



Welcome to the SWRP Medical
SuperGuide!

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Clone Anatomy and Physiology

Arm Bones and Joints

Upper Arm:

- **Scapula.** The scapula is also called the shoulder blade. It's a triangle-shaped flat bone that's connected to the body by mostly muscle. It attaches the arm to the torso.
- **Clavicle.** The clavicle is also called the collarbone. Like the scapula, it attaches the arm to the torso. It also helps to distribute force from the upper part of the arm to the rest of the skeleton.
- **Humerus.** The humerus is a long bone in the upper arm. It's located between the scapula and the elbow joint. Many muscles and ligaments in the arm are attached to the humerus.
- **Acromioclavicular joint.** The scapula and the clavicle meet at this joint.
- **Glenohumeral joint.** This is the joint where the scapula and humerus meet.
- **Sternoclavicular joint.** The clavicle connects to the sternum (breastbone) at this joint.

Forearm:

- **Radius.** The radius is located on the side of the forearm closest to the thumb. It twists around the ulna and can change its position depending on how the hand is moved. There are many muscles attached to the radius that aid in movement of the elbow, wrist, and finger joints.
- **Ulna.** The ulna runs parallel to the radius. It's on the side of the forearm that's closest to the pinky finger. Unlike the radius, the ulna is stationary and doesn't twist.

Elbow Joint:

- **Ulnohumeral joint.** This is where the humerus connects to the ulna.
- **Radiocapitellar joint.** At this joint, the radius connects to an area of the humerus called the capitellum.
- **Proximal radioulnar joint.** This joint connects the radius and ulna, allowing for rotation of the hands.

Upper Arm Muscles:

- **Flexion.** This movement brings two body parts closer together, such as the forearm and upper arm.
- **Extension.** This movement increases the space between two body parts. An example of this is straightening the elbow.
- **Abduction.** This refers to moving a body part away from the center of the body, such as lifting the arm out and away from the body.

Anterior Compartment:

- **Biceps brachii.** Often referred to as the biceps, this muscle contains two heads that start at the front and back of the shoulder before joining together at the elbow. The end near the elbow flexes the forearm, bringing it toward the upper arm. The two heads near the shoulder help with flexion and adduction of the upper arm.
- **Brachialis.** This muscle lies underneath the biceps. It acts as a bridge between the humerus and ulna, one of the main bones of the forearm. It's involved with the flexing of the forearm.
- **Coracobrachialis.** This muscle is located near the shoulder. It allows adduction of the upper arm and flexion of the shoulder. It also helps to stabilize the humerus within the shoulder joint.

Posterior Compartment:

- **Triceps brachii.** This muscle, usually referred to as the triceps, runs along the humerus and allows for the flexion and extension of the forearm. It also helps to stabilize the shoulder joint.
- **Anconeus.** This is a small, triangular muscle that helps to extend the elbow and rotate the forearm. It's sometimes considered to be an extension of the triceps.

Forearm Muscles

Superficial Layer:

- **Flexor carpi ulnaris.** This muscle flexes and adducts the wrist.
- **Palmaris longus.** This muscle helps with flexion of the wrist, though not everyone has it.
- **Flexor carpi radialis.** This muscle allows for flexion of the wrist in addition to abduction of the hand and wrist.
- **Pronator teres.** This muscle rotates the forearm, allowing the palm to face the body.

Intermediate Layer:

- **Flexor digitorum superficialis.** This muscle flexes the second, third, fourth, and fifth fingers.

Deep Compartment:

- **Flexor digitorum profundus.** This muscle also helps with flexion of the fingers. In addition, it's involved with moving the wrist toward the body.
- **Flexor pollicis longus.** This muscle flexes the thumb.
- **Pronator quadratus.** Similar to the pronator teres, this muscle helps the forearm rotate.

Posterior Compartment:

Superficial Layer:

- **Brachioradialis.** This muscle flexes the forearm at the elbow.
- **Extensor carpi radialis longus.** This muscle helps abduct and extend the hand at the wrist joint.
- **Extensor carpi radialis brevis.** This muscle is the shorter, wider counterpart to the extensor carpi radialis longus.
- **Extensor digitorum.** This muscle allows for the extension of the second, third, fourth, and fifth fingers.
- **Extensor carpi ulnari.** This muscle adducts the wrist.

Deep Layer:

- **Supinator.** This muscle allows the forearm to rotate outward so the palm faces up.
- **Abductor pollicis longus.** This muscle abducts the thumb, moving it away from the body.
- **Extensor pollicis brevis.** This muscle extends the thumb.
- **Extensor pollicis longus.** This is the longer counterpart to the extensor pollicis brevis.
- **Extensor indices.** This muscle extends the index finger.

Arm Nerves

- **Roots.** This is the beginning of the brachial plexus. The five roots are formed from the spinal nerves C5, C6, C7, C8, and T1.
- **Trunks.** Three trunks form the brachial plexus roots. These include the superior, middle, and inferior trunks. The superior trunk is a combination of the C5 and C6 roots, the middle trunk is a continuation of the C7 root, and the inferior trunk is a combination of the C8 and T1 roots.
- **Divisions.** Each of the three trunks contains an anterior and posterior division, meaning there are six divisions in total.
- **Cords.** The anterior and posterior divisions of the brachial plexus combine to form three cords, known as the lateral, posterior, and medial cords.
- **Branches.** The branches of the brachial plexus go on to form the peripheral nerves that supply the arm.

Peripheral Nerves

- **Axillary nerve.** The axillary nerve travels between the scapula and humerus. It stimulates the muscles in the shoulder area, including the deltoid, the teres minor, and part of the triceps.
- **Musculocutaneous nerve.** This nerve travels in front of the humerus and stimulates the biceps, brachialis, and coracobrachialis muscles. The musculocutaneous nerve also provides sensation to the outside of the forearm.

- **Ulnar nerve.** The ulnar nerve is located on the outside of the forearm. It stimulates many muscles in the hand and provides sensation to the pinky finger and part of the ring finger.
- **Radial nerve.** The radial nerve travels behind the humerus and along the inside of the forearm. It stimulates the triceps muscle of the upper arm as well as muscles in the wrist and hand. It provides sensation to part of the thumb.
- **Median nerve.** The median nerve travels along the inside of the arm. It stimulates most of the muscles in the forearm, wrist, and hand. It also provides sensation for part of the thumb, the forefinger, middle finger, and part of the ring finger.

Arm Blood Vessels

Upper Arm Blood Vessels:

- **Subclavian artery.** The subclavian artery supplies blood to the upper arm. It begins close to the heart and travels under the clavicle and to the shoulder.
- **Axillary artery.** The axillary artery is a continuation of the subclavian artery. It can be found under the armpit and supplies blood to the shoulder area.
- **Brachial artery.** The brachial artery is a continuation of the axillary artery. It travels down the upper arm and splits into the radial and ulnar artery at the elbow joint.
- **Axillary vein.** The axillary vein transports blood to the heart from the area of the shoulder and armpit.

- **Cephalic and basilic veins.** These veins travel upward through the upper arm. They eventually join the axillary vein.
- **Brachial veins.** The brachial veins are large and run parallel to the brachial artery.
- **Radial artery.** This is one of two arteries that supply blood to the forearm and hand. It travels along the inner side of the forearm.
- **Ulnar artery.** The ulnar artery is the second of the two vessels supplying blood to the forearm and hand. It travels along the outside of the forearm.
- **Radial and ulnar veins.** These veins are situated parallel with the radial and ulnar arteries. They join the brachial vein at the elbow joint.

Upper leg anatomy and function

Upper Leg Bones:

- **Femur.** Also called the thigh bone, this is the longest bone in the body. It's also one of the strongest. It can account for about a quarter of someone's height.

Upper Leg Muscles:

Hamstrings

- semimembranosus
- semitendinosus
- biceps femoris

Quadriceps

- vastus lateralis
- vastus medialis
- vastus intermedius
- rectus femoris

Adductors

- adductor magnus
- adductor longus
- adductor brevis
- obturator externus
- Gracilis

Knee Anatomy and Function

Knee Bones:

- **Patella.** Also called the kneecap, the patella serves as a point of attachment for different tendons and ligaments. It also helps protect them from damage.

Knee Ligaments:

- **Anterior cruciate ligament.** This prevents the tibia in the lower leg from moving too far forward.
- **Posterior cruciate ligament.** This prevents the knee from moving too far backward.
- **Medial collateral ligament.** This provides stability for the inner knee.
- **Lateral collateral ligament.** This helps stabilize the outer knee.

Thigh

- **Vastus lateralis**
- **Vastus medialis**
- **Vastus intermedius**
- **Rectus femoris**

Common problems with the thigh are often the result of participation in sports or repetitive movements. These include:

- Muscle strains (pulls or tears)
- Muscle cramps
- Contusions (bruises)
- Tendonitis (inflammation of a tendon)
- Sciatica (pain from the sciatic nerve)

Foot

- Tibia
- Fibula
- Talus
- Cuneiforms
- Cuboid
- Navicular

Common foot problems include:

- Foot pain
- Athlete's foot
- Plantar warts
- Gout (a type of arthritis)
- Plantar fasciitis (heel pain)
- Stress fractures
- Diabetic foot ulcers

Hand

- **Fingers:** Digits that extend from the palm of the hand, the fingers make it possible for humans to grip the smallest of objects.
- **Palm:** This is the bottom of the body of the hand.
- **Back (opisthenar):** The back of the hand shows the dorsal venous network, a web of veins.
- **Wrist:** The connection point between the arm and the hand, the wrist enables hand movements.

Although fully functional hands can accomplish great things, they are susceptible to a number of ailments, including:

- Arthritis
- Deformities
- Nerve disorders
- Finger clubbing
- Tendinitis
- Carpal tunnel syndrome
- Fractured bones
- Sprains, strains, cuts, and bruises

Spinal Nerves

- Spinal nerve
- Brachial plexus
- Cranial nerves
- Dorsal ramus of spinal nerve
- Ventral ramus of spinal nerve
- Cervical plexus
- Intercostal nerves
- Long thoracic nerve
- Greater occipital nerve
- Lesser occipital nerve
- Great auricular nerve

The Brain:

The brain has three main parts: the Cerebrum, Cerebellum and Brainstem.

- Cerebrum: is the largest part of the brain and is composed of right and left hemispheres. It performs higher functions like interpreting touch, vision and hearing, as well as speech, reasoning, emotions, learning, and fine control of movement.
- Cerebellum: is located under the cerebrum. Its function is to coordinate muscle movements, maintain posture, and balance.
- Brainstem: acts as a relay center connecting the cerebrum and cerebellum to the spinal cord. It performs many automatic functions such as breathing, heart rate, body temperature, wake and sleep cycles, digestion, sneezing, coughing, vomiting, and swallowing.

Lobes of the Brain:

Frontal lobe

- Personality, behavior, emotions
- Judgment, planning, problem solving
- Speech: speaking and writing (Broca's area)
- Body movement (motor strip)
- Intelligence, concentration, self awareness

Parietal lobe

- Interprets language, words
- Sense of touch, pain, temperature (sensory strip)
- Interprets signals from vision, hearing, motor, sensory and memory
- Spatial and visual perception

Occipital lobe

- Interprets vision (color, light, movement)

Temporal lobe

- Understanding language (Wernicke's area)
- Memory
- Hearing
- Sequencing and organization

Deep Structures:

- **Hypothalamus:** is located in the floor of the third ventricle and is the master control of the autonomic system. It plays a role in controlling behaviors such as hunger, thirst, sleep, and sexual response. It also regulates body temperature, blood pressure, emotions, and secretion of hormones.
- **Pituitary gland:** lies in a small pocket of bone at the skull base called the sella turcica. The pituitary gland is connected to the hypothalamus of the brain by the pituitary stalk. Known as the “master gland,” it controls other endocrine glands in the body. It secretes hormones that control sexual development, promote bone and muscle growth, and respond to stress.
- **Pineal gland:** is located behind the third ventricle. It helps regulate the body's internal clock and circadian rhythms by secreting melatonin. It has some role in sexual development.
- **Thalamus:** serves as a relay station for almost all information that comes and goes to the cortex. It plays a role in pain sensation, attention, alertness and memory.

- **Basal ganglia:** includes the caudate, putamen and globus pallidus. These nuclei work with the cerebellum to coordinate fine motions, such as fingertip movements.
- **Limbic system:** is the center of our emotions, learning, and memory. Included in this system are the cingulate gyri, hypothalamus, amygdala (emotional reactions) and hippocampus (memory).

Memory:

- **Short-term memory**, also called working memory, occurs in the prefrontal cortex. It stores information for about one minute and its capacity is limited to about 7 items. For example, it enables you to dial a phone number someone just told you. It also intervenes during reading, to memorize the sentence you have just read, so that the next one makes sense.
- **Long-term memory** is processed in the hippocampus of the temporal lobe and is activated when you want to memorize something for a longer time. This memory has unlimited content and duration capacity. It contains personal memories as well as facts and figures.
- **Skill memory** is processed in the cerebellum, which relays information to the basal ganglia. It stores automatic learned memories like tying a shoe, playing an instrument, or riding a bike.

Equipment

- **Tools**

- **Laser Scalpel**: Used to cut flesh and is a quick solution if needed.
- **Bacta Grenade**: Used to heal groups of people, It deploys a cloud of gaseous bacta that enters the body through the cardiovascular system and makes its way through the bloodstream.
- **Bacta Injector**: Used to heal a single person, or to give ammo to troopers. It is used by injecting directly into a vein or artery to make its way through the bloodstream.
- **Laser Cauterizers**: A laser cauterizer is a portable device used to disinfect and burn wounds shut by emitting a low-frequency laser beam. Medkits typically came equipped with these.
- **Stitches**: Are used to sew wounds closed. Needles are often coated in bacta to allow for instant healing of puncture wounds made with the needle.

- **Bone Welder**: It is used to repair or set broken bones.
- **Bandages**: Used to bandage wounds. They are simple gauze used to temporarily seal a wound.
- **Bio-sterilization Field**: A projection used to prevent infection, it is placed near the infection and should be filled with bacta fluid.
- **Memory Plastic**: Memory Plastic is a thin, sheet like material. It would be used like a bandage where it would make a temporary protective barrier around the patient.
- **Nerve Probe**: Device used to check nerve cells
- **Splints**: Used to stiffen a broken leg and allow the bone to heal correctly
- **Casts**: Used to stiffen a broken arm and allow the bone to heal correctly
- **Foldable Combat Gurney**: Used in combat zones to establish an emergency medical station to provide care for wounded troopers. Equipped with a detachable monitor to track vitals and life support systems.
- **Hemosponge**: Used to soak up blood to reduce distractions.
- **Hemostat**: Used to halt bleeding in damaged arteries

● Anesthetics

- **Bacta Numb**: It is a very popular anesthetic and is carried in a small tub by medics. It would shut down the nerves in the area as the bacta would send false signals to the brain allowing the patient to feel as though nothing is happening to them.
- **Comaren**: Most common and officially sanctioned anesthetic, but very weak in its use.
- **Nullicaine**: A rare anesthetic and only comes in hypo-spray form not recommended to be used on any reptilian species.
- **Numb-spray**: A simple spray on anesthetic used for quick usages.
- **Nyex**: A powerful anesthetic that is on the line of being a sedative, causes the patient to become lethargic or to fall asleep outright.

● Sedatives and Stimulants

- **SleepTab**: Sleptabs are used to help the user fall asleep.
- **Dipill**: Stress relieving drug that acted as a sedative in large doses.

- **Smelling Salts**: A chemical compound used to arouse consciousness.
- **Conergin**: Used during operations, while non-lethal it causes the target to fall into a deep sleep and become non-responsive for four hours.

● Painkillers

- **Perigen**: a mild, non-narcotic painkiller applied in patch form deadly to Nautolans.
- **Symoxin**: Symoxin is a very common painkiller that could be used as a knock-out poison in concentrated doses.
- **Glyoxal**: Glyoxal is a powerful stimulant and pain-suppressor.

● Other Drugs

- **Bacta Patches**: Adhesive patches used as an alternative to mend wounds where thread and needle isn't present.
- **Vitapill**: Vitapil is a small Herbal Stimulant that worked as a short term health booster.
- **Cordrazine**: Used in the operating room to "jump-start" a being's vital systems, in the event that surgery brought a being close to death.

- **Antishock**: It is a medicine used for people who are suffering from concussions or similar wounds. It came in ampule form.
- **Adrenaline**: Used to boost the production of Epinephrine Hormone in a patient's body, often used as a pick me up in battle.
- **Anticeptin-D**: Anticeptin-D is used to sterilize just about anything.
- **Pleezer**: Pleasure causing drug that is found in most medkits.
- **Pyrodene**: A mood enhancer.
- **Telezan**: A simple antidepressant that should very rarely be given out to troopers before mental evaluations.
- **Metacyline**: It is a medicine used to lessen the effects of the many different types of Diseases or Viruses.
- **Somaprim**: A soporific created for clones in specific. Standard issued to all medics in the Republic
- **Bactade**: Bactade is an edible form of Bacta that possessed amazing healing potential but has a terrible, chalky, taste.
- **Kolto**: Kolto is a liquid known for its healing abilities

Standard Procedures to Done in the Medbay

Regular Check-up:

Regular check-ups are an essential part of any doctor's consultation. Surprisingly, though, there are no absolutes in a routine physical. A good doctor may be thorough or brief, but he or she will spend time listening to your concerns and providing counseling for your particular needs. Check-ups are to be conducted in the medbay.

This is how they should be done:

- Get the trooper to remove his armor.
- Ask the trooper for any past injuries or ailments that you should keep in mind.
- Have them talking to you. Your doctor gathers a large amount of information about you and your health just by watching and talking to you.
- Check the patient's breathing (respiration rate, listens for crackles, wheezes, or decreased breath sounds)
- Check the patient's vitals (blood pressure, heart rate, temperature)
- Check the overall health condition of your patient.

- If everything checks out,tell them to put back their armor and send them on their way with a Murthypop™. If not, begin treating your patient of any ailment they might have.

Standard Surgery:

Standard surgery are the treatment of injuries or disorders of the body by incision or manipulation, especially with instruments. Surgeries are to be performed in the operation room. They will be done as follows:

- Inform patient of surgery.
- Put the patient under general or local anesthesia depending on the severity of the surgery.
- Sterilise the affected area of surgery.
- Begin surgery.
- Surgery are to be performed following the common injuries and treatments section of the guide.
- Double check that the wound is sealed after completion.
- Inform patient of how the surgery went.
- Tell patient to comeback if they experience any complications from the surgery.
- Give them a Murthypop™ and send them on their way.

Cybernetic Implants:

Cybernetic Implants are only to be use in the most extreme circumstances. Cybernetic Enhancements allow one or more pieces of a person's anatomy to be substituted with a mechanical replacement. In nearly all cases, the replacement organ or appendage is superior in functionality to the original, but often at great cost to the recipient. Cybernetic implant operations are to be carried out as follows:

- Inform patient of the procedure.
- Put the patient under general or local anesthesia depending on the part of the body being replaced. Limbs do not require the patient to be unconscious.
- Sterilise the affected area of operation.
- Begin operation.
- Connect implants to organic tissue via a complex synth-net neural interface.
- Inform patient of how the operation went.
- Verify that implants are functional and adjust them to the patient use.
- Tell patient to comeback if they experience any complications from the Cybernetic implant .
- Give them a Murthypop™ and send them on their way.

Psychotherapy Session:

Psychotherapy is the use of psychological methods, particularly when based on regular personal interaction, to help a person change and overcome problems in desired ways. Psychotherapy aims to improve an individual's well-being and mental health, to resolve or mitigate troublesome behaviors, beliefs, compulsions, thoughts, or emotions, and to improve relationships and social skills. The steps required to do a session are simple, but will require for doctors to have good people skills:

- Schedule a session with patient.
- Make patient comfortable.
- Begin session.
- Ask patient about their worries. Talk to them.
- Be calm, be assertive and be friendly. Do not turn to anti-depressants or stress relieving drugs unless the patient status is borderline critical.
- Try to do your best at making patient overcome his problem.
- If time is running out during session. Schedule another session with patient, give them a Murthypop™ and send them on their way.
- If the session is a success, give the patient a Murthypop™ and send them on their way.

Common Injuries and Treatments

Blaster Fire Injuries:

- If there is no puncture, you will apply a anesthetic of your choosing, then inject them with bacta depending on the severity of the injury, a bacta patch will do. If no bacta patch is applied, cover with bacta gel then bandage, allow rest for two to four hours.
- If puncture is present but it is not a fatal injury, apply anesthetic of choice, make sure the afflicted area is clear of debris and dead skin and apply bacta gel inside and around the wound. Depending on severity of wound bacta tank immersion might not be necessary. Apply synthflesh over puncture then re-apply bacta gel then bandages.
- If puncture and fatal damage is present stabilise the patient with anesthetics and sedatives if required. Make sure wound is clean and apply bacta gel efficiently. Cover with Bacta Patch and begin bacta tank immersion progress. (if surgery is required, go ahead with required surgery then bacta tank. Med-Probe recommended if needed)

Lightsaber Injuries:

- If no loss of limb has occurred, stabilize patient with anesthetic and bacta injector so the healing process begins as soon as possible. Apply Bacta gel to affected area and finish with a bacta patch and bandages.
- If loss of limb has occurred, apply sedatives and anesthetics to patient. After brief immersion in bacta tank, ready the patient for operation. Apply appropriate cybernetic implants in surgery, then after making sure the implants have been successfully integrated to the patient's nervous system and tested, apply synth flesh and light layer of bacta gel to the connector area. Let gel stand and have the patient test their new cybernetic limb appropriately at the surgeon's or medic's discretion.

Trauma:

- If bodily trauma is present and patient is complaining about pain, apply anesthetics and do a scan of the patient for any internal injuries. If no injury is found apply a bacta injector and send them on their way (bacta patch if necessary)

- If internal trauma is found, act accordingly, If Surgery is required apply sedatives and anesthetics. Operate on the affected area, apply bacta gel before and after surgery then after cauterizing the affected area, apply bacta patch and submerge in bacta tank.
- If trauma is psychological apply sedatives then administer a low dosage of Dipill, wake the patient and observe. If Mental trauma still persist sedate the patient once more and use of the brainwave probe is authorized to alter the clone's faculties for a limited time to allow time for the individual to calm down.

Foreign Puncture Wound:

- This applies to any instance of a solid bladed weapon, debris or any kind of foreign object pierces a patient somehow. First apply Conergin then Cordrazine and keep them both at the same levels, successfully doing so should keep patient within acceptable parameter for extrication of foreign objects for closing the wound.

- If the foreign object is still within the trooper. Apply anesthetics to the area, Bacta-Numb recommended. Then extricate the foreign object, apply bacta gel during each step of the procedure to prevent the patient from bleeding out, Apply bacta patches and cauterize inside the wound as necessary.

Misc. Trauma:

- Injury due to door malfunctions. Depending on condition or severity of injury, anesthetics or sedatives would be applied. If the injury is on a limb, and did not require surgery, a Healing Sheath would be deployed on the affected limb, the patient should then be allowed to rest for an extended period of time while periodically being fed Bio-Bacta Pills to alleviate and help the healing process.
- Injury due to work in the engine room. This falls under the classification of basic trauma treatment but if exposure to the ion Core of the engine occurs, the patient is to be secluded in a special UV bacta tank so the burns from exposure can be properly healed while an intravenous modified PFG-700 works on clearing any toxins from the system of the patient. The individual is to be closely monitored for any sort of change.

Known Viruses

- ❖ **Nanogene Spore**: A Techno Virus that could transform living beings into part machine part organic hybrids. Upon infection, they would consume living tissue, replicating themselves within minutes while simultaneously growing metallic tumors on the body of the victim. The virus would slowly move towards the frontal lobe of the brain rendering the subject useless.
 - **Cure**: Transformation is permanent and irreversible without the use of the force while transformation is in progress.
 - **Treatment**: Amputation
- ❖ **Aorth-6**: A biologically engineered necrotic virus that, once inhaled in gaseous form, liquefied the lungs and spread out to the rest of its victims' bodies to melt them from the inside out. The gas is ineffective against those who possessed artificial respirators in lieu of an organic respiratory system.
 - **Cure**: No known cure
 - **Treatment**: Cardiovascular pump and possible lung transplant

❖ **Blue Shadow Virus**: A deadly disease that spread like a plague in the galaxy. The Blue Shadow Virus, in its natural form, is a waterborne virus. A victim infected with the plague only has 48 hours to live before the virus became fatal. It is notorious for being supposedly incurable, with a 96% success rate in killing carbon-based life-forms.

➤ **Cure**: Antidote made from Reeksa Root, from the planet Lego

■ **Treatment**: If no antidote, the patient must be killed and quarantined to prevent spreading.

❖ **C5H4 Virus**: A simple and common virus that could be found both airborne and waterborne. Caused nausea and temporary blindness.

➤ **Cure**: Antidote made from the Bota plant.

■ **Treatment**: If no antidote present, they must be sedated and placed in a bacta tank for upwards of 3 days, or until an antidote is brought.

❖ **The Fear Virus:** A relatively simple virus, it has both a solid, slime-like form and an airborne form. The virus took one hour to affect beings exposed to the airborne form, though beings could resist it at this time, and it would affect them more and more each hour. The slime-like substance, however, affected anyone who came in contact with it. The virus attacked the victim's brain, causing hallucinations which are generated from the more morbid regions of the victim's mind. These illusions are very dangerous, however, as the victims are essentially hypnotized and so would fully believe in any fantastic creature from their imagination, or past, that they saw. Any damage that the illusory creature dealt them would thus cause actual damage, generally in the form of blisters, cuts, and bruises.

➤ **Cure:** Killed by most antiviral compounds

- **Treatment:** Decontaminate the patient and have them wait in a secluded room with nothing they could harm themselves with. Explain to them that they must fight off the imaginary monsters in their head using positive thoughts and gestures.

❖ **Gobindi Virus**: Thriving in hot and humid environments, the virus required a liquid medium to move from one host to another, thus remaining mildly contagious at best. The virus itself resembled a tiny, horned eel that wrapped its host in a coating of green slime to maintain its environment. Covered in the slime, the host could continue to move about, spreading the virus.

➤ **Cure**: No known Cure

■ **Treatment**: Amputation of infected area, and quarantine of the virus. The virus should also be burned after quarantine to ensure the death of the virus.

❖ **Hive Virus**: A very common virus that has periods of mass activation. One of the most virulent strains of Hive Virus attacked the mental centers of the brain, altering perceptions. Individuals are driven mad in a relatively short span of time.

➤ **Cure**: Simple Neurological Medicine

■ **Treatment**: Inject Neurological Medicine, and proceed with temporary mental evaluations.

- ❖ **Luf Virus**: A particularly offensive and communicable disease that affected most humanoid races. Commonly found in cities and ghettos on heavily populated planets.
 - **Cure**: Common Virus Treatment
 - **Treatment**: Give common antivirus medicine, and watch under intensive care if infection worsens.
- ❖ **Meatlump Mono**: A viral infection transmitted through the act of kissing. Causes rashes and sores around the face and specifically mouth. Most commonly affected; Bothan, Human, Ithorian, Mon Calamari, Rodian, Sullustan, Trandoshan, Twi'lek, Wookie, and Zabrak.
 - **Cure**: The only cure is over time.
 - **Treatment**: Rash cream and ointments to reduce itching and swelling.
- ❖ **Poltur Virus**: A flesh-eating virus carried by the urnsor'is of Kashyyyk. The urnsor'is used venom sacs to inject the virus into their victims.
 - **Cure**: None
 - **Treatment**: Amputation of infected area.

- ❖ **Toli-X**: A mutated virus that spread from planet to planet through asteroid mold. It would simply be lethal to Humans if not treated for a long enough time.
 - **Cure**: Vaccine made from plants in the outer rim.
 - **Treatment**: Quarantine, and Vaccination.
- ❖ **Brittle Decay**: A virus that causes mass hallucinations. The virus is attractive to heat and living hosts, but is unable to survive in the conditions of any host. The virus is known to cause suicide from mass delirium.
 - **Cure**: The Virus dies within an hour.
 - **Treatment**: Immediately quarantine the patient and remove any potentially dangerous object, and wait for vitals to return to normal.
- ❖ **Beta Virus**: The virus is confined to a single sector of the galaxy Called sector C. Any ship that is not republic that enters or leaves the sector gets shot down immediately. Transmuted through physical contact. The virus slowly takes control of the brain and loses control of the body. The flesh also slowly burns off.
 - **Cure**: None
 - **Treatment**: Quarantine and execution.

Diseases Illnesses and Conditions

- ❖ **Affliceria**: A disease spread through airborne bacterium. It started with a head cold which would rapidly develop into raging fevers and severe dehydration. Left untreated, the disease could kill.
 - **Treatment**: Alcafnitol
- ❖ **Allergy**: An affliction that several species are susceptible to. Some are strong enough to kill a being.
 - **Treatment**: Allergy Paste
- ❖ **Alum Mineral Sickness**: Contracted from overexposure to alum fumes.
 - **Treatment**: Cardiovascular Pump; if sickness is rampant than a lung transplant is necessary.
- ❖ **Ardroxian Flu**: Carried within the remains of corpses that caused mass hysteria phases, and migraines.
 - **Treatment**: Simple Painkillers

- ❖ **Fester Lung**: Caused by inhalation of certain mold spores. Usually accompanied by a high fever, many victims die from cooking in their own bodily fluids.
 - **Treatment**: No known treatment
- ❖ **Bakuran Fever Bump**: Fever that causes numerous small welts to appear on the skin of the afflicted.
 - **Treatment**: Rash Creams and Ointments
- ❖ **Balmorra Flu**: Mildly contagious form of the flu causing intense sinus pain and swelling, accompanied by excessive production of mucus.
 - **Treatment**: Bacbisome
- ❖ **Bandonian Plague**: An intense and aggressive airborne plague.
 - **Treatment**: No known Cure
- ❖ **Blastonecrosis**: A highly lethal disease, symptoms include fatigue and loss of appetite. This disease caused severe bacta allergies in all patients.
 - **Treatment**: The only treatment is bacta but due to the allergies that it created, Blastonecrosis is incurable.

❖ **Bledsoe's Disease:** A virus transmitted by the air or by physical contact. Different strains of the disease existed and each caused different unique reactions. It most commonly caused burns on the skin and then gradually led to discoloration of the eyes. The discoloration of the eyes lead to starfield like patterns which has no effect on the person's eyesight.

➤ **Treatment:** A serum for Bledsoe's disease could be made with the venom from a squill on Tatooine. This only halted the lethality of the disease, and any changes to eye coloration is irreversible.

❖ **Bloodburn:** A rare chronic often terminal illness of the blood. In most cases, fevers would form and gradually increase in pain to the point of overheating and death. Affected pilots due to space travel.

➤ **Treatment:** There is no cure for the disease, but the Hadeira serum could be used to treat some effects. These must be administered sparingly to not cause poisoning. Tell the patient to stay very hydrated and make a good diet to avoid a short life.

- ❖ **Bonadan Cough:** Mildly contagious disease that would cause a hoarse cough and deep fatigue.
 - **Treatment:** Regular Cold Medicine
- ❖ **Bordal Contagion:** A Plague-like disease that caused victims to choke on fluids built up in their lungs.
 - **Treatment:** Bordal Contagion antidote
- ❖ **Bothan Nether Rot:** Disease that affected humanoid species causing a purple-green skin discoloration around the upper legs.
 - **Treatment:** Execution
- ❖ **Bothan Redrash:** A disease that could easily be spread through physical contact, it caused severe outbreaks of rashes all over the body.
 - **Treatment:** Regular rash creams and ointments
- ❖ **Brainrot Plague:** An extremely deadly plague that would cause high levels of dialogen in the bloodstream, and would attack the brain and central nervous system killing victims within a short period of time.
 - **Treatment:** There is no cure, they must be quarantined and jettisoned off into space.

- ❖ **Brown Lung**: A disease that affect the lungs of underground workers on the planet Adumar, this is similar to that of lung cancer.
 - **Treatment**: Lung Transplant
- ❖ **Bunkurd Sewer Disorder**: A disorder caused from bacterium in the bunkurd sewers on Coruscant, it would cause harsh sickness and food poisoning.
 - **Treatment**: Strong cold medicine and lots of water.
- ❖ **Calcification**: A sudden, rapid deposition of minerals in the bloodstream onto the bones. Caused dizziness, blurred vision, muscle spasms, and muscle weakness. Caused by exposure to high strength electric fields.
 - **Treatment**: Bacta Tank immersion and bedrest
- ❖ **Cancer**: A disease that is only contracted through genetics, it would prove to be fatal to humans.
 - **Treatment**: No known cure.

- ❖ **Candorian Plague**: An airborne plague that cause mass diseases and lead to a quick and agonizing death. This plague could wipe out entire planets within a day.
 - **Treatment**: There is no cure, they must be quarantined and jettisoned off into space.
- ❖ **Carbonite Poisoning**: Side effect of carbon freezing for long amounts of time. Eventually succumb to death if not treated.
 - **Treatment**: surgery of infected cells, and put under heating treatment.
- ❖ **Cardiac Tamponade**: A condition that is caused by fluid build up the in heart.
 - **Treatment**: Surgery to extract fluid
- ❖ **Cardoine Chills**: Caused congestion, coughing, fatigue, body aches, and insatiable appetite.
 - **Treatment**: Patient will develop immunity over time, but the effects could be dampened by simple medicine.
- ❖ **Catatonia**: Caused by high emotional stress and integration. Usually caused by dark side illusions. This condition caused lack of activity in the conscious mind and left the body inert.
 - **Treatment**: Mental rehabilitation and evaluations.

- ❖ **Cathor Fever**: A common cold that caused migraines.
 - **Treatment**: Regular cold medicine.
- ❖ **Chirgotta**: An intestinal parasite that caused common illnesses.
 - **Treatment**: Removal of the parasite from the intestine, and good intestinal hygiene.
- ❖ **Coma**: A debilitating effect on beings that completely disabled them and left them in a completely unconscious near death state.
 - **Treatment**: No Treatment
- ❖ **Concussion**: A type of brain injury commonly caused by a blow to the head.
 - **Treatment**: Antishock
- ❖ **Corellian Tanamen Fever**: A flu like illness common on the planet Corellia. Symptoms include high fever, extreme thirst, and loss of equilibrium, and the fever rarely proved fatal.
 - **Treatment**: Early stages- Regular cold medicine. Late Stages- Bacta Submersion
- ❖ **Crazed Bantha Fever**: Carried by sand ticks, while this would not prove fatal, the migraines would be excruciating pain.
 - **Treatment**: Strong Painkillers.

❖ **Creek Fever**: Contracted from wandering in the jungles of Yavin-4 for too long. If untreated it would prove fatal.

➤ **Treatment**: Simple cold medicine.

❖ **Crimson Forever**: A disease caused by two unique gemstones. When the gems are separated, they produced a negative aura in the Force. This caused an exotic ailment, which induced a coma in its victims. The first stage of infection is a reddish color in the eyes of the infected, who stared into space while failing to respond to attempts at reviving them, thus providing the affliction with its name. Advanced stages are signaled by the skin of the victim turning entirely red.

➤ **Treatment**: None

❖ **Csillian Flu**: An infectious airborne flu that caused harsh coughing and congestion.

➤ **Treatment**: Common Medicine.

❖ **Dantari Flu**: A waterborne disease that would cause regular sickness and if not treated soon enough could result in death.

➤ **Treatment**: Common Medicine.

- ❖ **Death Seed**: A disease caused by parasitic drochs which causes necrosis of the skin and ultimately led to death. The droch would steal life force from the host and burrow into the hosts electrochemical fields and tissues. The drochs would grow with every host killed. Death would come within 30 minutes.
 - **Treatment**: Do not inject any form of bacta onto the patient, the droch has to be exposed to the Tsil mineral on the planet Nam Chorios.
- ❖ **Desert Sickness**: Afflicted to people who are in deserts on Tatooine for too long. This caused involuntary wandering and hallucinations.
 - **Treatment**: Hydration
- ❖ **Devaronian Blood Poisoning**: Caused by contact with Devaronian blood-poison gemstones, that caused great pain when the particles of the gemstone reached the bloodstream.
 - **Treatment**: Extraction of poison from the bloodstream, and blood purification.
- ❖ **Direllian Plague**: A fatal disease that is spread by physical contact.
 - **Treatment**: Administration of the Shiarha Root into the bloodstream.

- ❖ **Disorientation Syndrome**: A condition that caused loss of directional sense, and affected the brain stem of the patient.
 - **Treatment**: Incurable and untreatable.
- ❖ **Dormo-Shock**: A natural reaction to severe physical or emotional trauma that could induce a coma like condition.
 - **Treatment**: Bacta Treatment
- ❖ **Dust Fever**: Affected children on Tatooine, and caused vivid, and lucid dreams of strange and unusual themes.
 - **Treatment**: Stimulants
- ❖ **Ebullism**: Profuse evaporation of one's bodily moisture when exposed to a vacuum of space.
 - **Treatment**: Hydration and bed rest
- ❖ **Eerie Coulee Disorder**: Also known as ECD, it is a term that caused unease when humans are around human like droids.
 - **Treatment**: Mental Rehabilitation
- ❖ **Endregaad Plague**: A virulent disease that arose from the planet Endregaad. Symptoms included fever, extreme loss of bodily fluids, crusting around the eyes and mouth, and the swelling of the tongue and fingers.
 - **Treatment**: Medicinal Spice. Continued check ups to prevent Spice addiction.

- ❖ **Festering Plague**: A fatal disease that could be transmitted through skin contact.
 - **Treatment**: Wearing gloves and common medicines.
- ❖ **Findris Flu**: A common illness that lingered on it's victims even long after normal treatment.
 - **Treatment**: Common Medicine, Regular painkillers.
- ❖ **Flash Blind**: Temporary condition caused by bright lights including explosions, that would overload their visual cortex.
 - **Treatment**: Painkillers and covered eyes for extended period of time with bedrest. If severe, transplantations may be necessary.
- ❖ **Frostbite**: Localized damage is caused to skin and other tissues due to extreme cold. Frostbite is most likely to happen in body parts farthest from the heart and those with large exposed areas.
 - **Treatment**: Rewarming of affected tissue, and minimal movement.

❖ **Gangrene**: A complication of cell death characterized by the decay of body tissues, which became black and/or green and malodorous. It is caused by an infection, such as by bacteria or by blocked blood vessels. It is usually the result of critically insufficient blood supply. This condition is most common in the lower extremities.

➤ **Treatment**: Restoration of blood flow of the affected organ, and removal of dead tissues.

❖ **Godoan's Disease**: Found in the atmosphere of the planet Godo in the form of red clouds. It would cause pale skin, clamminess, and in the end would cause asphyxiation.

➤ **Treatment**: Must be brought to the House of the Goddess on Godo.

❖ **Gray Rot**: A plague that caused the skin of the infected person to turn gray and decay. It would then become scabrous and gray until it eventually cracked and ulcerated.

➤ **Treatment**: Must be treated within the first few days of infection and could be healed with bacta.

- ❖ **Green Hives**: A type of green rash often caused by allergic reactions.
 - **Treatment**: Allergy Paste, and rash creams/ointments.
- ❖ **Hardan Plague**: A virulent disease know to be transported by brown nafens.
 - **Treatment**: None
- ❖ **Hesken Fever**: a non-fatal disease caused by bacteria that thrived in vacuums.
 - **Treatment**: Common Medicine.
- ❖ **Hypothermia**: A fatal condition that occurs when a being's body temperature fell below the standard temperature.
 - **Treatment**: Reheating of the body.
- ❖ **Hypoxia**: A condition that occurs when an individual's body is deprived of oxygen and caused uncontrollable laughter.
 - **Treatment**: Reintroduction to an oxygenated area.
- ❖ **Indigestion**: A common condition that consisted of uncooperative digestive tracts.
 - **Treatment**: Hydration, and physical activity.

- ❖ **Influenza Necrosi**: A bio-engineered form of the flu. The first stage of the infection is the same as the normal flu, causing sore throat, runny nose, fever, and exhaustion. The second stage caused increased fatigue. The third stage caused a thick slimy sweat to cover the body, covering them in a gelatinous goop. The virus would take over the host's motor functions.
 - **Treatment**: Quarantine and Execution
- ❖ **Jurr-5**: A mutagenic plague that is almost immediately deadly and very easily spread through the air
 - **Treatment**: None
- ❖ **Karatos Plague**: a deadly viral infection that originated from the planet Concord Dawn. Traveling in spores, the virus relentlessly attacked the internal chemistry of its host. Blindness occurred in forty minutes, followed by brain death within an hour.
 - **Treatment**: Karatos Antidote which is native to Concord Dawn.
- ❖ **Knowt's Disease**: A degenerative affliction that destroyed body tissue.
 - **Treatment**: Amputation, possible cybernetic prosthetics of affected area.

- ❖ **Knytix Pox**: A disease communicated by the knytix insect of Thyferra. It is highly contagious, and could be acquired by simply breathing in a concentrated area of knytix.
 - **Treatment**: Common Medicines.
- ❖ **Lungfung**: An infection of the lungs caused by airborne fungal spores on Mimban.
 - **Treatment**: Periodic lung cleanses.
- ❖ **Motion Sickness**: A condition that is caused by repetitive movement that causes nausea.
 - **Treatment**: Bedrest
- ❖ **Mynock Fever**: A disease that could affect travelers that passed in or near asteroid belts.
 - **Treatment**: Vaccination
- ❖ **Myocardial Infarction**: A condition in humans where the heart failed and occurred when one's electrolytes are out of balance, and there is substantial physical stress.
 - **Treatment**: Cordrazine, and bed rest.
- ❖ **Nano-Destroyer**: An artificially-created virus that destroyed the infected person's body one cell at a time. The virus is capable of bonding with the cells of the victim, which led the victim to have immense powers like strength, speed and accelerated healing. But once it bonded with the living tissue, it would cause the victim to mutate

and turn into mindless monsters whose only intent is to feed upon other beings.

➤ **Treatment:** The only cure to the virus is developed in Carida.

❖ **Neuro-Shock:** The effect of one's nervous system after being affected by a neuro-repulsor field generator.

➤ **Treatment:** Anti-shock. Possible cybernetic replacements of nerves.

❖ **Niffin Plague:** a disease that for a long period of time, attacked the respiratory system of those born on the planet Mathas.

➤ **Treatment:** No treatment.

❖ **Orthostatic Hypotensive Syncope:** The name of an unusual malady that is characterized by very low blood pressure that would cause the patient to faint at every attempt to stand.

➤ **Treatment:** A Jedi is needed

❖ **Peritonitis:** Inflammation of the peritoneum.

➤ **Treatment:** Painkillers and surgery.

❖ **Petal Fever:** A mild disease contracted from newly settled planets.

➤ **Treatment:** Common Medicines.

❖ **Plyridian Fever:** A disease that is often fatal if not properly diagnosed and treated. This disease has an incubation period of about four weeks.

- **Treatment:** Anyone showing the initial symptoms of the disease has to be quarantined for up to four weeks.
- ❖ **Pneumonia:** A deadly disease that attacked and congested the lungs and would cause labored respiration and wheezing.
 - **Treatment:** Antibiotics, and plethyl nitrate.
- ❖ **Pressure Sores:** Painful sores would appear on a individual that laid in the same place for a long time.
 - **Treatment:** Painkillers
- ❖ **Pyroliosis:** A fatal respiratory disease caused by the inhaling of the dust of the mineral zenium, which is mined by the convicts on Oovo IV. It ate the body from the inside out, and destroyed the respiratory systems of humanoids like acid. It is extremely painful.
 - **Treatment:** Early transplantation of the lungs.
- ❖ **Quannot's Syndrome:** A debilitating and ultimately fatal disease that caused immense pain to its victims. Humans are among the susceptible species.
 - **Treatment:** There is no cure, but Perigen can be used to keep back the pain.

- ❖ **Rachuk Roseola**: An irritating skin inflammation, which is caused by a virus that is found in the Rachuk system. This form of roseola infected nearly every visitor to the planet, unless they are properly vaccinated prior to their arrival.
 - **Treatment**: Rash creams and ointments.
- ❖ **Rakghoul Plague**: The virus-like plague, carried by every rakghoul in existence at the time, could be spread to another being by a bite or a scratch from a rakghoul's claw. The victim would then suffer through an incubation period lasting approximately six to forty-eight hours before being transformed into a rakghoul, one fully capable of spreading the Sith-made disease on to further victims.
 - **Treatment**: Rakghoul Serum
- ❖ **Rhinacyria**: A virus that could cause a fever, runny nose, and itchy eyes.
 - **Treatment**: Common Medicine
- ❖ **Rojo Fever**: An often fatal illness that spread quickly once established.
 - **Treatment**: Quarantine
- ❖ **Rooze Disease**: caused by the deadly rooze germ agent that affected Humans. After the germ infected the body, it would cause the victim's health to slowly deteriorate until, if not cured after

roughly three standard days, it disintegrated the body within seconds. During these days the patient would feel dizziness and a strange sensation that his or her hands faded away.

➤ **Treatment:** None

- ❖ **Sand fever:** An illness that one could contract from Tatooine. Symptoms include red skin, and uncontrollable ranting.

➤ **Treatment:** Hydration and bed rest.

- ❖ **Sand Rot:** Contracted from overexposure to deserts. It would cause coughing, weakness, and a loss of feeling in the hands and fingers.

➤ **Treatment:** Time away from deserts, Bed rest

- ❖ **Seumadic Fever:** A disease that caused an afflicted person's heart to deteriorate.

➤ **Treatment:** Surgery

- ❖ **Shilmer's Syndrome:** A degenerative malady that could consume the limbs and vocal cords of those it affected.

➤ **Treatment:** No cure, cybernetic replacements may be necessary.

- ❖ **Smashbone Fever:** Disease that caused the ligaments in a being's body to tear violently, literally smashing the bones when they ruptured. The disease is believed to be caused by a

microorganism that is neither bacteria nor virus, and is considered about fifty percent fatal.

➤ **Treatment:** No known cure, but the fever sometimes went into remission.

❖ **Trihexalon-Based Rooze:** A mutagenic plague that cause very swift death.

➤ **Treatment:** No Cure

❖ **Tumor:** A type of abnormal growth of tissue found in the brain.

➤ **Treatment:** Brain Surgery

❖ **Wasp Fever:** Transmitted by the bite of a fever isp. Larvae of the isp grow and begin to feed on the brain cells of the host and causes the host to experience dementia, seizures, and spasms.

➤ **Treatment:** Painkillers. The fever lasts for three to four days until the larvae hatches then deals more damage.

❖ **Womp Rat Fever:** Disease carried by womp rats that caused chills, coughing, decreased natural health regeneration, and muscle aches.

➤ **Treatment:** VX-736 injector

❖ **Zithrom's Syndrome:** A kidney disorder that affected many elderly Human males.

➤ **Treatment:** Clondex although this is not a cure.

Mental Conditions

❖ **Agoraphobia**

- An anxiety disorder that caused fear of open spaces. Can be caused by prolonged time in space.

❖ **Amnesia**

- A mental condition that is caused by head trauma or traumatic events. Some things that caused this include being frozen in carbonite for a long period of time, consuming illegal drugs, or being manipulated by the force.

❖ **Bitter Winter**

- Caused elderly to lose parts of their memory, and slowly lose their mind in the process.

❖ **Claustrophobia**

- An abnormal fear of having no escape or cramped in place.

❖ **Clone Madness**

- A clone that is grown too quickly will have its mind deteriorate and leads to psychosis.

❖ **Cybernetic Psychosis**

- A condition of insanity often experienced by people who have cybernetic implants. Over time they lose control over their cybernetic implants.

❖ **Deepsick**

- A condition describing the mental and emotional breakdown occurring in certain individuals who have been traveling in deep space for long amounts of time.

❖ **Eidetic Memory**

- Someone who has the ability to remember everything they have seen or heard.

❖ **Hallucination**

- An event where an individual believed to see an object or objects that do not truly exist.

❖ **Hyper-Rapture**

- A supposed form of madness acquired from staring into hyperspace for a prolonged time.

❖ **Multiple Personality Disorder**

- A mental illness in which a being would develop one or more separate identities in addition to their original personality. These personality states would recurrently take control of that being's behavior, and would differ from the host personality in characteristics and mannerisms. Sometimes, the traits of an alter would be modeled after that of another individual's personality. The host may or may not be aware of the alternate personalities, and likewise for the alters to be aware of the host, though the personality states could enter into conflict with each other. The condition typically would arise from periods of severe stress or psychological trauma and could affect Gands and Humans in varying severity.

❖ **Obsessive-Compulsive Disorder**

- A condition that caused an individual to develop unnatural obsessions and compulsive behavior. These could include an intense interest in specific objects, or the affected individual could display repetitive behavior, such as cleaning themselves and organizing items, even while in the company of others.

❖ **Psychopathy**

- A personality disorder where a being has a lack of emotion or remorse, egocentricity, anti-social and abusive behavior, and are able to pass themselves off as normal by feigning emotion or lying about their past.

❖ **Psychosis**

- Delusions, hallucinations, talking incoherently, and agitation. The person with the condition usually isn't aware of his or her behavior.

❖ **Pyromania**

- A term that described an unhealthy compulsion within the minds of sentient beings to set things on fire.

❖ **Schizoid Personality**

- A mental illness that could develop from psychological trauma, such as torture. This lead to paranoid delusions and egotism.

❖ **Schizophrenia**

- A severe mental illness that is often characterized by delusions and hallucinations. Sufferers would sometimes demonstrate a proclivity to violent behavior.

❖ **Sleep-Imprinting**

- A method in which the mind could be programmed with information while the subject is asleep. It is useful for imparting tactical information en route to a mission.

Illegal Drugs

❖ Deathsticks

- A mild hallucinogen drug primarily sold on Outer Rim worlds, but could be found in abundance on Coruscant. Originally developed in the illegal pharmaceutical labs of CoCo Town, they are relatively cheap and are smuggled into the clubs of cities by slythmongers. The cilona extract offered euphoria in exchange for a horrific outcome, producing a twisted version of reality enhanced by bright colors. With each dose, the user's life is shortened, and the successive doses took away larger chunks from a lifespan. With each successive dose, the desire for a harder reaction increased. It is thus very difficult for a youth to shake off their addiction without medical assistance.
- Death sticks came in two typical forms. In liquid form, they consisted of small tubes of red or yellow ixetal cilona fluid, which could be added to an alcoholic drink (some mixed them with Fizzyglug) or injected intravenously. A hardened

variety containing dried granules of the drug could be smoked or pulverized and then insufflated. When ingested, the drug is capable of greatly weakening a person's connection to the Force.

❖ Spice

➤ A type of illicit substance or substances in demand throughout the galaxy. Spice is mined at the spice mines of Kessel, where Wookiee slaves are worked to death turning medicinal spice mineral into a recreational drug. Spice mines could be found in several other planetary systems throughout the galaxy, including those of Ryloth and Naboo.

■ **Andris Spice**: Raw andris, when mined, is tan and crumbly, and is originally used in this form; however, it is later learned that it could be refined to a white crystalline form that also provided a slight sensory enhancement to its users. Andris could be further refined into an addictive stimulant form that provided for even stronger sensory enhancement. Deep freezing also greatly enhanced its properties. While raw and refined, andris is legal, the highly-refined variety is not.

- **Armudu Spice**: A substance sometimes included in carababba tabac cigarras.
- **Aura Spice**: A highly valuable substance.
- **Avabush Spice**: A drug obtained from the avabush plant that that could cause sleepiness, or, when used properly, truthfulness. It grew on the planet Baros. Avabush tea could be made from it.
- **Booster Blue**: It is made of out of industrial dye used for starship manufacturing. When consumed it enhanced the user's physical reaction time. It is not uncommon for a user who, combining this with Thruster Head, Neutron Pixie, or other awareness increasing drugs to have been capable of dodging blaster shots. It is usually stored in metal casings, and is commonly crafted and sold by smugglers. As with other spices, it is known to cause unwanted side-effects which appeared when the substance left the user's body and could cause severe results in the case of an overdose.
- **Carsunum**: Use of Carsunum granted a boost of both mental and physical abilities as

well as a pleasurable sense of well-being; however, once the spice hit ended, side effects could vary from jitters to death.

- **Collafa Spice**: A kind of spice that even just a small amount, lead to hallucinations and death.

- **Corellian Spice**

- **Corellian Sunburst**

- **Crash n' Burn**

- **Cryovial**: A small ampule used to preserve spice hits at low temperatures for long periods of time.

- **Deluge**: Utilized as a substitute for food. This drug is able to counter hunger pains by sapping all desire for food. However, side effects included inducing its users into an apathetic and lethargic state. These drugs took the form of small pill-sized capsules.

- **Doaki Spice**: A green colored spice that relaxed the muscles.

- **Doom Desire**

- **Eldratz**: Its effects are so dangerous and even fatal that Hutt criminals refused to deal in it. Eldratz caused those who took it to

grow distracted and lethargic, but also pliable and cooperative. Eventually, users experienced a "living death" and entered a coma.

- **Engspice**: Altered the user's brain chemistry so that only the same type of spice would satisfy their needs. It is also incredibly expensive.
- **Firespice**: A type of spice regarded for its pungent taste. Newcomers to the restaurant Pepper's Pax on the planet Darlyn Boda are required to eat a mouthful of firespice vegetable pods to prove their fortitude. Those who failed the test are rudely removed from the premises.
- **Gannarian Narco-Spice**: Two kilos of the substance are enough to make someone wealthy for the rest of their life. It went by the street name "sniff".
- **Giggledust**: a spice variant that is a sandy brown color and came naturally from certain flowers. Giggledust, as implied by its name, made everything seem humorous to the consumer, as they experienced a euphoric and highly alert state.

- **Glitterstim**: It gave the user a brief, yet pleasurable, telepathic boost and heightened mental state. It is produced from the webs of spice spiders. The spice is photoactive, so it has to be mined in total darkness or it would be ruined. After it is mined, it has to be packaged in an opaque paper to prevent accidental activation.^[1] Glitterstim is quite addictive—casual use could quickly lead to full-blown addiction.
- **Gree Spice**: A purple form of spice that granted a sense of happiness and power.
- **Guilea**: A drug with "euphoric qualities," It came from the tecave grass, found only on Cerea. Because the grass needed a molecular trace of the rare mineral malium to grow, Cerea has a virtual monopoly on its production and export is strictly prohibited.
- **Gunjack**: Made of a highly concentrated methylpenatox and glucose based chemical cocktail. Consumption of Gunjack granted the user intense physical strength, but also decreased the user's fine motor control and the ability to reason.
- **Gy'lan**

- ***Ji Rikknit***: an addictive substance produced from rikknit creatures native to New Plympto. For many years, the native Nosaurians harvested ovum sacks from the tree-dwelling rikknit and processed them into ji rikknit. It is the best narcotic drug, but with harsh side effects.
- ***Karrak***: A powerful painkiller known for its degenerative toxins, karrak is pushed by spice dealers as a medicine. While karrak suppressed most symptoms, its degenerative toxins would build up after long-term use and cause more harm than good. As it did not actually cure users of their ailments, dealers hoped to continue to sell their products to ailing buyers until their ultimate death.
- ***Kassoti***: A variant mined off of Rori
- ***Lumni Spice***: The rarest form of spice in the galaxy. It is found on several worlds, usually protected by Dragon slugs, who consumed it.
- ***Magnetar***
- ***Magravian Cat-Spice***: Spice from Magravia system that make a being's reflexes as sharp as chrysalide claws.

- **Milaflower**: This plant could be made into a drug. Most notably, the drug could be used to intentionally intoxicate or kill if administered in a high enough dose. Typically, those wishing to administer the drug secretly would use food or wine to mask the taste. Under the influence, onset could take up to an hour, with a drugged sentient feeling a continual increase in well being until the full effects of the drug kicked in. In a standard human, the full effects could be felt for up to ten hours, and varied in severity depending on dose. Commonly, a single dose produced relaxation, two made a sentient uninhibited, three doses intoxication, four doses a deep sleep and unconsciousness, five doses paralyzation, and six doses producing heart failure and death.
- **Mummergy**: A type of strong-smelling plant used to make liquor and as a type of spice.
- **Muon Gold**: A lubricant-based spice that provided the user with intensified mental clarity and focus for a short time. However due to its eventual degrading effect on neural pathways it is banned.

- **Neutron Pixie**: An extremely potent, hallucinogenic spice with an unknown origin. Effects included ecstasy, increased reaction time, perceived feelings of strength and endurance, and resistance to pain. Withdrawal symptoms included perspiration, nausea, weakness in the muscles, aching bones or joints, and extreme physical and mental torpor. It is often ingested with a light fruit flavoring.
- **Novajack**
- **Nyriaan Spice**: Created by processing the mire nettle, a type of weed that grew on the planet Nyriaan. It is a powerful narcotic stimulant and provided users with a euphoric experience.
- **Phetaril**
- **Polsine Spice**: A highly prized and expensive spice that is powerful even when not fully cooked when it reaches its potency. Having a small amount of the spice is enough to incarcerate a dealer into life imprisonment.
- **Purple Lotus**
- **Pyrepenol**: Granted a sense of invincibility.

- **Red Rage**: Increased power at the cost of eyesight.
- **Ryll**: Weak spice used for medicines throughout the galaxy. The use is banned for any non pharmaceutical uses to create painkillers and anesthetics.
- **Sansanna Spice**: Unlike some spices, it is ingested directly into the mouth, resulting in the staining of addicts' face and hands.
- **Shenir**
- **Sweetspice**: A type of pleasant smelling spice.
- **Tempest Spice**: A combination of glitterstim and a virus from Varl, addicts are marked by a darkening of the blood vessels and fits of uncontrollable rage.

- **Thruster Head**: A powerful psychoactive hallucinogenic. It would often cause death due to foolish actions while on the drug, usually from a hallucinated object or figure.
- **Tirefin**
- **Whiff**
- **Yaladai**: Refreshing users, even if they have endured extended activity, the spice provided

relaxation and focus. Extremely addictive, the long-term use of the drug would cost a lot of credits.

- **Yarroch**: An addictive spice and a strong hallucinogen. Said to instill a person with a clear vision of "the meaning of life", to either kill or be killed, thereby boosting their confidence temporarily. Constant use of the spice lead to the side effect of psychosis.

- **Zabran**

❖ Slick

- A recreational drug that is made from fermented seaweed oil that otherwise has medicinal properties. The primary effect of the drug is that it induced a temporary state of euphoric delirium."

Medical Field **Guide for Quick** **Response**

This medical guide is for in combat or on duty use, and will go over things to bring in your medical pack, how to handle dangerous situations, and how to properly communicate with your fellow Medics.

The Clone Status Protocol

This simple communicative tool can be crucial in getting one an injured person the correct and necessary treatment for their varying conditions. It is used to allow other medics to understand the status of the injured civilians, fellow troopers, etc. Medics often used markings on the injured with colored tabs to signify their severity.

Alive

- Very minor wounds, heal them physically with bacta.
- Is the injured has wounds and is unable to move themselves, heal to the best of your ability. These injuries include but are not limited to;
 - Fractured Bone
 - Moderate Blaster Wounds
 - Reaction to environment
- If it is a trooper that is injured, do not take them out of the fight if they are still able to fight. Do everything you can to stop an injured from reaching critical.

Critical

- Highest rank or high priority friendlies are first to be treated.
- With the equipment at hand, it is your job as a combat medic to heal them to the best of your abilities.
- Your goal is to stabilize the vitals of the injured long enough to receive advanced care. Some of these injuries include but are not limited to;
 - Broken Bones
 - Mangled Limb(s)
 - Severe Blaster Wounds
 - Harsh Burns
 - Lightsaber Sounds

Dead

- If the injured is dead leave him unless needed for identification or evac.
- If you cannot ID the body, you may need a astromech or to scan their wrist for DNA Identification.

-Humane Soldier Protocol (HSP)-

- If an injured can no longer get any help on the field and you have no doubt he will not survive you must terminate that injured as quickly and humanly as possible especially in a combat situation.
- The highest ranking field medic makes the call if the injured has no hope left for him.
- Ask the highest ranking medic available if HSP is needed.
- If two lead medics are in disagreement, ask the highest ranking officer.

HSP is especially necessary if:

- High risk combat situation
- Suffering with no evacuation
- Dismemberment
- Profuse bleeding with no way of patching
- Parasite has taken hold on them

On Ship:

- Take them to the medbay
- Inject a heavy dose of Somaprim
- Inject a low amount of Toxical

In the field:

- Inject heavy Somaprim dose
- Inject Comaren or Bacta
- When asleep, execute by gunfire

Fast way:

- Stun the trooper and quickly kill with baster fire through the head
- Should only be used if in a dire situation

Tools to Bring on the Field

- Bacta Nade
- Bacta Injector
 - Stitches
 - Bandages
- Memory Plastic
 - Splints
 - Cast
- Foldable Combat Gurney
 - Hemostat
- Bacta Numb
 - Comaran
 - Conergin
 - Perigen
- Bacta Patches
 - Cordrazine
 - Somaprim