Repair



Repair is a gel-based, topically applied general treatment for injuries to the skin.

- Manufacturer: Emrys Industries
- Price: 50 KS per 2 gram tube of gel

History

Repair, and its partner product Panacea, were among the first medical products developed by Emrys Industries after its takeover by Seru Emrys in YE 28. They were designed with NH-22C Yamataian and Nepleslian physiologies in mind, but Emrys scientists found that the method of injury recovery was adaptable to many other alien species. Notably, both medicines were brought to Ohara, homeworld of the Phods, after the Amendment To Treaty With Ohara allowed medical technologies to be imported to the planet. Both medicines were transformative for the Ohara health care system. In YE 33, Emrys had no trouble configuring Repair for use on Minkan bodies.

Overview

Repair consists of a colony of microscopic medibots immersed in an antibiotic gel. The gel is, in fact, a distinct Emrys product called Panacea. The gel is translucent in color, allowing others to see through it to the injury site underneath, if necessary. The medibots, being microscopic, cannot be seen with a naked eye. Their physical form is similar to that of a chigger. The tubes that contain the gel are rectangular, with a plunger at one end that can be used to extrude the substance onto the injury site. Their labeling includes the classic Emrys Industries logo, which began to include the Tamahagane Corporation tagline after Tamagane acquired Emrys in YE 33.

Effects

When applied to an injury site on a being with suitable physiology, the medibots travel to the injury and work to mend tissue. They can physically move tissue with manipulators, and they can exude hormones and chemicals that stimulate tissue regrowth in selected areas. The antibiotic gel acts as a movement medium for these medibots, and the gel also helps to prevent infection of the site by keeping out foreign particles. When the medibots are finished with their task, they harmlessly degrade into the bloodstream and are absorbed by the body's cells.

Side Effects

It is possible for the antibiotic gel to capture too much foreign material if the patient being treated is in a dusty or dirty environment. The microscopic medibots can assign some of their number to attempt to clear away this material, but this reduces the number that can work on the injury. Electromagnetic radiation has been shown to disrupt the work of the medibots to some degree, though medibots manufactured after YE 42 are more resistant to interference. Patients who, for whatever reason, ingest Repair should suffer no ill effects, aside from an unpleasant, gummy taste to the antibiotic gel. The medibots, presumably detecting no injuries, simply pass through the digestive system.

OOC Notes

- This was an unfinished WIP article by Nashoba. It was completed by Hollander.

Products & Items Database	
Product Categories	drugs
Product Name	Repair
Manufacturer	Emrys Industries
Year Released	YE 28

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