

NAIVE YOUNG RESIDENT

Whenever you take on more work than you can handle, you can move one Stress from another doctor's pool to your own.

Fate: *How do you embarrass yourself in front of someone you want to impress?*

POSITIVE PERSONALITY

THE EMPATHIC ONE

When you console another PC or help them deal with their problems, you can move a point of Stress from their pool to yours.

Fate: *Who will you refuse to console or support? Why?*

POSITIVE PERSONALITY

INTERSPECIES ROMANCE

Choose another PC, whom you're romantically involved with (and a different species from). When you put their needs before your own, you can take a Stress from their pool and put it in your own.

Fate: *Why do you break off the love affair?*

POSITIVE PERSONALITY

ARTIFICIALLY AUGMENTED HUMAN

You've been genetically modified to be superior to ordinary humans. When you use your augmentations to assist a normal human, you can move a point of Stress from their pool to your own.

Fate: *How does an ordinary human prove to be your superior?*

POSITIVE PERSONALITY

INTERSTELLAR WANDERER

When you inspire others with stories of faraway sectors of space, you can take a Stress from their pool and put it in your own.

Fate: *What have you been running from? What happens when it catches up with you?*

POSITIVE PERSONALITY

COMEDIC SIDEKICK

When another doctor observes you being embarrassed or acting as the butt of a joke, you can move one point of Stress from their pool to yours.

Fate: *How will a joke be taken too far? Who gets hurt?*

POSITIVE PERSONALITY

THE MARTYR

You just care too much about those around you, and it's going to be your downfall. When you sacrifice your own goals to help another doctor, you may move one point of Stress from their pool to yours.

Fate: *What problem do you ignore until it overwhelms you?*

POSITIVE PERSONALITY

THE EEYORE

When another doctor sees how terrible your life is and feels better about their lot because of it, you can move one Stress from their pool to your own.

Fate: *Who will manage to make you smile for once in your life? How?*

POSITIVE PERSONALITY

DR. JERK

Each time you insult another PC, you can move a point of Stress from your pool to theirs.

Fate: *Who will you tell about the one time that you cared, and how it got you hurt?*

NEGATIVE PERSONALITY

THE HOTSHOT NARCISSIST

You're totally convinced of your own capabilities. When someone else has to clean up your messes for you, you can move one Stress from your pool to theirs.

Fate: *How do you reveal to another doctor that your confidence merely hides a deeper fear? What are you so afraid of?*

NEGATIVE PERSONALITY

HOSPITAL ADMINISTRATOR

Each time you force another doctor to abandon a treatment because it is too costly, you can move a point of Stress from your pool to theirs.

Fate: *What patient will you turn away rather than let them be treated?*

NEGATIVE PERSONALITY

JUST IN THIS FOR THE MONEY

When your lack of empathy for patients causes another doctor to have to pick up the slack, move a Stress token from your pool to theirs.

Fate: *What one patient manages to make you really care about them?*

NEGATIVE PERSONALITY

I'M AN ALIEN MYSELF

When your alien culture causes misunderstanding and conflicts, move a point of Stress from your pool to another player's pool.

Fate: *How will your alien biology disrupt hospital life?*

NEGATIVE PERSONALITY

CONVERTED TO AN ALIEN RELIGION

When you lecture another doctor on the immorality of their behavior, you can move one Stress from your pool to theirs.

Fate: *How will you come to doubt your newfound faith?*

NEGATIVE PERSONALITY

ADDICTED TO BRAIN BOOSTING DRUGS

When you suffer from withdrawal and another doctor has to cover for you, you may move a point of Stress from your pool to theirs.

Fate: *Who will save your life when you overdose on the drugs?*

NEGATIVE PERSONALITY

THE KNOW-IT-ALL

When you question another doctor's judgment, you can move one point of Stress from your pool to theirs.

Fate: *How do you screw up by not consulting another doctor?*

NEGATIVE PERSONALITY

GALACTIC TRAVELER

You've seen a huge variety of alien societies out there, and you know about many different alien species.

Fate: *What human cultural touchstone do you abandon to take on an extraterrestrial tradition?*

N-RAY IMAGING

Your N-Ray imaging devices can scan and construct a holographic 3D image of the patient to see what is going on inside.

Fate: *How will you deliver the bad news to a terminally ill patient?*

EXPERT SURGEON

Sometimes, you cut open the patient to fix the problems inside. Sometimes, you have to perform exploratory surgery to discover what is wrong, especially when N-ray imaging won't work.

Fate: *What postoperative complications does the medical review board blame on you?*

BUREAUCRACY

You know how to find information inside the vast databases the hospital system keeps on everything. You know which middle managers will do favors for you and how to requisition complex procedures using budgetary funds most doctors have never heard of.

Fate: *What do you do when you discover another doctor has been falsifying their credentials?*

BIOCHEMISTRY

You're the leading expert on alien biochemistry, whether it is carbon based like us or based on silicon, sulfur, boron or other more exotic materials.

Fate: *What do you do when Earth's military tries to seize your research on alien biochemistry and turn it into bioweapons?*

BULLSHIT DETECTOR

You can tell when someone is lying to you. And in the medical field, people often lie to you to cover up the real cause of the problems.

Fate: *How do you lose respect for someone you admired when you realize that they were lying?*

SCIENTIFIC DABBLER

You know a bit about every other hard scientific field, all the non-medical sciences, from astrophysics to geology to mechanical engineering.

Fate: *What experimental procedure will you attempt on a dying patient, with unpredictable results?*

BEDSIDE MANNER

You know how to talk to patients and assuage their fears. Calm, relaxed patients might remember things they otherwise forget.

Fate: *What do you have to do to get rid of the hypochondriac patient clogging up your hospital ward?*

ALIEN PSYCHOLOGY

You understand the functioning of inhuman minds and can analyze when they're insane or when they're just a normal functioning member of an alien race with a very different mindset.

Fate: *What mental illness have you been hiding from the rest of the hospital staff?*

INTERPLANETARY POLITICS AND GOSSIP

You follow all the tabloid reporting the universe provides. You know which planets are at war, who is mating with the Maqwano Head Priest this lunar cycle and what the latest prime minister of Frax looks like without his carapace on.

Fate: *What rumor will you spread on that will cause pain to someone close to you?*

GUILT TRIP

Sometimes, patients and doctors are unwilling to open up to you. But if you tell them a story about your own past and how your mistakes led to bad consequences, then they may feel bad enough to admit the truth.

Fate: *What story of your own past will be revealed to be a lie?*

INTIMIDATE

If you want answers or results, sometimes the best way is to scare everybody around you until they tell you what you want to hear.

Fate: *Who retaliates against your bullying? How do they get back at you?*

GENETICIST

Examined the DNA or DNA equivalents of biological species can tell you much about their proclivities for specific illnesses.

Fate: *When you're offered a cushy but boring desk job back on Earth, do you take it or stay here in the chaotic but exciting Medical Bay Three?*

EPIDEMIOLOGIST

You know how to track the spread of an illness through a population and how to stop the spread of infectious diseases.

Fate: *How do you inadvertently cause a virus to spread from one alien species to another?*

CARDIOLOGIST

You know the heart and circulatory system better than most people know their own homes.

Fate: *When a patient confesses in confidence to you to a terrible misdeed, who do you tell?*

DECEPTION

Lying is often easier than using the truth, in your experience.

Fate: *How are you caught in a series of contradictory lies?*

PHARMACOLOGY

You know all about what drugs to give patients and how to analyze their blood for signs of narcotics, poisons, etc.

Fate: *When a pharmaceutical company offers you a large sum of money to prescribe their drug, even though it is less effective than the generic alternative, do you do so?*

IMMUNOLOGY

You know how the body, even alien ones, fights infectious diseases. You're trained to deal with hypersensitive immune systems, autoimmune problems, immune deficiency transplant rejections and a host of related problems.

Fate: *What do you do when you discover that you have caught an incurable, fatal disease? What is the disease?*

ENDOCRINOLOGY

You're an expert in the hormones or other chemical triggers that alien species use to regulate metabolism, respiration, growth and development, sleep, mood and a host of other functions.

Fate: *When an alien couple asks for your help with infertility, will you help them despite hormone therapy being forbidden in their culture?*

COMPARATIVE ANATOMY

You are an expert in the differences and similarities between sentient species. You can determine a structure's purpose and functioning from analogous structures in other creatures.

Fate: *How do you accidentally cause injury to someone close to you?*

ORTHOPAEDICS

You can use both surgical and non-surgical techniques to identify and treat trauma and diseases of the muscles or skeletal system.

Fate: *What secret do you reveal that should have stayed hidden?*

PULMONOLOGY

Pulmonologists like yourself are experts in respiration and the lungs, gills or whatever else these things use to breath. In intensive care situations, this often involves mechanically inserting a ventilator to keep the patient breathing.

Fate: *How do you comfort someone who is dying?*

OTOLARYNGOLOGY

Ear, Nose and Throat specialists treat all these interrelated parts of the head in humans, though in alien species they are often very different sub-disciplines. So you have to three unrelated subjects for every species that comes into your office.

Fate: *What unpleasant news from Earth arrives for you?*

NEUROSCIENCE

You understand the functioning of the nervous system, especially how the brain operates on a biological level.

Fate: *What medical procedure do you perform, without having the fully informed consent of your patient? Why?*

YOU ARE MORTAL

Eventually, your story will draw to a close.

Fate: *How are you finally removed from the game? Do you die somehow? Are you permanently barred from practicing medicine again? Are you arrested and taken to some alien prison?*

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RESEARCH

You know how to comb through case files and paperwork and stacks of books to find the one bit of information that you're looking for hidden among all the useless cruft.

Fate: *Who close to you contracts a fatal disease?*

ENVIRONMENTAL SUIT MANEUVERING

The hospital provides environmental suits that can operate in any atmosphere or gravity, but the suits are bulky and awkward to work in.

Fate: *How do you betray someone close to you?*

Emergency response



ENVIRONMENTAL SUIT MANEUVERING

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Fate: *What do you mistake do you make and how do you learn from it?*



ACTION

You're adept at running, jumping, clinging to handholds, sneaking and generally being an action movie hero. Not that these are the sorts of things doctors do in their daily lives.

Fate: *How do you disgrace the hospital, the medical profession or the human race?*



VIOLENCE

In a fight, you usually come out on top. Not that you should be getting into too many fights, being a doctor and not a soldier.

Fate: *What do you promise someone, knowing fully well that you can never keep that promise?*



EMERGENCY LIFESAVING

You are trained to work in emergency room situations, stabilizing the dying so that they can be diagnosed and treated.

Fate: *How will your impatience be your undoing?*