

The Medic

Look, people are gonna get hurt. You may not be able to prevent it from happening, but you can do your best to patch them up when it does. You have decades of experience with traumatic injuries, and you are as prepared as anybody could possibly be for treating diseases caused by alien pathogens.

Charm
Manipulate Someone

Cool
Act Under Pressure, Help Out

Sharp
Investigate, Read a Bad Situation

Tough
Kick Some Ass, Protect Someone

Technobabble
Reverse the Polarity

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Harm

When you reach 4 or more harm, mark Unstable.

Unstable

Experience

Mark experience when you roll a 6 or less, or a move tells you to.

Moves

You get all the basic moves, plus three Medic moves.

Pick three of these:

- Surgical precision:** You have steady hands even under great stress (+1 act under pressure)
- CPR Training:** You prevent other explorers from dying when they suffer a fatal amount of harm on a 10+ act under pressure roll
- Get them to the infirmary!** You can protect someone by escorting them away from danger. You take no harm from successful protect someone rolls when doing this
- Combat medic:** You’re not just a doctor, you’ve got some combat experience (+1 kick some ass)
- Safety net:** Other explorers can take bolder actions since you’ve got their back (+1 help out)
- Epidemiologist:** You can identify vectors of disease at a glance (+1 investigate, read a bad situation)
- Miracle of medicine:** Using what you’ve learned from alien technology and biology, you can create incredible medicines and treatments (+1 reverse the polarity)
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Gear

You get a standard issue sidearm: 9mm handgun (2 harm, close, loud). Then you may pick a serious weapon and either armor or special equipment.

Serious weapons (pick one):

- Stun gun** (1 harm, close, stun)
- Submachine gun** (3 harm, close, area, loud, reload)
- Bone saw** (2 harm, hand, messy)
- Tranquilizer gun** (1 harm, close, stun, useful)

Armor and special equipment (pick one):

- ☐ **Flak jacket** (2 armor, heavy)
- ☐ **Protective vest** (1 armor, light)
- ☐ **Defibrillator** (bring someone back from the brink of death)
- ☐ **Surgical tools** (treat unstable wounds in the field)
- ☐ **Adrenaline shots** (keep someone going even when severely injured)

Introductions

When you get here, wait for everyone else to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Medic by name and look, and tell the group what they know about you.

History

Go around the group again. When it’s your turn, pick one of each for the other explorers.

- You were this explorer’s doctor before joining the team
- You are helping manage a chronic illness that this explorer has
- You were unable to save someone that this explorer cared for
- This explorer always wants to tough it out, which always makes things worse in the long run
- This explorer is a hypochondriac, and you constantly have to convince them they aren’t sick
- This explorer is afraid of needles, hates going to the doctor
- This explorer refuses to take your advice
- You saved this explorer’s life multiple times
- This explorer was exposed to an alien pathogen and their physiology seems changed, somehow

Leveling Up

Whenever you roll a 6 or lower, or a move tells you to do so, mark an experience box. Once you’ve marked all five boxes, you level up. Erase the marks and pick an improvement from the following lists.

Improvements

- ☐ Get +1 Cool (max +3)
- ☐ Get +1 Sharp (max +2)
- ☐ Get +1 Tough (max +2)
- ☐ Get +1 Technobabble (max +2)
- ☐ Take another Medic move
- ☐ Take another Medic move
- ☐ Gain an ally
- ☐ Take a move from another archetype
- ☐ Take a move from another archetype

Advanced Improvements

Once you have leveled up 5 times, you may pick options from the Advanced Improvements list.

- ☐ Get +1 to any rating (max +3)
- ☐ Get back one used Luck point
- ☐ Change this explorer to a new type
- ☐ Create a second explorer to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this explorer