

# Medic

This trade-skill will enable one to treat an ailment successfully.

Only one who has studied and passed the test of the Medic can successfully increase his or her chances at tending ailments.

Ailments treated by a Medic are as follows: Acid Burn, Broken bone, Cartilage damage, Concussion, Disease, Fever, Fire Burn, Flesh wound, Frostbite, Gas inhalation, Poisoning, Sickness, Sprain, Tendon damage.

Note: There is no mastery for this trade-skill.

Prerequisite: None.

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Modification-point cost: 12

Training Time: 104 weeks (728 days).

Training note: This is an averaged time to complete the full training for Medic. However, the training time can vary according to the student's Wisdom.

For every point of Wisdom above 24, the training time will be reduced by three days (minimum 364 days to train).

For every point of Wisdom below 18, the training time will be increased by three days.

Training Cost: 40 white-gold per day of training + the cost of all supplies used.

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Your WISDOM will be the % chance to successfully treat an ailment. Example: If you have a 30 Wisdom, you will have a starting 30% chance to treat an a physical ailment.

For each physical ailment you successfully treat, the % chance to successfully treat another of the same will increase by +1.

Example:

If you have a 30 Wisdom, and successfully treat an ailment, you will gain +1 added to your current 30% chance the next time you attempt to treat the same ailment (you would have a 31% chance). If you treat another successfully, your skill would increase from 31% chance to 32%.

Keep a log of each ailment you treat. I would keep a log as follows:

## Ailments:

Acid Burn: 67%

Broken bone: 45%

Cartilage damage: 39%

Concussion: 66%

Disease: 78%

Fever: 61%

Fire Burn: 33%

Flesh wound: 89%

Frostbite: 66%

Gas inhalation: 40%

Poisoning: 64%

Sickness: 72%

Sprain: 49%

Tendon damage: 58%

Maximum Medical success chance: 96%