

# The Doctor

*...shoots straight.*

*...cares too much for people.*

*...cares too little about conflict.*

## Rank

Commander, Major, Lead Medic, Doctor

## Names

Newman, Williams, Bulaga, Bedford, Otuna, Servin, Cedeño, Al-Ali, Lee, Olguv

## Stats

Pick from the following stats:

- **Battlefield Medic:** Helm+2, Comms=0, Tactics +1, Engineering-2, Science +2
- **Civilian Doctor:** Helm=0, Comms +1, Tactics -1, Engineering +1, Science +2
- **Exobiologist:** Helm -1, Comms +1, Tactics -1, Engineering +2, Science +2
- **Disgraced Physician:** Helm -1, Comms +1, Tactics +2, Engineering -1, Science+2

## Moves (Pick Two + Trained Physician)

- **Trained Physician:** When you utilize medical technology, roll+Science instead of roll+Engineering.
- **An Ounce of Prevention:** When you study an alien species' biology, roll+Science. On a ten up, your research gives the crew +1ongoing during their next interaction with the studied species. On a 7-9, your research is effective but requires a supply to complete.
- **But Not As We Know It:** Take +1ongoing when *tapping your scientific knowledge* about alien life forms and alien biology.
- **Doctor's Orders:** When *manipulating a crew member* to take it easy, gain +1forward for each harm condition on their sheet.
- **Do No Harm:** You may roll+Science when *fighting with honor*.
- **Meatball Surgery:** When *holding steady* to administer medical attention, roll +Science.
- **I Took an Oath:** When you administer medical aid to an enemy combatant, mark XP.
- **Put That Thing Away:** Gain +1ongoing on any rolls made to end a conflict peacefully.

### Ship move:

**In My Medical Opinion, You Need To Stop Getting Shot:** Remove all harm conditions from an Away Team when they return to the ship and visit your medbay.

### Away Team move:

**Always Prepared:** You may administer medical aid in the field without technological assistance, acting as if you always have a Medpack with the following advanced tech options:

- heal two minor or one major harm condition
- give target a +1 forward to next roll (stimulant)
- put a target to sleep for 8 hours (sedative)

### Links (Choose 1)

- Terminal
  - Only \_\_\_\_\_ knows I'm dying. Mark XP when you take action to hide your condition from other members of the crew.
    - Exhaust this Link by getting worse. Claim an Advance and take *Unfit For Duty*.
    - Break this Link by revealing your secret to the rest of the crew. Claim an Advance and take *Walking Wounded*
- Reunited
  - You and \_\_\_\_\_ were close once but... you don't want to talk about it. Mark XP whenever you remember the good times.
    - Exhaust this Link by revealing why you had your falling out to someone else. Claim an Advance and take *Old Wounds*.
    - Break this Link by confronting your old friend about what happened. Claim an Advance and take *New Tension*.

### Harm Conditions:

Minor	Major

## Tech Picks:

Pick three +tags and two -tags to describe the technology available to the crew. +tags can be activated for a +1 forward once per session. -tags may be activated by the MC to impose a -1 after the roll once per session.

## Medical Devices

+instant, +genetic, +single-use, +implant, +versatile  
-side effects, -bulky, -imperfect, -temporary, -supplies

## Scanners

+long range, +handheld, +recording, +handsfree, +multiband  
-bulky, -limited data, -analysis time, -battery, -fragile

## Medical Bay Ship Expansion:

- **Regeneration Tanks:**  
When reviving a dead crewmember, roll+Science. On 10+, choose 3. On 7-9, choose 1.
  - They remember how they died
  - The death wound doesn't leave a scar
  - You can remove an additional severe harm condition (broken, shattered, etc).
- **Genetics Lab:**  
Before an away team leaves the ship, roll+Science. On 10+ hold 3. On 7-9, hold 1.  
Spend your holds before the crew leaves to:
  - Give a crewmember +1forward on the next roll
  - Give a crewmember a hold to ignore 1 minor harm condition
  - Give the +implant tag to any item
- **Xenobiology Suite:**  
When studying an alien lifeform onboard your ship, roll+Science. On 10+ choose 3, On 7-9, choose 1.
  - You may roll +Science instead of +Tactics when interacting with this species.
  - You may roll +Science instead of +Comms when interacting with this species.
  - Declare that "Humans are more \_\_\_\_\_ than this species."
  - The alien is unharmed by your research