

Name _____
 Rival _____
 Crush _____
 Deity _____
 Bestee _____

Burnout

THE PROVIDER'S OATH

1. You're the Expert
2. Do No Harm
3. Drama Fuels Deduction
4. Kick the Can; Not the Bucket
5. Be Professional

SUPER-

-NATURAL

d10	Specialization	Power	d10	Specialization	Power
1	Necro	Patients may be revived once for free.	1	(PCP) Primary Care Physician	Improve the Condition by one (does not revive the Dead)
2	Demi-	Halve (rounded down) the potential options within a limited set (Super-OR Natural- Categories, Families, or Diseases). Must know Categories to do Families, etc.	2	Psychiatrist	Replace a Patient Drama scene (its roleplaying and consequences) as the Patient instead shares a heartfelt confession with this Provider
3	Psionic	Read any six symptoms in a random order. Patients may try to communicate symptoms through facial expressions as the "mind" is read	3	Internist	Patients may describe the results of a test as if it had already been tested (revealed through medical history, clear symptomatic presentation, or whatever)
4	Angelic	Wipe out all counters currently in the Progression Track, including this one.	4	Administrator	Refresh another character's Burnout instantly
5	Chosen	The Chosen starts the game with, and may hold, two Expertise tokens	5	Lab Tech	Perform one test without expending any expertise
6	Alchemical	Suppress a bothersome symptom for a scene	6	Nurse	Diagnose once for free, without expending Expertise
7	Blessed	Allow one other Provider to reuse their Specialization power	7	Anesthesiologist	Every "Treat" action adds three to the Progression limit instead of two
8	Sorcerous	Eliminate one Category from either list (use before both categories are identified)	8	Pathologist	Eliminate one Family from either list (use after a category is identified)
9	Shamanic	Provider curses themselves with one of the Patient's symptoms so that the Patient no longer needs to roleplay it	9	Diagnostician	Patient may describe one symptom by name
10	Time	Always knows the current Condition's Progression limit (i.e. how many scenes of Expertise and Medical Drama before Condition worsens)	10	Surgeon	Instantly discover one aspect of the illness at the cost of one Patient condition per level (1 for Category, 2 for Family, or 3 for Disease)

EXPERTISE ACTIONS

Spend Expertise	Action	Roleplaying
Diagnose	Speak to the patient in hopes of deducing a symptom	Patients may not say any words related to the symptom or sign, but they must roleplay suffering that symptom. Ask any questions you feel relevant.
Test	Devise a test to look for a medical sign	The test must be described by the Provider for a specific sign. Patient answers whether the test is positive or negative.
Treat	Extend the Progression Track by two units	Patient/Provider must roleplay the nature of the treatment.
Revive	Bring the Patient back to life after they flatline	Must roleplay how the Patient's life is saved
Cure	Cure the disease and return the Patient to health	All Providers must be involved and the cure must be described. Incorrect cures instantly reduce condition by two.
Consult	Ask your Deity for divine guidance as to the nature of the disease	The Provider gives details as to how they summon/commune with their god. The Patient, assuming the role of the Deity, offers guidance at a price



MEDICAL DRAMA

Roleplay to refresh one Expertise to every Provider in the scene.

d10	Type	
1	Dr. Junkie	A Provider indulges in a shameful addiction and is discovered by another Provider.
2	Dr. Jerk	One Provider condescends to other Provider(s) to relieve stress.
3	Good Doc/Bad Doc	Providers disagree over some aspect of care in an awkwardly public confrontation.
4	Love on the Wards	A Provider engages in a forbidden romantic tryst for stress relief with another Provider; they get discovered by a third Provider (all parties must consent to the scene).
5	As You All Know	Provider discourses with authority on some aspect of the diagnosis or medical history. Other Providers ask probing questions.
6	It Never Gets Easier	A Provider must be consoled from the stresses of the job by a veteran colleague after the loss of a different, "off-screen" patient.
7	Gallows Humor	Providers engage in inappropriate/disrespectful stress relief until discovered by a colleague.
8	Private Sector Siren	The Patient plays a recruiter trying to convince a Provider to leave the hospital for a more lucrative, less stressful career. Other Providers may overhear the offer and confront the Provider considering the job offer.
9	People Get in the Way	A group of Providers must deal with a problematic aspect of hospital life that has little to do with medicine: a stingy insurance provider, a smarmy donor, a criminal seeking care, a family refusing treatment on religious grounds. Other players take the roles of antagonizing characters.
10	Never Thought it Would Happen to Me	A Provider discovers one of their colleagues struggling with their own chronic disease. The Provider suffering must describe how they cope with the disease and why/how they hide it. The Provider that discovers the truth must describe how they find out and decide whether to confront the ill colleague, reveal the information to others, or to keep the secret for later.

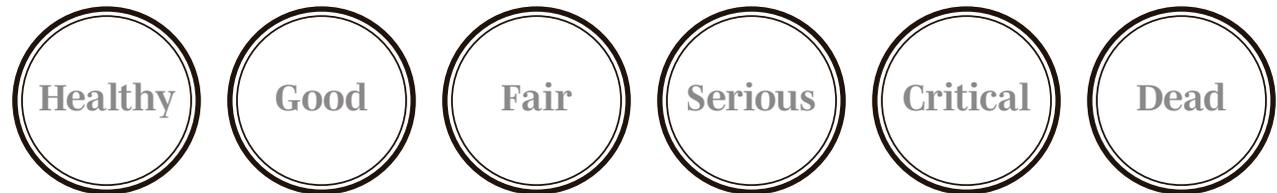


NOTES

PATIENT SHEET

d10	Patient Drama	Description
1	Pull the IV	The Patient attempts to escape the hospital against the doctor's orders. Expertise must be spent to prevent the escape. If this fails, return one scene later with Condition decreased by two.
2	Flatline Plotline	Patient interrupts another scene by literally dying. When revived by Expertise or Specializations, Condition deteriorates by one from where it started before the Patient flatlined.
3	The Family	Assign some Providers to roleplay family members. Family members cause conflict with the other Providers while the Patient is unconscious. Expertise is removed from the Provider dealing with the family and refilled by all other Providers outside the scene (playing family counts as "outside" the scene)
4	Full Moon	Describe a medical crisis/outbreak of any kind. Each Provider involved in the hospital-wide crisis describes their challenging work. Providers can stay out of the scene and cure Burnout, but add one to the Progression track for every Provider that doesn't participate.
5	Code Blue	The Patient or someone close to them is caught by at least one Provider engaging in illegal behavior (theft, fighting, hostage situation, etc). A Provider roleplays the prevention of the crime, but they must spend Expertise or it later triggers a Territorial Scuffle (see 10) with some form of enforcement.
6	Diagnosis Murder	The Patient panics upon learning the part of the diagnosis. Add two to Progression.
7	Loose Cannon	An administrator (either the player with that specialization or another Provider assigned to the scene) refuses to approve of one Provider's unorthodox methods. If the Provider gives in, the Patient's condition decreases by one. If they fight it, they lose a Specialization, but the Patient's condition remains the same. In the latter instance, the Provider must also include a stirring speech about their medical integrity.
8	The Promise	The Patient expresses fear of death to a Provider. The only way to end the scene is for the Provider to promise to save the patient. The Provider that promises may now initiate the Cure for free, but they lose a Specialization from the added pressure.
9	Afraid of Doctors	The Patient becomes terrified of doctors. The next Diagnose scene must be made through a pathological fear of talking to the Provider, in addition to any other symptoms.
10	Territorial Scuffle	Assign Providers to play a different medical team, detectives, the Patient's work colleagues, a religious organization, etc. A Provider must intercept the group, spend a Specialization, and make a compelling speech to keep the patient in the hospital. If the Patient is removed by the group, they return one scene later with condition decreased by two.

CONDITION TRACKER



PROGRESSION TRACK

	← Roll/Start a New Track	Condition Deteriorates →
1	Patient Drama	
2		
3		Patient Drama
4		
5		Patient Drama
6		
7	Patient Drama	
8		
9		Patient Drama
10		