

I'm human





For novice players of Barotrauma's most challenging class, this guide provides essential information and practical tips to excel in the role. This section is aimed at those who are completely new to the position; seasoned officers on a submarine's officer, your primary goal is to prevent fatalities by treating injuries caused by hostile aliens or onboard mishaps. While other crew members can perform basic first aid, your advanced medical skills enable you to be more efficient in administering treatments, such as using less medication or performing CPR with greater effectiveness. Your role is crucial to the submarine's overall well-being. At the beginning of each mission, you'll receive a uniform, ID card, headset, and health scanner. The health scanner is vital for monitoring the status of nearby crew members, including their health, oxygen levels, and injuries. Keep it secure, as it functions without batteries and provides critical information through the in-game heads-up display (HUD). With this tool, you can prioritize medical attention based on the severity of each injury during emergency situations. Your spawn point is typically set to the med-bay, where essential supplies, including a fabricator and various medications, are stored. Familiarize yourself with the initial inventory in your lockers, as you may need to fabricate additional or stronger medicine during the mission. It's advisable to keep commonly used items, such as blood packs, bandages, morphine, fentanyl, and stablozine (if available), easily accessible for quick response. During missions, patrol the submarine to ensure crew members' safety while also responding to medical emergencies. Even in the absence of external threats, onboard accidents or reckless behavior can lead to injuries or fatalities. It's crucial to remain vigilant and prioritize your medical duties over other tasks until a situation requires your attention. When faced with an emergency, remember that staying alive is essential. A dead doctor cannot aid anyone else. Before attending to others, ensure the area is secure by checking for enemies, fires, or other hazards. Utilize voice chat and map markers to communicate with crew members about their injuries and location. Time is of the essence; don't wait for them to come to you—instead, ask them to stay in place and provide critical information to expedite your response. If needed, instruct other crew members to perform CPR until you can reach them. Remember that even if someone is severely injured, they may still be saved with timely medical attention. Upon completing a mission successfully, take note of the resources consumed during the operation, especially in campaigns where resource replenishment becomes crucial for future missions. This guide aims to provide a solid foundation for becoming an expert doctor in Barotrauma; continue reading to delve deeper into the intricacies of healing and medical procedures. Healing has evolved in our medical system, offering a more nuanced approach than simply jabbing needles into players' faces. Yes, you can still do that, but its effectiveness is currently unknown to me, so let's not focus on it for now. Instead, we've introduced an advanced healing context menu accessible by pressing the [H] key when approaching someone. This menu provides a detailed display of the person's vital signs and any injuries they may have, allowing you to prioritize treatment based on severity. The menu is divided into sections displaying overall health, body limbs, limb-specific injuries, and suggested treatment options. To effectively heal, it's crucial to understand that injuries can be spread across the player's limbs and vary in severity. Select a limb to view its specific injuries and vitality damage. Prioritize treating limbs with the highest vitality damage first, as ongoing conditions like blood loss or poisoning will take precedence to prevent death. If you're unsure about treatment options, the game will suggest them based on your medical skill level. As a skilled doctor, you can rely on these suggestions being accurate. Non-doctors should exercise caution when administering treatment, and players with lower medical skills may unintentionally cause harm if they perform treatments without proper knowledge. To heal, simply drag the chosen treatment onto the designated circle below the suggestions. Be mindful of your supplies, as using them in non-essential situations can be wasteful. For instance, healing minor injuries may not be worth the cost. CPR is an essential skill for keeping unconscious players alive and can even revive them until medical attention arrives. However, it's crucial to note that CPR should only be performed by those with sufficient medical skills, as others may inadvertently cause harm. The game calculates the effectiveness of CPR based on the administrator's medical skill level, with a revival chance per skill of 0.01 and stabilization at 0.02. In the vanilla game, the damage threshold is set at 20, so players with a medical skill level above this should be able to administer CPR effectively. Medic errors and misuse of medical tools can worsen wounded crew members' chances of survival. To address this, I'll share my knowledge on basic medical items in the BTE Health Scanner HUD. The HUD is a valuable tool for medics but often underutilized or overused. Using it constantly can impede communication with the crew due to the need to remove headsets. Conversely, not using it at all may be due to diagnosing patients being mostly common sense, but the HUD also displays crucial information like the player's true name, Calyx parasite infection status, and severity. Do use the HUD during an outbreak or when suspecting someone of being disguised. Don't wear it constantly. The Defibrillator is commonly misused; it treats oxygen deprivation only and has benefits lasting 12 seconds. Use it in conjunction with CPR to treat patients deprived of oxygen, but avoid spamming it as its effects don't stack. Bandages are abundant around ships but less effective than fibrinazine. They can help security personnel stop bleeding before a medic arrives. However, use bandages for stopping bleeding only; they offer no actual healing. Each use removes half a bleeding icon over 5 seconds. Fibrinazine is similar to bandages in stopping bleeding but offers a slight increase in health, albeit negligible (1 HP per injection). It's more effective than bandages, removing 2.5 bleeding icons over 10 seconds. Lastly, Chloromydride is an underutilized drug that could be used more effectively with proper training and awareness. The fabricator and some medics use Corrigodone to heal patients instead of harming them. To make it, you'll need stablozine, sugar, and erythroline, all found in medical rooms except for sugar, which can be crafted from biomass or stolen from the kitchen. It only works on people with less than 1hp and stops bleeding while giving 1 health per second and some oxygen. The effects last 30 seconds but don't stack. This drug alone won't revive someone, but it gives them a chance to recover for 30 seconds without damage or bleeding. Use it as the first drug injected to prevent death. Don't use it more than once every 30 seconds. Auxiliorizine is a stronger version of Corrigodone, giving 0.5 health per second for 60 seconds and reducing bleeding slightly. It's mainly used for healing and can be crafted with flash powder, erythroline, and Corrigodone, allowing you to make it six times using just one ingredient each. Use it to heal players and revive people, but not those still bleeding. Erythroline is rarely used as CPR is more effective since it doesn't take up inventory space. While it can be used in rooms without oxygen, revived patients will likely suffocate soon after. It's better to use it to craft better drugs than to revive people in situations where they'll die immediately. Liquid Oxygenite is incredibly effective against oxygen deprivation, giving 10 oxygen per second for 60 seconds. This makes it a powerful tool against sufforin (-5 oxygen per second). Due to the extremely low levels of available oxygen, it is crucial to administer liquid oxygenite (alongside CPR) to treat sufforin. Use this treatment for sufforin cases only; avoid wasting it on drowning individuals unless you cannot obtain a mask or exosuit for them. Ethylzine should not be used as it is meant to cure drunkenness, and if someone gets drunk to the point they need medical attention, it's best to withhold treatment. Most Common Diagnosis: Diagnosis 1: If an individual is in an oxygen-deprived area and is not moving, lacks a health bar above their head or has a full health bar, it's likely that they are suffocating. Move them to an oxygen-rich area or use a diving mask/exosuit with oxygen; then apply CPR, using a defibrillator every 14 seconds until they regain consciousness. Diagnosis 2: If someone is conscious but their health is decreasing, they might be bleeding or poisoned. In this case, administer fibrinazine/bandages to stop the health loss. Diagnosis 3: If an individual is not moving and has an empty health bar above their head, it means they are dying from injuries and likely bleeding. Inject chloromydride once and use a scanner to determine when the bleeding stops; then inject fully auxiliorizine or other healing drugs. The scanner will indicate if the bleeding has stopped. CPR Mechanics: When someone is downed, they passively lose 0.5% health/oxygen per second, excluding bleeding damage. Giving CPR to a bleeding person has no effect and results in losing -2% health per chestbump; if their health reaches -100%, they will die. Chloromydride removes bleeding and gives 1 health a second, cancelling out health loss. Auxiliorizine gives 0.5 health a second and also cancels out health loss. Regardless of medical skill, CPR provides 0.5% oxygen per second. A single injection of chloromydride can stop all bleeding, allowing for successful CPR. The chances of revival scale with medical skill, with security personnel having a 25% or higher chance and medics even more so. Those above 50 in medical skill do not deal damage during CPR unless the victim is bleeding. This means they can avoid direct harm to the patient while still losing health, which can be mitigated by administering certain healing drugs. In general, it's better for non-medical professionals to use available medical items and call for help rather than performing CPR. However, in cases of oxygen loss, chestbumping may be necessary. I always carry syringes with chloromydride, fibrinazine, and auxiliorizine on me, as well as a health scanner HUD and spare med supplies. In the event of an outbreak, I use my HUD to monitor for infected individuals. If they're in the early stages, calyxanide may be sufficient to cure them, but more will be required as the infection progresses. If unable to craft more calyxanide, I recommend using a necessary RDM to contain the situation. If an infected individual cannot be saved, I advise them to report to medical for treatment and lock the door by pressing the red button next to it. From there, I inject sedatives before placing them in a bodybag while still alive, which confirms their death once they pass away. As you now possess an AI husk, it's crucial to maintain its containment. DO NOT open the bag as they'll certainly infect you if released. The husk remains indefinitely stunned and unable to infect others while in the bag. If possible, explain the recent murder to everyone on board and assure them that the body will be disposed of through the airlock or have a security officer execute it while it's still contained. This is done to prevent anyone from opening the bag and freeing a new husk, which could lead to infections. In the event someone attempts to grab the bag without permission, prioritize avoiding infection by leaving the area. When you first start the game, consider visiting engineering to ensure life support batteries are at least set to 40% capacity and grid-load is being met. This will enable crafting of meds, which may be essential for treating injuries. If an injury occurs and no medical supplies are available, promptly call for a medic and return to your duties. Once the medic arrives, create space for them to work without obstructing their access. If you're a security officer and the medic is underperforming, consider taking matters into your own hands - knock them out, confiscate their meds, and provide medical assistance yourself. As needed, act as riot control and instruct crew members not providing aid to disperse. I welcome any corrections or additions to this guide from knowledgeable individuals. Last updated by randynagic241 on Fri Jan 18, 2019 11:22 pm, with 9 edits made in total. Additional information about defibrillators was shared, revealing that they can reduce stun damage and help awaken characters. They also address oxygen deprivation issues and can be used to counteract the effects of certain drugs or alcohol overdoses. However, it's important to note that defibrillator shocks do not stack, making immediate repeated shocks less effective unless used as a weapon.

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