

ICD-10-CM FY2015 Version
Draft
Exposure to Paranormal Forces (X60-X69)

Note: bold text denotes additions or changes, strike-through text denotes text that was removed or replaced.

20. External Causes of Morbidity (V00-Y99)

Other External Causes of Accidental Injury (W00-X69)

Exposure to ~~Unnatural~~ Paranormal Forces (X60-X69)

Includes: Injury and certain other consequences caused by or occurred during contact with one or more ~~unnatural~~**paranormal** entities - commonly referred to as “ghosts”, “spirits”, “specters”, “phantoms”, “phantasms”, “poltergeists”, “apparitions”, “spooks”, ~~“boogie-men”~~, “banshees/**banshai**”, **“demons”, “elementals”, “shadow people”, “ectoplasms”, “fairies”, “ghouls”, “orbs”** (see also X codes for Alien Encounters) - or other ~~unnatural~~**paranormal** experiences including: **apporation, asportation**, aura projection, channeling, ~~cold-spot~~, crop circle, curse, deja' vu, **disembodied voices**, divination, dowsing, **echolalia**, ~~eerie feelings~~, exorcism, hypnosis (**intentional or otherwise**), incantation, infestation, materialization, possession, precognition, premonition, psychokinesis, reincarnation, séance, **shape-shifting**, sleep-paralysis, spontaneous human combustion, **table tipping**, telekinesis, telepathy, transportation, **time slip**, unaccounted for white noise, ~~use of occult device (ex. Ouija Board™)~~, voodoo, vortex, wormhole, **xenoglossy** and other phenomenon **not explained by natural science**.

Use additional code to specify transmitted infectious disease (A00-B99)

*Excludes1: **Mental Disorders (F01-F09)***

External causes of morbidity elsewhere classified (V00-Y99)

Alien Encounters (X51)

Injury by Zombie (ZA0-ZA5)

The appropriate 7th character is to be added to each code form category X60-69

- A initial encounter
- D subsequent encounter
- H hoped for or desired encounter
- I imagined or dreamed encounter
- P projected encounter
- S sequela
- V voluntary encounter
- X multiple, simultaneous encounter types

X60 Injury while possessed or influenced, voluntary or involuntary, by ~~unnatural~~paranormal force

Code also type and anatomical location of injury

Excludes2: injury while fleeing location X61

injury by object thrown or moved X62

injury by or contact with discharged substance X63

X60.0 Established or assumed corporal ~~unnatural~~paranormal force

X60.00 Humanoid shape

Code all descriptions that apply

X60.001 Adult human

X60.002 Child-sized human

X60.003 Infant or baby human

X60.004 Unusually tall human

X60.005 Unusually ~~diminutive~~short human

- X60.00 Humanoid shape (continued)
 - X60.006 Unusually tall and short human**
 - X60.007 Unusually narrow human
 - X60.00A Unusually fatwide human
 - X60.00B Unusually narrow and wide human**
 - X60.008 Other human shape
 - X60.009 Unspecified human shape
- X60.01 Land animal shape
 - X60.010 Resembling a mammal
 - X60.011 Resembling a reptile
 - X60.012 Resembling a marsupial
 - X60.013 Saxicolous animal**
 - X60.014 Arenicolous animal**
 - X60.015 Gastropod
 - X60.018 Other
 - X60.019 Unspecified
- X60.02 Aquatic animal shape
 - X60.020 Fish **or eel**
 - X60.021 Shark
 - Including whale sharks*
 - X60.022 Whale
 - X60.023 ~~Lobster~~**Crustacean**
 - X60.024 Coral**
 - X60.028 Other
 - X60.029 Unspecified
- X60.03 Plant shape
 - X60.030 Tree
 - Including bonsai*
 - X60.031 Bush
 - X60.032 ~~Corn field~~Stalk plant
 - X60.033 Grass
 - X60.034 Fungus
 - X60.035 Mold**
 - X60.038 Other
 - X60.039 Unspecified
- X60.04 Rock or mineral shape
 - X60.040 Mountain
 - X60.041 Hill
 - X60.042 Boulder
 - X60.043 Rock
 - X60.044 Sand
 - X60.045 Crystal**
 - X60.048 Other
 - X60.049 Unspecified
- X60.05 Gaseous shape**
 - X60.059 Large, green**
 - Bigger than a standard-sized bread-box*
 - X60.059 Large, blue**
 - Bigger than a standard-sized bread-box*
 - X60.059 Red**
 - Includes any size*

X60.05 Gaseous shape (continued)

X60.059 Small, green

Smaller than a standard-sized bread-box

X60.059 Small, blue

Smaller than a standard-sized bread-box

X60.059 Unspecified

X60.06 Shifting shape

X60.1 Established or assumed non-corporal ~~unnatural~~**paranormal** force

X60.2 Auditory-only ~~unnatural~~**paranormal** force

X60.20 Inaudible

X60.21 1-24 dB

X60.22 25-49 dB

X60.23 50-74 dB

X60.24 75-100 dB

X60.25 100+ dB

X60.29 ~~Other~~**Unspecified** dB

X60.3 Optic-only ~~unnatural~~**paranormal** force

X60.30 Invisible

X60.31 Visible to naked eye

X60.32 Visible when wearing sunglasses

X60.33 Visible when wearing blue-tinted sunglasses

X60.34 Visible when wearing red-tinted sunglasses

X60.35 Visible when wearing green-tinted sunglasses

X60.36 Visible when eye-drops are present in eyes

X60.37 Visible under black-light

X60.3A Visible under other conditions

X60.38 Other visible conditions

X60.39 Unspecified visible conditions

X60.4 Tactile-only ~~unnatural~~**paranormal** force

X60.40 Rough

X60.41 Smooth

X60.42 Slimy

X60.43 ~~Icky~~**Sticky**

X60.48 Other

X60.49 Unspecified

X60.5 Gustatory-only ~~unnatural~~**paranormal** force

X60.50 Sweet

X60.51 Spicy

X60.52 Salty

X60.53 Sour

X60.54 Bitter

X60.58 Other

X60.59 Unspecified

X60.6 Olfactory-only ~~unnatural~~**paranormal** force

X60.60 Odor-free

X60.61 Fragrant

X60.62 Woody/Resinous

X60.63 Non-Citrus Fruity

X60.64 Sharp/Pungent

X60.65 Chemical

X60.66 Minty/Peppermint

- X60.6 Olfactory-only paranormal force (continued)
 - X60.67 Sweet
 - X60.6A Popcorn**
 - X60.6B Sickening**
 - X60.6C Lemon**
 - X60.68 Other
 - X60.69 Unspecified
- X60.7 Equilibrioception-only ~~unnatural~~ **paranormal** force
 - X60.70 Unaffected equilibrium
 - X60.71 Reduced equilibrium
 - X60.72 Enhanced equilibrium**
 - X60.78 Other effect
 - X60.79 Unspecified effect
- X60.A Multi-sensory ~~unnatural~~ **paranormal** force
- X60.B Consciousness altering ~~unnatural~~ **paranormal** force
 - X60.B0 Lost of full consciousness
 - X60.B1 Loss of partial consciousness
 - X60.B2 Loss of a ~~bits~~ **some** consciousness
 - X60.B3 Induced a trance-like state
 - X60.B4 Induced a hypnosis state
 - X60.B40 Caused victim to cluck like a chicken**
 - X60.B41 Caused victim to scream excessively**
 - X60.B42 Caused victim to walk like a crab**
 - X60.B43 Caused victim to eat dirt**
 - X60.B44 Caused victim to flatulate excessively**
 - X60.B45 Caused victim to have explosive diarrhea**
 - X60.B46 Caused victim to have excessive nasal drip**
 - X60.B47 Caused victim to have excessively dripping cerumen**
 - X60.B48 Other action**
 - X60.B49 Unspecified action**
- X60.8 Other manifestation of ~~unnatural~~ **paranormal** force
- X60.9 Unspecified manifestation of ~~unnatural~~ **paranormal** force
- X61 Injury while ~~leaving~~ **fleeing** location of manifestation of ~~unnatural~~ **paranormal** forces
 - Code also type and anatomical location of injury*
 - X61.0 Trip and fall
 - X61.00 Trip and fall over own feet
 - X61.01 Trip and fall over passed out person
 - X61.02 Trip and fall over ~~camera~~ **monitoring equipment**
 - X61.03 Trip and fall over interior of building
 - X61.04 Trip and fall over exterior of building
 - X61.05 Trip and fall over tree, bush, plant
 - X61.06 Trip and fall over boulder, rock
 - X61.07 Trip and fall over garden tool or implement**
 - X61.0A Trip and fall over chainsaw or hockey mask**
 - X61.08 Other
 - X61.09 Unspecified
 - X61.1 Fall in elevation
 - X61.10 Into hole
 - X61.11 Into hole created for animal (or human) trap

- X61.1 *Fall in elevation (continued)*
 - X61.12 Into grave
 - X61.120 Recently dug without casket or body**
 - X61.121 Recently dug with casket or body**
 - X61.122 Vacated, likely by Zombie**
 - See Injury by Zombie (ZA0-ZA5) if Zombie was encountered and secondary injury occurred*
 - X61.128 Other grave**
 - X61.129 Unspecified grave**
 - X61.13 Into pool
 - X61.14 Off cliff**
 - X61.18 Other
 - X61.19 Unspecified
- X61.2 Collision with object
 - X61.20 Lamp post
 - X61.21 Door
 - X61.22 Statue
 - X61.23 Tree**
 - X61.28 Other
 - X61.29 Unspecified
- X61.3 Collision with vehicle
 - Code also type of vehicle accident (V01-V99)**
- X61.4 Collision with another person
 - X61.40 In group that experienced ~~unnatural~~**paranormal** force
 - X61.41 Innocent bystander
 - X61.48 Other
 - X61.49 Unspecified
- X61.5 Collision with animal
 - X61.50 **Animal** affected by the ~~unnatural~~**paranormal** force
 - X61.51 ~~Innocent bystander~~**Animal uninvolvd in the paranormal force**
 - X61.58 Other
 - X61.59 Unspecified
- X61.8 Other reason
- X61.9 Unspecified reason
- X62 Injury by object thrown or moved by ~~unnatural~~**paranormal** force
 - Code also type and anatomical location of injury*
 - X62.0 Sharp object
 - X62.1 Blunt object
 - X62.2 Soft object
 - X62.3 Slimy object**
 - X62.4 Sticky object**
 - X62.5 Multiple-small objects**
 - X62.8 Other object
 - X62.9 Unspecified object
- X63 Injury by or contact with a substance discharged by ~~unnatural~~**paranormal** force
 - X63.0 Slimy substance
 - X63.01 Ectoplasmic residue
 - X63.02 Psychomagnotheric slime
 - X63.03 ~~Green~~**Black** slime
 - X63.08 Other slime
 - X63.09 Unspecified slime

X63 Injury by or contact with a substance discharged by paranormal force (continued)

X63.1 "Some weird sticky substance"

X63.2 Poisonous substance

Code also poisoning by biological substances (T36-T50)

Toxic effects of substances chiefly nonmedicinal as to source (T51-T65)

X63.3 Acidic substance

Code also specific burns and corrosions (T20-T32)

X63.8 Other substance

X63.9 Unspecified substance

X68 Other exposure to ~~unnatural~~ **paranormal** force

X69 Unspecified exposure to ~~unnatural~~ **paranormal** force