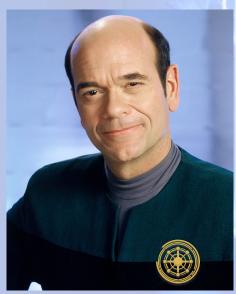
# THE DOCTOR



Player Suzanne

Culture Commonality

Genotype Synthetic

Occupation Meditech

Tech Index T-9

Habituated Grav. 1.0

## Skills

**Athletics** +3 (Good) Empathy +5 (Superb) Investigate +4 (Great) Knowledge +1 (Average) Melee +1 (Average) Notice +2 (Fair) +3 (Good) Rapport Resources +2 (Fair) Science (Good) +3 Stealth +1 (Average) Technical +2 (Fair) Will +1 (Average)

#### Status

Fate:

Physical:

Mild:

Moderate:

Severe:

## Aspects

High Concept Amiable Doctor

Trouble Afraid of the Dark

Cultural The Ends Justify the Means
Genotype Artificial Holographic Life Form

Mental:

General Dapper

General Scientific Curiosity

General Nimble

### Stunts

**Truth Scan**: Use target's Mindscape implant as a lie detector.

Polymath: [Costs Fate] Use Science in place of

any other skill

**Medical Specialist**: +2 to Science skill when

medical in nature

**Psychologist**: Use Empathy at +2 to overcome

mental stress and consequences

Mindscape Investigator: +2 to investigate in the

Mindscape

## Extras

Bark Skin: +1 armor (noticeable)

**Extreme Environment Adaptation**: Ignore most

environmental hazards

**Black Ops Chip**: Allows and enhances Mindscape

shenanigans

Holographic Light Blade: +2 damage

**Nanobugs:** Tiny, insect-sized low-level infiltration sentiences. Conduct passive surveillance (using

Notice). They return when successful while

transmitting info (Fair to oppose)

## Background

In the year 17,000AD — the year 193 of the Rediscovery Era — the New Commonality of Humankind contacts the countless lost worlds it settled by slower-than-light colony ship thousands of years before.

The new faster-than-light planing engine is changing everything, pushing back the Commonality Frontier and revealing strange and divergent cultures and beings that often are no longer even human.

Only the Mindjammers hold the Commonality together — intelligent starships carrying the Mindscape between worlds, the vast neural network storing the memories of the entire human race and enabling the miracles of technopsi. It's a time of great danger — but also great hope!

Notes		7/ 1/
	No. of the last of	