

Player Name

PERSONAL DETAILS



Character Name

DR MARC PARRY

Pronouns

HE / HIM

Class

SCIENTIST

High Score

STATS



41

42)

38

STRENGTH

SPEED

STELLECT COA

COMBAT

SAVES



24

22

SANITY

FEAR

BODY

STATUS REPORT

16/16

Current Maximum

WOUNDS

0
2

STRESS2
2

Current Minimum

CONDITIONS

Current Maximum

TRAUMA RESPONSE

Whenever you fail a Sanity Save, all Close friendly players gain 1 Stress.

SKILLS

Trained Skills (+10): Chemistry, Zoology

Expert Skills (+15): Field Medicine

Master Skills (+20): Surgery

SKILL TRAINING

In Progress

Time Remaining

EQUIPMENT

Briefcase, Civilian Clothes, Prescription Pad, Patch: Blood Type (Reference Patch), Trinket: Trilobite Fossil

ARMOR POINTS

CREDITS

70

WEAPONS

Scalpel: Adjacent 1d5 DMG, Bleeding [+]