

CLINICAL FIELD MANUAL

Faded's Advanced Medical

Version 2.2.0 for Project Zomboid Build 42.20.2

FAM is the go-to medical system for a Knox County playthrough: a three-window triage workspace, server-authoritative care, long-form complications, field surgery, veterinary work, and now a full clinic layer — circulation, pharmacology, lab stations, forage medicine, IFAK/scrubs, weighing, and upper-arm sockets — absorbed from packs the project owner acquired and rewritten as FAM-native code.

This guide is the operator manual. It explains how the system actually behaves, which items matter, which skills gate which jobs, and how 2.2.0 decided overlaps when two mods solved the same problem.

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Mod ID **FadedAdvancedMedical**. Do not also enable Enhanced Medical, Field Medicine Expansion, Immersive Weighing, or The Only Cure Additions — those packs are now inside FAM.

1. What FAM is

FAM is not a light compatibility patch. It owns advanced medicine: conditions live in FAM modData and the FAM chart, not as a pile of extra moodles. Regular survivors get a readable monitor. Doctors, nurses, admins, and First Aid 10 survivors get the clinical layer — notes, records, vitals precision, and protocol-gated procedures.

How you open it

- Right Ctrl opens the triage monitor.
- The independent sidebar heart / HUD Health shortcut opens FAM.
- Health selected from inside an already-visible Character window stays vanilla Health. That split is intentional.
- Body-part context on a patient opens FAM patient triage.
- Accepted vanilla medical checks queue into FAM's chart by default.

2. The three-window workspace

Left chart, right live body/pulse monitor, bottom care planner. The player stays visible in the center. Chart, Digestive, Providers, Pandemic, Pathology, Virology, and authorized Records tabs live in the left window. The planner queues vanilla first aid and FAM procedures for the selected body part. Notes save on the patient and sync in multiplayer.

2.2.0 adds circulation (heart rate, blood pressure, saline load, diluted blood), pharmacology (high / overdose / habit), last clinic weight, and socket/IV state to that same chart. There is no second overlay competing with FAM.

3. Core clinical loop (still FAM)

Treatments are protocol-gated. Manuals and First Aid thresholds matter. Complications — gangrene, sepsis, shock, embedded bullets, corpse exposure, pathogen load, stump recovery, prosthetic fit — are FAM conditions, not new moodles. Halo text only nags you to check the monitor.

System	What it does	How you answer it
Blood reserve	5 L circulating volume. Bleeding drains it. Shock climbs as it falls.	IV saline, typed blood bags, field blood pack, control bleed first.
Shock / sepsis / pathogen	Systemic loads on the chart. They kill slowly if ignored.	Sanitation, antibiotics, IV drugs, sepsis kit, rest.
Burns / bleed	Burn gel and hemostatic powder are gated field tools.	Burn protocol 2, hemostatic 4, tourniquet 3.
Amputation	Field cut, stump care, visible stump, then prosthetic.	Surgical manual, saw, stump kit, socket if upper-arm, then hook/arm.
Hollow Veil / Knox	Pathology samples, cultures, serum, one-use injectors.	Lab intern / First Aid, synthesis manual, rare loot.
Digestive / hygiene	Bowel, parasites, menstrual care, bathroom actions.	GI meds, sanitation, native toilet action.
Veterinary	Companion and nearby animal patients on the same workspace.	Vet kits, manuals, VetTech / Veterinarian.

4. Version 2.2.0 — what was absorbed

Four workshop packs were acquired with full rights and folded into FAM. Donor Lua is not loaded. Assets were copied; mechanics were rewritten to FAM's server-authoritative style, FAM_ item module, and no-pcall rule.

Source	Kept as the stronger piece	Not copied / FAM already won
Enhanced Medical core + addons	Lab stations, chemistry/biology, bulk boxes, typed hospital pills, street drugs, IFAK/scrubs, hanging IV, military/improvised TQ, sterile/dirty tools, circulation vitals.	Health overlay, complication moodles, duplicate saline/charcoal/stethoscope, FAM blood-bag system.
Field Medicine Expansion	Forage-to-medicine recipes and First Aid survival bonus.	Nothing overlapping; FAM herbal items stay as field craft alongside forage outputs.
Immersive Weighing	Stand-on-clinic-scale readout (3 second settle).	No portable item. Combined with EM's hide-vanilla-weight option.
The Only Cure Additions	Upper-arm socket model, harness, socket-before-prosthetic rule.	TOC dependency and TOC action-time stack. Reimplemented on FAM amputation data.

5. Circulation and IV

You start near 5 L of blood. Bleeding drains reserve. Saline fills circulating volume but not oxygen-carrying blood. Hang a bag on a placed IV and it drips about 100 mL per minute. If saline starts to rival remaining blood, the chart flags Diluted Blood — fatigue and endurance suffer until the kidneys (hourly drain) catch up.

- Insert an IV needle from the care planner or health-panel FAM menu on an arm. Dirty needles can infect the site.
- Hang FAM.SalineBag on a live line, or use the existing IV Start Kit as a field bolus.
- Stethoscope auscultation records heart rate. First Aid 6+ hears a BPM; lower skill hears fast / slow / steady.
- Sphygmomanometer still records blood pressure; circulation now derives a live systolic/diastolic pair from reserve, shock, panic, and drugs.
- Sandbox: Circulation and Circulation Effects can be turned off independently.

6. Pharmacology

Every FAM pill and the new hospital/street set can feed a shared high / overdose / habit loop. Effects are chart + halo + optional screen filters. FAM still does not add complication moodles.

Family	Examples	Risk
Analgesic	Paracetamol, ibuprofen, aspirin, commercial painkillers	Stacked load can sicken. Mild habit.
Opioid	Codeine, morphine pills/ampoules/syringes, hydrocodone, heroin, fentanyl, morphine syrette	High, knockout overdose. Naloxone reverses. Strong habit.
Sedative	Diazepam, alprazolam, chlorpromazine, cannabis, commercial sedatives	Drowsiness, knockout overdose, habit.
Stimulant	Caffeine, cocaine, meth, adrenaline syrettes/ampoules, ecstasy (stim OD / hall. high)	Panic, thirst, crash, habit.
Hallucinogen	LSD tabs/sheets, ecstasy visual high	Rainbow filter, panic, slower habit.
Antibiotic / charcoal	Amoxicillin, doxy, cephalixin, cipro, activated charcoal	Infection/poison work. Cipro fatigues. Charcoal strips poison and food sickness.

Street drugs come from police lockers and from opening a vanilla Suspicious Package. Cocaine bricks split to baggies; LSD sheets split to tabs; heroin cooks into a syringe with a spoon and a lighter. Disable Street Drugs in sandbox if the table should

stay clinical.

7. Lab, chemistry, biology

Two new crafting skills: Chemistry and Biology. Skill books spawn in labs, medical bookstores, and libraries. Clinic loot now includes centrifuges, chemistry setups, test-tube racks, beakers, flasks, slides, petri dishes, empty ampules, and bulk boxes of tools/pills/PPE.

- Centrifuge: put a blood tube in, right-click Run. Biology XP. Centrifuged tubes read easier at the microscope.
- Microscope: examine tubes, slides, or dishes. First Aid 6 / Biology and Doctor/Nurse still help you actually hear a blood type.
- Chemistry setup: purify water, distill liquor (not beer) to distilled water, mix saline, distill rubbing alcohol, make alcohol wipes, refine table salt to sodium chloride.
- Fill empty FAM saline bags from a saline bottle; hang them on an IV.
- Dirty tools (contaminated scalpel, forceps, shears, tweezers, syringes, IV needles) raise infection. Sterile grades lower it. Wash at a sink.
- Laboratories path: zombie organs, slides, unfinished Knox vials, incomplete serum, Knox serum ampules, experimental repellent grenade. This feeds FAM's existing Knox / Hollow Veil chain instead of replacing it.

8. Field forage medicine

Foraged insects, berries, mushrooms, and herbs become practical supplies. Rotten ingredients are rejected. Outputs are vanilla medical items so a stripped survivor can restock without a pharmacy.

Recipe	Skill	Result
Biological Disinfectant	First Aid 0	Half bottle of disinfectant from millipedes/caterpillars + herbs in an empty bottle.
Nutrient Concentrate	FA 1 / Maintenance 1	Vitamin bottle with 3 doses from berries + insects.
Purification Compound	FA 3	5 water-purification doses from limestone + clay.
Antimicrobial Extract	FA 3 / Cooking 1	2 antibiotic doses from mushrooms + salt.
Herbal Calmative	FA 5	5 beta-blocker doses from berries + garden herbs.
Centipede Painkiller	FA 7	5 painkiller doses from centipedes + salt.
Revitalizing Preparation	FA 9	5 antidepressant doses from berries + flowers.
Clean Bandage with Disinfectant	In-hand	Dirty rags/bandages become clean using 0.1 disinfectant.

First Aid survival bonus: each level multiplies the vanilla chance to avoid a zombie injury by 1.04 (relative, not a flat 40 points). First Aid 10 is about 1.40 times the vanilla avoid chance. Thick Skinned and Thin Skinned still apply. A green halo fires when training actually saves you.

9. Clothing, IFAK, and bags

FAM already had a medical backpack and field kits. 2.2.0 adds wearable first-aid that does not replace those packs.

- IFAK pouches (black + army camos): 2-slot, max item size 0.5, belt-back or left/right hip. Tiny trauma pocket, not a backpack.
- EMT, nurse, and black tactical fanny packs: vanilla fanny capacity, medical paint.

- EMT duffel: dusty red, white cross, duffel capacity.
- Trauma pack: ALICE-pack capacity, high-vis stripes. Rarer than the duffel.
- Medical scrubs in ten tints plus a tintable set. Any profession can pick them in character creation; Nurse/Doctor lists are richer. Loot in clinic outfits.

10. Amputation and the upper-arm socket

FAM already cut hand, forearm, and upper arm, then seated a hook or a basic arm. A high cut left nothing to buckle a prosthetic to. 2.2.0 adds the socket: a leather-and-steel cup welded at Metalworking 5 (3 pipes, 2 leather strips, a belt, blowtorch + rods). One craft covers either arm; right-click to install left or right.

- Socket is not a hand. It is the mount. Speed goes from a bare upper stump (~0.70) toward usable once the socket and then a hook/arm are on.
- Fitting a hook or arm on an upper-arm stump without a socket is refused. The chart tells you why.
- Removing the socket drops the distal prosthetic. Cutting higher while a prosthetic is on also clears it.
- Sandbox: Upper-arm sockets can be turned off to restore the old FAM rule (prosthetic seats on any primary stump).
- This does not require The Only Cure. It runs on FAM amputation flags and FAM body locations.

11. Weighing

Clinic floor scales (the community-medical tile pair) now work. Stand still for three seconds and a halo reads kilograms or pounds from sandbox. You can also right-click the scale. The last reading is stored on the patient and shown on the FAM chart. Character Info's vanilla weight number is hidden by default so the scale is the truthful readout; turn that off if you want both.

12. Occupations, traits, manuals

Surgeon, Field Medic, Pharmacist, Lab Intern, Veterinarian, and Vet Tech remain FAM occupations. Surgical Mastery still bypasses protocol gates. New chemistry/biology books train the new skills; FAM trauma/pharmacology/sanitation/amputation/prosthetic/vascular manuals still teach FAM procedures. Pharmacist and Field Medic remain the best starts for the 2.2.0 drug and IV layer.

13. Sandbox

Option	Default	Turn it off when
Medication highs	On	You want pills to be stats-only.
Overdose	On	You do not want stacked opioids to drop people.
Habit and withdrawal	On	Long RP seasons without addiction.
Circulation vitals	On	You want FAM blood reserve without HR/BP.
Circulation effects	On	Vitals as flavor only.
Screen filters	On	Motion-sensitive players; chart still shows the high.
First Aid survival bonus	On	You want vanilla injury chance.
Upper-arm sockets	On	You want prosthetics on any stump.
Lab stations	On	You want items without centrifuge/microscope jobs.

Option	Default	Turn it off when
Street drugs	On	Clinical servers that should not spawn baggies.
Hide vanilla weight	On	You want the Character Info number back.
Weight unit	kg	Switch to pounds.

14. Multiplayer

FAM remains server-authoritative. Treatments, amputation, prosthetics, sockets, lab injects, notes, records, pandemic, and pathology still require consent, range, item fingerprints, and short-lived authorization tokens. Enable FadedAdvancedMedical on the server and every client. Do not also enable the four absorbed workshop packs — they would double-spawn items and fight FAM for body locations.

15. Install and load order

- Mod ID: FadedAdvancedMedical. No required dependency.
- Target: Project Zomboid 42.20.2.
- Optional: Common Sense Reborn (antibody handshake), Age Info (local player age only), My Only Friend (pet patients).
- Do not load Enhanced Medical, Field Medicine Expansion, Immersive Weighing, or The Only Cure Additions with FAM 2.2.0.
- The Only Cure itself is optional and unused by the socket code.

16. Overlap decisions (for operators)

When both FAM and a donor solved the same job, FAM kept the better clinical design and took the better unique asset.

- UI: FAM triage beat EM's health overlay. Circulation and drugs were added to the chart.
- Moodles: FAM rule stands — no new complication moodles. Highs are filters + chart.
- Saline / charcoal / stethoscope / emergency tourniquet: FAM items stay canonical. EM military and improvised TQs were added as extra grades.
- Blood: FAM typed bags and draw/transfuse stay. EM microscope reading of blood type was added on top.
- IV: FAM IV kit remains the field bolus. EM needle + hanging 1 L drip is the clinic path.
- Knox: FAM Hollow Veil / Knox tablets / one-use injector stay. EM organ/slide/serum pipeline feeds that chain.
- Weighing: Immersive auto-stand plus EM context action and hide-vanilla-weight. FAM_Scale.lua is still the UI scaler, not a body scale.

17. Credits

FAM is by Faded. 2.2.0 incorporates assets and design from Enhanced Medical, Field Medicine Expansion, Immersive Weighing, and The Only Cure Additions under acquisition rights granted to the project owner. Runtime code is FAM-namespaced. See Documentation/THIRD_PARTY_ASSETS.md in the staged pack for the full donor list, including earlier 2.1.0 integrations.

Play the chart. Trust the protocols. If the socket will not seat, the stump is too high. If the heart sounds wrong, look at the volume, not just the bandage.