SEUMSVILLAINY STITCH

SPACEFARING HEALER OR SCIENTIST

			HACK
Sari Indigo	Knockout	STARTING ABILITY	RIG STUDY
NAME	ALIAS	▶ I'M A DOCTOR, NOT A: You can push yourself to roll your doctor rating while performing a different action. Say which patient, research, or posting taught you this trick.	PROWESS ///////
LOOK	The Agony	SPECIAL ABILITIES	HELM
HERITAGE: WANDERER	BACKGROUND: CULT	PHYSICKER: You may study a malady, wounds, or corpse, and gather	> SCRAMBLE
		info from a crime scene. Also, your crew gets +1d to recovery rolls.	> SCRAP
Communes with her Way creature		PATCH: You may doctor someone during a job to allow them to ignore	► ► SKULK
VICE/PURVEYOR: WEIRD		the effects of a harm penalty.	
		WELCOME ANYWHERE: While wearing your medic garb, you are welcome	RESOLVE
STRESS ///////	TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS		► ► ATTUNE
HARM	ARMOR //	to tend to anyone in need.	COMMAND
	NEED	UNDER PRESSURE: Add a gambit to the pool whenever you or a crew	► CONSORT
3	HELP HEAVY	member suffers level 2 or greater harm .	> SWAY
_	-1D SPECIAL //	COMBAT MEDIC: You may expend your special armor to resist any	
2		consequence while tending to a patient. When you doctor someone	BONUS DICE
	LESS CRED DDDD STASH		PUSH YOURSELF (take
1	EFFECT	, , , , , , , , , , , , , , , , , , , ,	+ 2 stress) -OR- accept a DEVIL'S BARGAIN
RECOVERY Get treatment in downtime to fill your healing clock > NOTES / PROJECTS		mark xp (any category).	
		DR. STRANGE: Your research and fields of study are fringe, esoteric, and focus on the mystical. You may always handle Precursor artifacts	+ ASSIST (they take 1 stres
		safely. When you study an artifact or doctor a strange substance,	+ SPEND A GAMBIT
		you may ask one: what could this do?—why could this be dangerous?	GAMBITS
NOTES / PROJECTS		Βοοκ Learning: You speak a multitude of languages and are broadly	Add a gambit to you
		educated. Gain +1d when using study during a downtime activity.	crew when you roll a 6 o
		VETERAN: Choose a special ability from another source.	and you didn't spend
			gambit on a bonus die.
		OLD FRIENDS ITEMS (Italics don't count for load) LD	AD 🔲 3 light 🔲 5 normal 🔲 6 hea
		riangle $ riangle$ Jackev, a drug dealer $ riangle$ Fine Medkit	☐ Blaster Pistol
		▲ ▼ Alben, a former patient ☐ Fine Bedside Manner	☐ 2nd Blaster Pistol
		☐ Fine Clothing	☐ Melee Weapon
		— △ ▼ Ditha, a family member ☐ Recognizeable Medic Garb	□ - □ Heavy Blaster
		riangle $ riangle$ Juda, a doctor $ riangle$ Candies and Treats	☐ Detonator
TEAMWORK	PLANNING & LOAD GATHER INFO	△ ▽ Lynie, a hospital admin ☐ Syringes and Applicators	☐ Hacking Tools ☐ Repair Tools
•	Choose plan . Pick load . Provide detail: • What's their intention?	MARK XP: PLAYBOOK ADVANCEMENT	Z □ Repail 100ts □ □ Medkit
Lead a group action .	◆ Assault plan: Point of attack. ◆ What might I suspect about		☐ Spy Gear
Set up another character.	◆ Deception plan: Method. this? What can I prove?	At the end of each session, for each item below, mark 1 xp (in your	☐ Illicit Drugs
Protect a teammate.	 Infiltration plan: Entry point. Mystic plan: Arcane power How can I find? 	playbook or an attribute) or 2 xp if that item occurred multiple times. • You addressed a tough challenge with insight or compassion.	☐ Communicator
ristect a tearminate.	 Mystic plan: Arcane power. Social plan: Social connection. What's really going on here: 		□ - □ Armor
Assist another character.	Transport plan: Route and means. Ask about a detail for a plan.	· V · i led "the end"	□- □ Spacesuit