Character Name: **Doc (Archiban Kimble)**

Species: Human
Career: Colonist
Specializations: Doctor

SOAK VALUE	WOUNDS		STRAIN		DEFENSE	
4	**12**		**15**		**1**	**1**
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	RANGED	MELEE

Characteristics

2	3	4	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆◆◆
Athletics (Br)		◆◆
Charm (Pr)	2	⬡⬡◆
Coercion (Will)		◆◆
Computers (Int)		◆◆◆◆
Cool (PR)	2	⬡⬡◆
Coordination (Ag)		◆◆◆
Deception (Cun)		◆◆
Discipline (Will)		◆◆
Leadership (Pr)		◆◆◆
Mechanics (Int)		◆◆◆◆
Medicine (Int)	3	⬡⬡⬡◆
Negotiation (Pr)		◆◆◆
Perception (Cun)		◆◆
Piloting: Planet (Ag)		◆◆◆
Piloting: Space (Ag)		◆◆◆
Resilience (Br)		◆◆
Skulduggery (Cun)		◆◆
Stealth (Ag)		◆◆◆
Streetwise (Cun)		◆◆
Survival (Cun)		◆◆
Vigilance (Will)		◆◆

Combat Skills	Rank	Dice Pool
Brawl (Br)		◆◆
Gunnery (Ag)		◆◆◆
Melee (Br)		◆◆
Ranged: Heavy (Ag)		◆◆◆
Ranged: Light (Ag)	3	⬡⬡⬡

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)	1	⬡◆◆◆
Education (Int)	1	⬡◆◆◆
Lore (Int)	1	⬡◆◆◆
Outer Rim (Int)		◆◆◆◆
Underworld (Int)		◆◆◆◆
Xenology (Int)	3	⬡⬡⬡◆
Warfare (Int)		◆◆◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Blaster Pistol	Ranged (Light)	6	Medium	3	Stun setting
Carbonite Thrower	Ranged (Light)	5	Short	4	Stun Damage, Ensnare 3, Limited Ammo 5, ⬨ to Stagger target for 1 round

Description	Notable Features	Other Traits
Gender: Male		**Likes:** Looking like a hero,
Age: Early Thirties		

Height:	1.9m
Build:	Average
Hair:	Dark Brown
Eyes:	Brown
Encumbrance Threshold:	

Encumbrance Value:	

romance and flirtation, helping those in need.

Dislikes: Looking bad, hurting the innocent, refusing to help.

DICE

Ability Die, Proficiency Die, Difficulty Die, Challenge Die, Boost Die, Setback Die, Force Die

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Manuever**, in any order.

An **Action** may include:
- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Manuever** may include:
- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second **Maneuver**.
You cannot perform more than 2 **Maneuvers** on your turn.
You can also perform any number of **Incidental** actions.

DICE SYMBOLS

SUCCESS Success ☆ symbols are canceled by Failure ▼ symbols; if there are any Success ☆ symbols left, the check succeeds.

TRIUMPH Triumph ⊕ symbols count as Success symbols ☆ and may also be spent to trigger a powerful positive consequence.

ADVANTAGE Advantage ʊ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⊕ symbols.

FAILURE Failure ▼ symbols cancel Success ☆ symbols. If there are enough Failure ▼ symbols to cancel all the Success ☆ symbols, the check is a failure.

DESPAIR Despair ⍾ symbols count as Failure ▼ symbols (they cancel Success ☆ symbols) and may also be spent to trigger a powerful negative consequence.

THREAT Threat ⊕ symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ʊ symbols.

Character Image
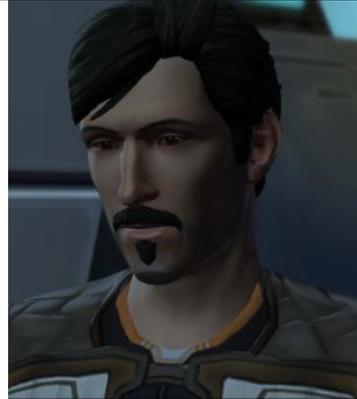
EQUIPMENT LOG

Weapons & Armor	Personal Gear	Assets & Resources
Blaster Pistol, Wrist-mounted carbonite thrower, Armored Clothing (Superior Mod)	Medical Kit, 4 Stimpacks, Commlink	6,000 Cr

TALENTS AND SPECIAL ABILITIES

Name (Ranks)	Page #	Summary
Anatomy Lessons		After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.
Dodge (1)		When targeted by a combat check, may perform a Dodge incidental to suffer 1 strain to upgrade the difficulty of the check by 1.
Grit (3)		+3 Strain Threshold (already included in stats)
Resolve (2)		When suffering involuntary strain, reduce the amount taken by 2 to a minimum of 1.
Stim Application & Improved Stim Application		Take a Stim Application action, make an **Average (♦♦) Medicine Check**. If successful, 1 engaged ally increases 1 characteristic by 1 for the remainder of the encounter and suffers 4 strain.
		When performing Stim Application Action, may increase difficulty of check to **Hard (♦♦♦)** and target only suffers 1 strain
Surgeon (3)		When making a Medicine check to help a character heal wounds, the target heals 3 additional wounds

"*The brilliant medtech known simply as "Doc" is driven to bring quality health care to underserved star systems. This has led Doc to keep some unusual company: pathosis-riddled crime lord Fashaka Four-Toes, the Red Band Rebels of Cadinth and even the Imperial military during a brief stint impersonating a member of the Imperial Medical Corps on the conquered planet Sullust. Doc has a talent for using bad people to save good lives–a fact he emphasizes to anyone within earshot. Some characterize Doc as a blowhard and scoundrel, but these individuals have never required his impressive surgical skills. Doc has visited every major galactic battleground over the past five years and saved more lives than even he can count.*"

A brilliant physician, fearless journeyman and legend in his own mind, Doc is always on the lookout for the next great adventure to embark on. Born on the Core World of Ralltiir, Doc always envisioned himself a hero; rushing into dangerous situations and overcoming insurmountable odds, often to rescue a ravishing damsel in distress. This was the life that he wanted to lead, and when the opportunity for him to study medicine at one of the most prestigious academies in the Republic arose, Doc hopped the first shuttle to Coruscant.

Graduating near the top of his class, "Doctor Kimble" could have gone to any clinic or hospital that he wanted. But rather than slowing down, Doc began to offer his services in many of the most dangerous regions of the galaxy, often times getting himself in way over his head. Yet every time Doc has managed to come out on top and in the process has become quite a good shot with a blaster.

Beneath his constant search for an adventure is a drive to heal the sick and help those in need. The only difference between himself and his colleagues, in Doc's eyes, is that he's willing to rub shoulders with crime lords, swoop gangs and blockade runners in the process of helping those who need him most.