



Star Citizen Medical Guide 3.15

Brought to you by Test Squadron

"It is my duty as a Pararescueman to save life and to aid the injured. I will be prepared at all times to perform my assigned duties quickly and efficiently, placing these duties before personal desires and comforts. These things we do, that others may live"

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Abbreviation / Term	Remark
BDL	Blood drug level, a high BDL will result in reduced movability or unconsciousness
Pen	Any single use drug to heal or mask a player's injury or symptom
Imprint	A copy of your body, clone, aka spawn point
LMB / RMB	Left and right mouse button



First Aid Basics

1. Protect yourself first
2. Watch out for enemies
3. Get the downed person into safety (Body Dragging)
4. Heal with Hemazol
5. Consider other suitable Pens if available

Body Dragging

If someone is in a downed state it is very likely that enemies are nearby. If possible, drag the body into a safe location.

DO NOT put the downed person's life above your own. You cannot save anyone if you are also incapacitated.

To drag a body, press "F", then select "DRAG BODY" action. To put a patient in med bed, press "F" next to bed and select "PUT IN BED" action.

Healing

Pens

A Pen is a single use drug administering tool. There are a range of pens for different applications.

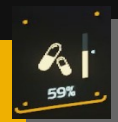
A single pen might not be enough to fully treat an injury or completely relieve the trauma symptoms. Additional pens or medical bay services may be required for full treatment.

MedPen	OpioPen	CortigoPen	AdrenaPen	DetoxPen
Hemazol	Roxaphen	Sterogen	Demexatrine	Resurgera
Masks immediate trauma	Masks leg injuries	Masks head injuries	Masks torso injuries	Masks overdose effects
100 aUec	100 aUec	100 aUec	100 aUec	100 aUec
				

To use a Pen:

- Press "C" to quick-hold an equipped pen, or hold "C" to view the full list of equipped pens to select from
- Press "LMB" to self-apply pen, or "RMB" to apply it to another person

Always monitor patient BDL to prevent drug overdose



Healing Device

The Range of the ParaMed Medical Tool is currently set to 5m.

The range for the RYT tool is significantly shorter, reaching roughly 1-2m.

Tool	Refill	Tool	Refill
LifeGuard Attachement for RYT Multi-Tool	LifeGuard Refill	ParaMed Medical Device	ParaMed Refill
350 aUec	35 aUec	1250 aUec	60 aUec
			

You can request medical assistance by creating a beacon. Holding "M" will instantly make one with a 10,000 aUEC payout.

Healing Gun Basic Mode

The "basic" mode found on the ParaMed medical gun, as well as the RYT Multi-Tool's "LifeGuard" attachment, is limited to basic treatment and revival of the player via the administering of Hemozal.

In addition to healing and reviving, both tools provide telemetry on:

1. Player status
2. Heart rate
3. BDL
4. Type and severity of sustained injuries
5. Administered dosage remaining effectivity

As well as:

1. Recommended treatment
2. Suggested medicinal drugs

Both medical tools suggest treatment based on injuries.

Press "R" to refill. Hold "R" to holster the tool.

Switch between self-application and treating others by pressing "C".



Healing Gun Advanced mode

The ParaMed tool has an additional advanced mode to provide the full spectrum of medicinal drugs. It also calculates the symptom relief duration and the resulting BDL level.

To enter the advanced mode, aim through the ParaMed tool by pressing "RMB".

Then choose the advanced mode by holding "F" and toggle the Basic-Adv. switch to the right.

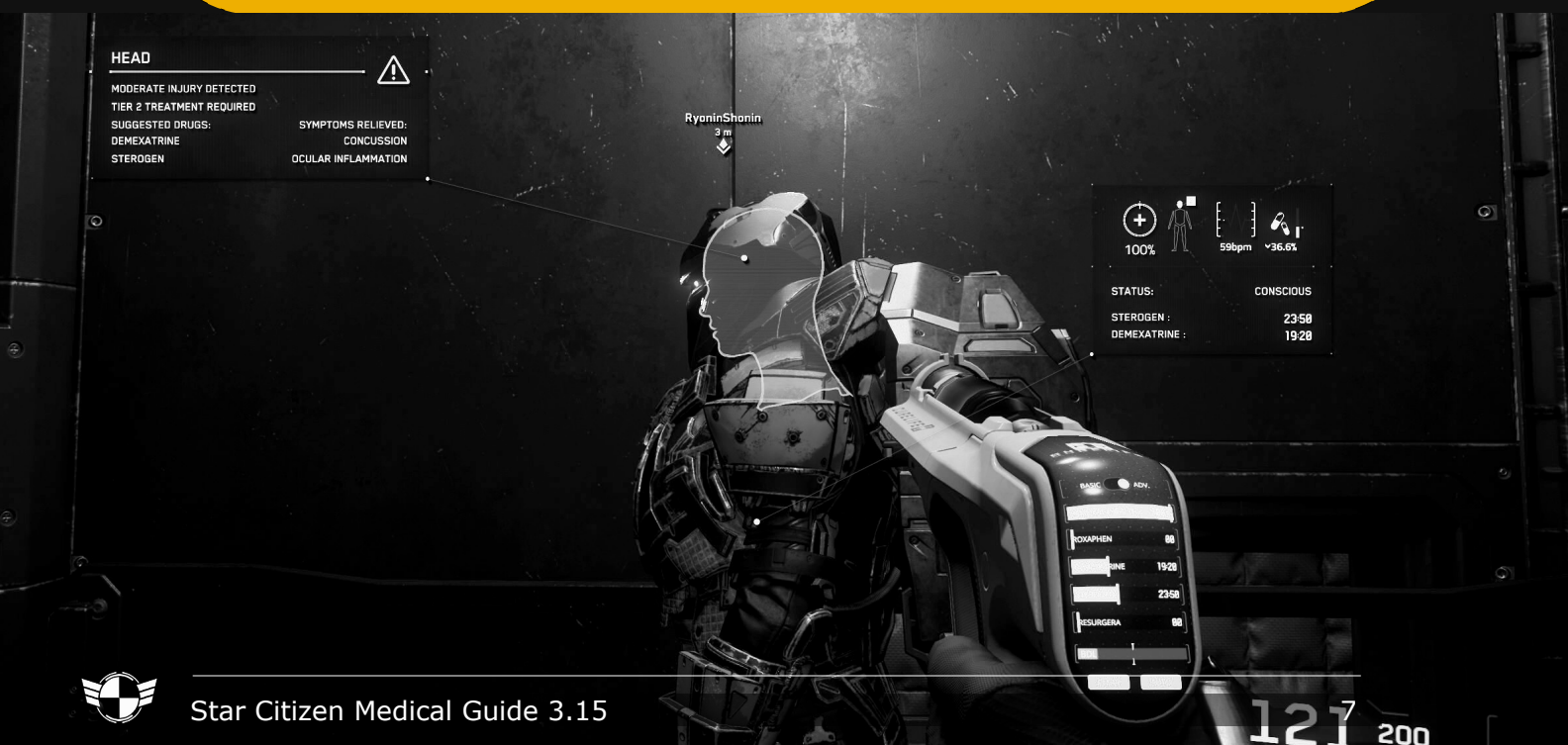
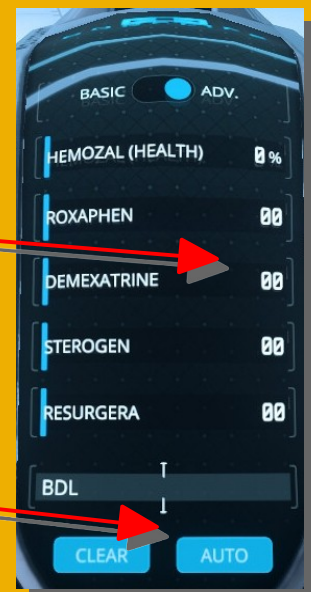
You can choose the amount of drugs by moving the sliders

Next to those sliders the healing amount or length of the effect will be shown.

The resulting drug level will be shown on the bottom. A dangerous BDL will be marked red.

choose "Auto" for an automatic selection

clear to reset the med gun.



Medicinal Drugs

Drugs can be delivered via an injection pen, healing beam (ParaMed Tool or multi-tool medical attachment), or a medical bed.

1. Hemozal (**MedPen**):
Heals HP/stops bleeding/revives from Incapacitated state.
2. Roxaphen (**OpioPen**):
Masks Locomotive impairment, ProneLock, ArmsLock, Pain Grunt SFX.
3. Demaxatrine (**AdrenaPen**):
Masks reduced stun recovery, reduced impact resistance (force reactions sensitivity), reduced movement speed, increased weapon sway, decreased ADS enter times
4. Sterogen (**CortigoPen**):
Masks blood vision, muffled audio effects, reduced stamina regen, reduced max stamina, wheezing audio effects, reduced melee force
5. Resurgera (**DetoxPen**):
Revives an overdosed character (provided they are not also in the incapacitated state) but does not exit the Overdosed state, thus damage is still applied to the Overdosed character.

While Resurgera is present in a character, all other drug's decay rates are doubled, resulting in their effective duration being reduced. BDL decay rate is doubled, resulting in faster exiting of the Overdose state.



Injury severities and effects

1. Critical injury

- Occurs when a player receives a large amount of damage.
- This means Instant death.
- Player respawns at the home medical facility or manually set regeneration location.

2. Serious injury causing incapacitated state

- Player is in ragdoll state and unable to move.
- Death timer starts. Duration depends on the amount of damage
- Player can be revived by another player with Hemozal med pen. Injured player's health increases to 50%.
- Player can be revived by another player with medical gun or multi-tool medical attachment delivering Hemozal. Range limited to 5m.

3. Severe injury to at least one of the body parts

- Hurts locomotion (any body part).
- Forces to prone stance (leg injury).
- Causes arms lock state (arm injury).
- Can be healed in T1 med beds.
- Locomotion, arms and prone lock can be reduced by Roxaphen.

4. Moderate injury to at least one of the body parts

- Hurts locomotion (leg injury).
- Cause concussion and ocular inflammation (head injury).
- Affects movement, impact resistance and stamina.
- Can be healed in T1 and T2 med beds.
- Hurt locomotion can be reduced by Roxaphen (OpioPen).
- Movement, impact resistance and stamina reduction can be removed by Demexatrine (AdrenaPen).
- Ocular inflammation can be removed by Sterogen (CortigoPen).

5. Minor injury to at least one of the body parts

- Can be healed in T1, T2 and T3 med beds.



Medical beds

Beginning with Star Citizen Alpha 3.15, medical beds can be found on specialized medical ships like the Cutlass Red or RSI Apollo, on selected larger spacecraft like the Anvil Carrack or the Origin 890 Jump.

There are also dedicated medical facilities located at major locations in game like Lorville, New Babbage and on orbital stations like Port Tressler and Everus Harbour.

Med beds can remove intoxication and fully recover a player's hit points.

Tier 1 and 2* med beds allow you to regenerate (respawn). By default, your spawn point is set to your home medical facility. It can be manually changed to another hospital or clinic, or temporarily set to the airborne med bay (med beds available onboard selected ships).

Bed	Wound which can be healed	Spawn point
T1	Minor, moderate and severe	yes
T2	Minor and moderate	yes
T3	Minor	no

* - In the future, Tier 2 med beds won't let you respawn.



Please note that all Healing effects are just a temporary solution and final treatment needs to be done in a medical bed.

Beds have three major functionalities:

Med Bed – Patient Care

Status

Displays a color coded silhouette of the player's body and skeleton body parts which can be clicked on to display a summary of any injury, recommended treatment and suggested drugs.

Treatment

Displays a smaller version of the Status screen, and a list of the available treatments, including procedures to remove injuries and default suggested drug dosage.

Medication

Displays an interface that allows custom drug dosage to be specified (similar to the medical gun's advanced mode).

Note that both ParaMed and LifeGuard Medical Attachment allow you to check player's health the same as medical bed status display



Patient treatment in progress

Med Bed – Regeneration (Respawning)

Setting your imprint to the current ship or removing it.

Death & Regeneration

If a player dies, they will regenerate in a medical bed. By default, the player will regenerate at their home location.

A player may set a different regeneration location by visiting any Tier 2 or Tier 1 bed and navigating the UI provided once the user is laying down.

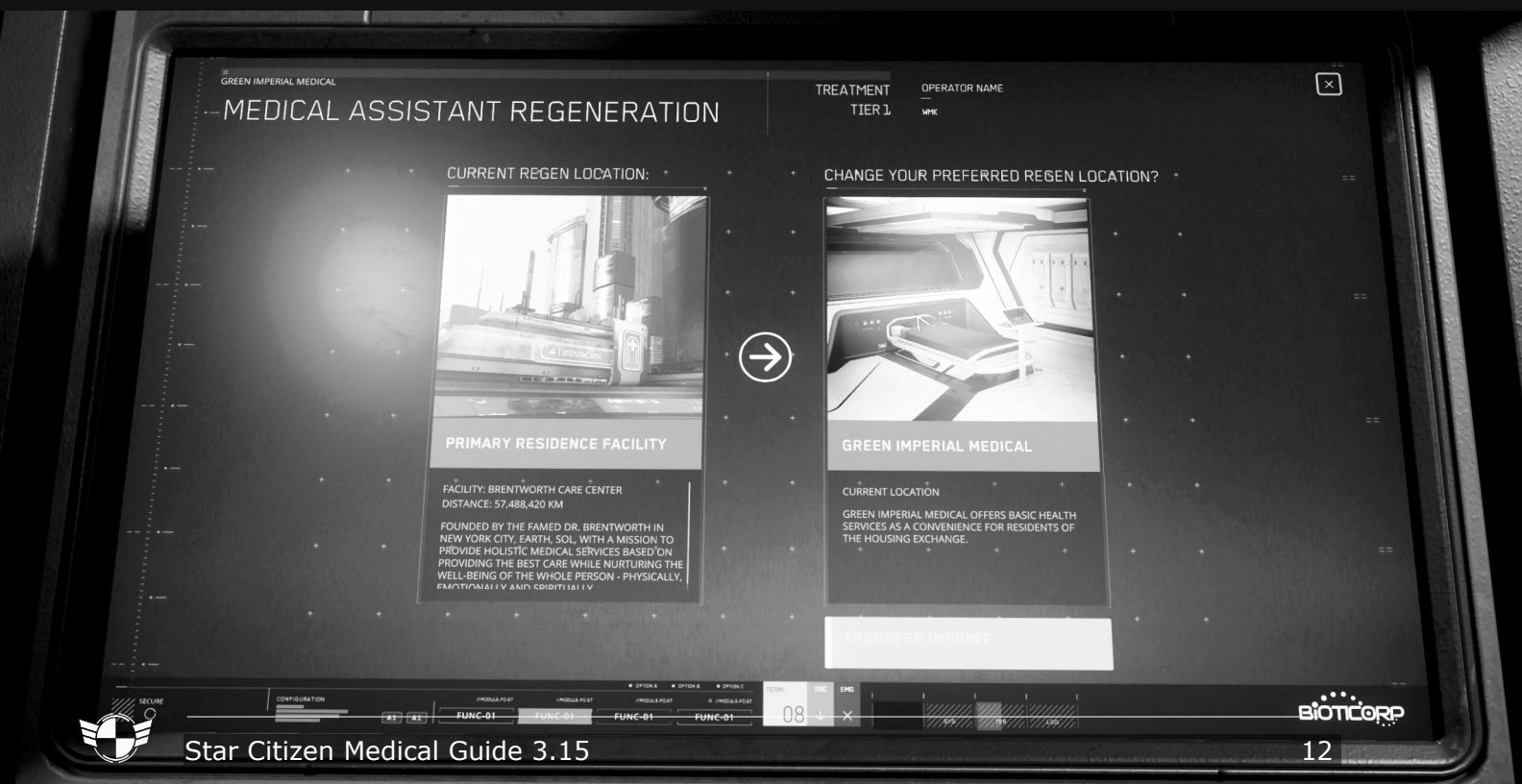
A player may reset their regeneration location back to their home location via the same manner.

If a player's set regeneration location is not available at the time of death (e.g., if a ship is out of range, despawned, or destroyed), the player will default back to their home location.

If a player's set regeneration location is temporarily unavailable due to all beds being full, they will be given the option to regenerate at their home location instead, in order to avoid waiting in the queue.

Med Bed – Admin (Respawn Point)

Admin allows the player to move imprint to the new medical facility



Medical Facility Locations

Name and location	Services	Tier Level
Orison Orison General Location: Near Stratus/GreenCircle	Bed and pharmacy	1
New Babbage Brentworth Care Center Location: Near the Nest/Aspire Grand	Bed and pharmacy	1
Grim Hex Grim Imperial Medical	Bed and pharmacy	1
Everus Harbor Medical clinic (3.15 replacement for Lorville)	Bed and pharmacy	1
Bajini point Medical clinic (3.15 replacement for Area 18)	Bed and pharmacy	1
Rest Stops (All) (Except for Port Olisar)	Bed and pharmacy	1



Medical Ships

Ship	Beds	Price & Dealership Location	Store Price
Drake Cutlass Red	2x T3	Buy - 1,810,500 aUEC - New Deal (Lorville) Rent - 1 day 36,210 aUEC / 18,105 REC	\$135
Anvil Carrack	1x T2	Buy - 26,657,500 aUEC - Astro Armada (Area 18) Rent - 533,150 aUEC / 266,575 REC	\$600
Origin 890 Jump	1x T2	Buy - 32,294,500 aUEC - New Deal (Lorville)	\$950
RSI APOLLO Triage & RSI APOLLO Medivac	6x T3 4x T2 2x T1	Not flyable yet	\$250 Triage \$275 Medivac
MISC Endeavor	T1	Not flyable yet	\$100 (module)



Recommended loadout

Please note that these are first experimental ideas.

Currently ParaMed device or RYT Multitool are highly recommended if there are no space constraints.

Soldier

- 3-5x MedPen (on belt, additional in armor)
- 2x CortigoPen, 2x AdrenaPen, 1x DetoxPen, 1x OpioPen

Combat medic / First Responder

- Medium-heavy armor, Assault rifle or SMG with min 150-200 rounds
- RYT Multitool
 - Medical attachment
 - Tractor beam attachment
- 10x OpioPen, 10x CortigoPen, 10x AdrenaPen, 10x DetoxPen, 3x OxyPen
- 5x LifeGuard Refill (or more)

Medic

- Medium armor
- SMG as PDW with one clip replacement ammo
- 2x ParaMed Device
- 10x ParaMed Refill (or more)



Cheatsheet

Symbol	Pen	For	Masks
Red	MedPen Hemazol	Bleeding and HP coagulant	Recover downed state
Green	OpioPen Roxaphen	Paralysis and mobility analgesic	Locked locomotion
Orange	CortigoPen Sterogen	Respiratory Damage corticosteroid	Blood vision
Purple	AdrenaPen Demexatrine	Concussions adrenaline	Reduced movement speed
Grey	DetoxPen Resurgera	Overdose Recovery and Sobriety	Overdose
Blue	OxyPen	Emergency oxygen	Refills pressure suits oxygen



Sources and background knowledge

(sorted by reverse chronological order)

Title	Link	Description
Patch notes alpha 3.15 (09.10.2021)	https://robertsspaceindustries.com/spectrum/community/SC/forum/190048/thread/star-citizen-alpha-3-15-0-ptu-7814123-patch-notes	Initial introduction of medic system
Inside Star Citizen (09.09.2021)	https://youtu.be/f47-lobg1_c	Richard Tyrer, Chris Parry showcase Medical System
Calling All Devs (02.07.2021)	https://www.youtube.com/watch?v=enePky-iO0c&t=771s	Richard Tyrer talks about the medical system
Death of a spacemen (05.02.2013)	https://robertsspaceindustries.com/comm-link/engineering/12879-death-of-a-spaceman	

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