

# Doctor

You are a doctor either employed by someone or at a private practice, your choice.

## Doctor Features

### Medical Diagnosis *Doctor Feature*

You can identify visible illnesses and general health just by looking at someone, and less obvious illnesses and aspects of health after a short inspection.

### Prescriptionology *Doctor Feature*

You are able to read and write messages that only pharmacists and other doctors are able to read.

## Doctor Appeals

### Bedside Manners *Doctor Appeal*

**Uses:** 1

You influence someone you are medically treating.

**Check:** Persuasion (CHA) vs instinct

**Success:** Deal 5 resolve damage.

### White Lie *Doctor Appeal*

**Uses:** 2

You tell a lie that if believed you think will improve even the life of the person you are lying to.

**Check:** Deception (CHA) vs instinct

**Success:** Deal 3 resolve damage.

### Anatomical Specificity *Doctor Appeal*

**Uses:** 1

You intimidate using anatomical language that makes it sound like you really know what you're doing.

**Check:** Intimidation (CHA) vs instinct

**Success:** Deal 2 resolve damage. If an appeal with an intimidation check is used right after this one, it gains advantage and deals an additional 2 resolve damage.

## Doctor Manoeuvres

### Basic Attack *Doctor Manoeuvre*

**Time:** 1 action

**Range:** Melee

**Target:** Character or object

**Attack:** Strength vs defence

**Hit:** Deal 1d6 + strength damage. You may heal another character of your choice in melee range 1d6 + knowledge health.

### Medical Access *Doctor Feature*

You have access to medical records, and medicine needed to treat common illnesses, as well as avenues to get hold of harder to find medicine.

## General Appeals

### Deceive *Appeal*

**Uses:** ∞

You attempt to bluff, lie, trick, confuse, or mislead someone to help your case, or to believe something that is not true.

**Check:** Deception (CHA) vs instinct

**Success:** Deal 1 resolve damage.

### Persuade *Appeal*

**Uses:** ∞

You attempt to influence someone's opinion through logical argumentation and truthful reasoning, or through more underhanded means such as bribery.

**Check:** Persuasion (CHA) vs instinct

**Success:** Deal 1 resolve damage.

### Intimidate *Appeal*

**Uses:** ∞

You attempt to frighten or threaten someone in order to make them do what you want.

**Check:** Intimidation (CHA) vs instinct

**Success:** Deal 1 resolve damage.

### Field Medicine *Doctor Manoeuvre*

You take the heal action on any number of characters of your choice in melee range. Until the start of your next turn, all attacks against you have advantage.

**Time:** 1 action

**Range:** Melee

**Target:** Character