hallucinogen		
18		8	Suggestion Change Drug	D2	Will follow, but not to death
19		9	Peroxide or Alcohol	D2	DeciLiter Bottles
20		10	Sustenance Dose	D10	No hunger for Duration=Int in hours
21		11	Medi-Kit, Professional, med/high int	S	+2RF
22		12	Medi-kit, Personal, low/med inten	S	Cannot heal major problems/compound
23		13	Splint/Bone Kit	S	Can heal compound fractures
24		14	Spinal Injury Kit	S	Heals and repairs spinal cord injuries
25		15	Mind Booster	D3	+3 MS & IN/Addictive = CN save
26		16	Interra Shot	D2	Truth serum
27		17	Genetic Booster	D2	D30 dmg/50% chance to gain mutation
28		18	Healing	D2	
29		1	a. Accelera Dose		Heals base10 dmg
30		2	b. Polycellulac-3		Heals 2D10 dmg w/in 10A.Turns
31		3	c. Polycellulac-4		Heals 2D10 dmg
32		19	Hyper-dexamylophet(HDAP)	D4	Reduces Fatigue effects/+4CN saves
33		20	Gurney Kit	S	Levitating/immobilize patient
34		21	Cardiacine	D2	Cardiac stimulator/ w/in A.turns = CN
35		22	Medi-Kit, Surgical, low/med inten	S	as persnl med-kit +1RF
36		23	Radiation Serum, High Intensity	D2	15-Z/Duration = Intensity in A.Turns
37		24	Injection Kit	D2	Allows use of Injectible refills
38		25	Anti-bacterial, High Intensity	D2	15-Z/+2CS CN save
39		26	Poison Antedote, Low/Med Intensity	D8	1-14/Duration = Intensity in A.Turns
40		27	Bandages, Burn	D10'	+1pt Heal/day
41		28	Bios Scanner Rng in meters = D20+10	S	Diagnosis of ailments/detect lifeforms
42		29	Cur-in-dose	D6	Drug or Poison cure, instant
43		30	Fungicide, Medicinal Spray	D4	
44		31	Laxative	D4	DeciLiter Bottles. Liquid or Pills
45		32	Artificial Limbs	S	Fully functional cyborg parts
46		33	Anti-Bacterial, Low/Med Intensity	D6	1-14/+2CS CN save
47		34	Snake Antivenom	D6	Duration = Intensity in A.Turns
48		35	First Aid Kit	D10	Cures 1 HP / use / turn
49		36	Liquid Skin Spray	D12	Sanitizes and Covers wounds, +1HP/day
50		37	Chambers	-	
51		1	a. Porta Stasis	S	Levitating/patient in stasis
52		2	b. Regeneration Chamber	S	Liquid filled chamber, also functions as a stasis chamber