

Spike Wyndam

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Alias: Stitch
Look: Old uniform thick boots, bandana, blood & dust
Heritage: Colonist
Background: Military
Vice: Stupor¹⁾

Stress	Trauma
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0 (of 9)	0 (of 4)
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Harm
none

Stitch

[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 trick²⁾.

[Dr. Strange](#) : Your research and fields of study are fringe, esoteric, and focus on the mystical. You may always handle Precursor artifacts safely. When you **study** an artifact or **doctor** a strange substance, you may ask one: what could this do?—why could this be dangerous?³⁾

<p>Attribute Used to reduce or avoid the consequences of an effect. Suffer 6 Stress minus the highest die result. If you roll a Critical (6s) you also clear one additional stress</p>	<p>Insight Resist consequences from deception or understanding 2</p>	<p>Prowess Resist consequences from physical strain or injury 2</p>	<p>Resolve Resist consequences from mental strain or willpower 1</p>
<p>Actions</p>	<p>Doctor Doctor someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy. 2</p>	<p>Helm Helm a vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship. 0</p>	<p>Attune Attune to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants. 0</p>
	<p>Hack Hack computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications. 0</p>	<p>Scramble Scramble to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments. 2</p>	<p>Command Command obedience with your force of personality; intimidate or threaten; lead an action with NPCs; order people to do what you want. 0</p>
	<p>Rig Rig together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives. 0</p>	<p>Scrap Scrap with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle. 1</p>	<p>Consort Consort with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places. 0</p>
	<p>Study Study a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research. 1</p>	<p>Skulk Skulk about unseen; pick pockets; employ subtle misdirection or sleight of hand. 0</p>	<p>Sway Sway someone with charm, logic, disguise, or bluffing; change attitudes or behavior with manipulation or seduction. 1</p>
<p>Deadly Friends</p>			
<p>Allies</p>		<p>Enemies</p>	
<p>Jackev, a drug dealer. <i>Legitimate hookup or feeding a vice? Or did you cut into their profits?</i></p>		<p>Juda, a doctor. <i>Do they still help you? Or was this an old rival who wants you punished for unlawful practice of medicine?</i></p>	

Experience

Attributes	Playbook	End of Session
Gained from making a Desperate action, Downtime training or end of session. 6 to get a new action point	Gained at end of session or Downtime training. 8 to get a new special ability	You get one XP (or two if it occurred multiple times) for:
<p style="text-align: center;"> <u>0</u> <u>0</u> <u>0</u> </p> <p style="text-align: center;">Insight Prowess Resolve</p>	<p style="text-align: center;"><u>0</u></p> <p style="text-align: center;">Playbook</p>	1) Addressing a tough challenge with insight or compassion 2) Expressing your beliefs, drives, heritage or background 3) Struggling with issue from your vice or traumas

Equipment

Light Load = 3	Normal Load = 5	Heavy Load = 6
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Specialist Equipment

- **Fine medkit.** Better stocked than the standard. Skin staples, diagnostic hand scanners, synthflesh, bone stabilizers, spray hypos, antivenom (for dangerous alien beasts), and a wider selection of drugs. *Are there any distinctive markings on your medkit?* [2 load]
- **Fine bedside manner.** Charm that sets patients at ease. Some Stitches never bother to bring this. *Do you know how to relate to many people? Do you share a lot of anecdotes? Do you project a demeanor of confident skill?* [0 load]
- **Fine clothing.** A suit or outfit for fancy dinner parties and high society. *Is this an artifact of your past, or something you've picked up for when you need to secure funding for your doctoring work?* [1 load]
- **Recognizable medic garb.** The common red medic outfit bearing the official white medic seal of the Hegemony. Recognizable from a distance. *What are the rules about how medics should be treated in combat? Do medical personnel have legal obligations while so-dressed?* [0 load]
- **Candies and treats.** For those extra brave customers. *Do you indulge in them as well? Have you ever disguised a sedative as one to subdue someone?* [1 load]
- **Syringes and applicators.** Syringes, injectors, patch applicators. Many can be palmed easily. Sometimes having drugs on hand also means having to subtly administer them. *Are any of these not for medical purposes?* [0 load]

Standard Equipment

- **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement. [2 load]
- **Blaster Pistol:** Shoots bolts of hot plasma. Accurate only at close range. Makes “pew pew” noises (mandatory). Comes in a variety of shapes. How do you customize yours? [1 load]
- **Communicator:** Has a few bands, likely even a few encrypted. Works only when within orbit. [0 load]
- **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. [1 load]
- **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs. [1 load]

- **Heavy Blaster:** Can do some considerable damage to vehicles and things like unshielded doors. Has about a dozen shots. Will do serious and messy harm to people. Illegal. [**2 load**]
- **Illicit Drugs:** What's your poison, space cowboy? For personal use, catching a dangerous bounty, or entertainment while traveling between planets. [**0 load**]
- **Medkit:** Blood for a few common races, gauze, antiradiation injector, laser scalpel, antiseptics, thread, painkillers. [**2 load**]
- **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included. [**1 load**]
- **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters. [**1 load**]
- **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other gas, liquid, or substance you breathe). [**2 load**]
- **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters. [**1 load**]

Background

Stitch was a medic for the mercenary company the Star Wolves. The company disbanded after doing dodgier and dodgier jobs. Stitch has nightmares about a time when an Ur artifact vapourised a majority of the company and was marked by it. He sees their ghosts and drinks to forget them. Juda is also an ex-member of the Star Wolves who went legit.

1)

drinks to forget / prayers for the fallen

2)

Each time you use this ability we learn a little bit more about your past. Consider introducing your contacts in these discoveries, if appropriate.

3)

Normally it takes an **attune** roll to handle a Precursor artifact safely. When you ask your questions, this may be in addition to whatever else you were doing with the artifact or substance. Treat this like a gather information roll where you rolled a **6**.

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