

NAME	Jung Quag	ALIAS	Stinger
LOOK	Suit and vest, long white coat, spectacles.		
HERITAGE	Imperial - Middle class parents safe in the core; sent you to med school.		
BACKGROUND	Academic - Researcher for House Malklaith until you got caught embezzling.		
VICE	Luxury - You see what the elite have, and you deserve it too.		

INSIGHT

▶

▶

▶

▶

▶

▶

▶

DOCTOR

HACK

RIG

STUDY

PROWESS

▶

▶

▶

▶

▶

▶

▶

HELM

SCRAMBLE

SCRAP

SKULK

RESOLVE

▶

▶

▶

▶

▶

▶

▶

ATTUNE

COMMAND

CONSORT

SWAY

Every time you roll a desperate action, mark xp in that action's attribute.

ADVANCEMENT

At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.

You addressed a tough challenge with insight or compassion.

You expressed your beliefs, drives, heritage, or background.

You struggled with issues from your vice or traumas during the session.

HARM

3

NEED HELP

2

-1D

1

LESS EFFECT

STRESS

TRAUMA

ARMOR

HEAVY

SPECIAL

Recovery: Get treatment in downtime to fill your healing clock.

CRED STASH

SPECIAL ABILITIES

▶ I'm A DOCTOR, NOT A...: You can push yourself to roll your doctor rating while performing a different action. Say which patient, research, or posting taught you this trick.

▶ WELCOME ANYWHERE: While wearing your medic garb, you are welcome even in dangerous places. Gain +1d to consort or sway when offering to tend anyone in need.

OLD FRIENDS

▲ (CLOSE)

▼ (RIVAL)

Jackev, a drug dealer

Alben, a former patient

Ditha, a family member

Juda, a doctor

Lynie, a hospital admin

NOTES / PROJECTS

HOUSE MALKLAITH (III): A powerful Noble House of the Hegemony, ostensibly owns the sector. Represented by the Governor, who lives on Warren.

1

LOAD ☐ 3 light ☐ 5 normal ☐ 6 heavy (*Italics don't count for load*)

STITCH ITEMS

- ☐-☐ **Fine Medkit:** Better stocked than the standard. Skin staples, diagnostic hand scanners, synthflesh, bone stabilizers, spray hypos, anti-venom, and a wider selection of drugs.
- **Fine Bedside Manner:** Charm that sets patients at ease. Some Stitches never bother to bring this.
- ☐ **Fine Clothing:** A suit or outfit for fancy dinner parties and high society.
- **Recognizeable Medic Garb:** The common red medic outfit bearing the official white medic seal of the Hegemony. Recognizeable from a distance.
- ☐ **Candies and Treats:** For those extra brave customers.
- **Syringes and Applicators:** Syringes, injectors, patch applicators. Many can be palmed easily.

STANDARD ITEMS

- ☐ **Blaster Pistol:** A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes "pew pew" noises (mandatory).
- ☐ **2nd Blaster Pistol**
- ☐ **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- ☐-☐ **Heavy Blaster:** Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- ☐ **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- ☐ **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- ☐ **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- ☐-☐ **Medkit:** Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- ☐ **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.
- **Illicit Drugs:** What's your poison, space cowboy?
- **Communicator:** Has a few bands, likely even a few encrypted. Works only when within orbit.
- ☐-☐ **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- ☐-☐ **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).

