



Starchasers Doctor

Sheet version 0.10.1

Level _____ Character _____

Experience

Motivators

Caregiver: Whenever the Doctor heals a patient, restoring Hit Points or healing Injuries, they gain 1 Motivation.

Thorough Examiner: Whenever the Doctor gives a patient an Examination, they gain 1 Motivation.

Base Abilities

Examination: The Doctor can take 10 minutes to give a character a full Examination. This lets the Doctor establish a baseline of health for the character, to contrast for if the character is injured or ill. If the Doctor has a recent Examination for a character, they can reduce a difficulty by 1 level when diagnosing or treating that character. An examination is considered "recent" if it happened in that session.

Dedicated Doctor: The Doctor can spend 1 Motivation to reroll 1 die for First Aid or Treatment. This Motivation can be spent after the initial roll. If the Doctor had recently given the target an Examination, they can instead reroll up to 3 dice.

Knowledge:Formulation



Bonus Healing

Species Expertise

- | | |
|--------------------------------------|--------------------------------------|
| ☐ Bird-Like | ☐ Hutt Space |
| ☐ Droids | ☐ Insectoids |
| ☐ Fish-like | ☐ Lizard-like |
| ☐ Force Users | ☐ Mammal-like |
| ☐ Greys | ☐ Near-Humans |
| ☐ Humans | ☐ Outsiders |
| | ☐ Weirdos |

lvl xp total

Features

1 60

- Knowledge: Formulation
- Any Shipstation Role +1 Skill Point

2 90

- Investigator Skill Point;
- Species Expertise

3 120

- Survivalist Skill Point
- Medicine Skill Point

4 150

- Knowledge: Formulation
- Any Field Operative Role +1 Skill Point

5 180

- Networker Skill Point
- Medicine Skill Point

6 240

- Forensics Skill Point
- Species Expertise

7 330

- Knowledge: Formulation
- Any Shipstation Role +1 Skill Point

8 420

- Negotiator Skill Point
- Medicine Skill Point

9 510

- Investigator Skill Point
- Species Expertise

10 600

- Technician Skill Point
- Medicine Skill Point

11 750

- Investigator Skill Point
- Species Expertise

12 900

- Knowledge: Formulation
- Any Field Operative Role +1 Skill Point

13 1050

- Comms Skill Point
- Medicine Skill Point

14 1300

- Investigator Skill Point
- Species Expertise

15 1600

- Unarmed Combat Proficiency
- Species Expertise

16 2000

- Knowledge: Formulation
- Any Shipstation Role +1 Skill Point

17 2500

- Commander Skill Point
- Medicine Skill Point

18 3000

- Stun Weapon Proficiency
- Species Expertise

19 3500

- Logician Skill Point
- Medicine Skill Point

20 4000

- Emergency Resuscitation