

# Sick Bay



## Actions

### Resuscitate

Skill: Science

Difficulty: HP below 0

Uses Module: Yes

Can be done Remotely: No

Energy: None

Can be done more than once per Round: Yes

### Triage

Skill: Science

Difficulty: 0

Uses Module: Yes

Can be done Remotely: No

Energy: None

Can be done more than once per Round: Yes

### Repair module

Skill: Engineering

Difficulty: 11

Uses Module: No

Can be done Remotely: No

Energy: None

Can be done more than once per Round: Yes

### Treat Illness

Skill: Science

Difficulty: 8+MD

Uses Module: Yes

Can be done Remotely: No

Energy: None

Can be done more than once per Round: Yes

## Notes

From 2nd Expansion: Pax Galacticum

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