

THE OAKC  
MEDIC



NAME \_\_\_\_\_

LOOK

Ugruk, Gritzka, Warbusch, Kruul, Helga, Mortimer, Bone-Mender, Graha, Dok, Aanud, Daga, Skultaker, Sarae, Salt-in-Wounds, Korga, Shaznakt, Michael, Dr. Ephraim Stevenson, Dr. Elizabeth Conneroy, Slozmog, Ulzulguu, Tim

Manic Eyes, Fierce Eyes, Kind Eyes  
Robes and Bloody Apron, Tribal Leather and Furs, Dashing Suit  
Scrawny Body, Muscular Body, Chunk of Meat  
Green Skin, Brown Skin, Scraggly Fur

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

|                                  |                                   |                                  |                                     |                                      |                                     |
|----------------------------------|-----------------------------------|----------------------------------|-------------------------------------|--------------------------------------|-------------------------------------|
| STRENGTH                         | DEXTERITY                         | CONSTITUTION                     | INTELLIGENCE                        | WISDOM                               | CHARISMA                            |
| <input type="checkbox"/> WEAK -1 | <input type="checkbox"/> SHAKY -1 | <input type="checkbox"/> SICK -1 | <input type="checkbox"/> STUNNED -1 | <input type="checkbox"/> CONFUSED -1 | <input type="checkbox"/> SCARRED -1 |
| STR                              | DEX                               | CON                              | INT                                 | WIS                                  | CHA                                 |

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

## DRIVES

- FRONT-LINE MEDIC  
Put yourself in danger to provide medical assistance.
- RESEARCHER  
Perform an experiment or dissect a creature.
- ARTIST  
Do or create something new with your abilities.

## STARTING MOVES

- NOT AN EXACT SCIENCE  
At character creation, choose an attribute. This is the attribute you use to perform Ork Medicine. (It will from now on be referred to as OKM.)
- ORK MEDICINE (OKM)  
When you take time to inflict your personal brand of medicine on someone, roll+OKM.  
10+: Choose 3 from the following list.
  - Heal 1d10 damage.
  - +2 Forward for your patient's next damage roll.
  - Your patient does not get a debility.
  - Your patient does not feel incredible pain. (Wuss.)
- 7-9: Choose 1.

## BACKGROUND

- MEDICINE MAN  
You provided healing for your tribe. At the beginning of each session the GM will ask you something about their customs, rituals and the events of your past. If you answer them, mark XP.
- AUTODIDACT  
You are a self-learned prodigy. You read books twice as fast as normal people do. Also, when you take time to study appropriate books take +1 forward to perform a medical procedure..
- COLLEGE EDUCATED  
You attended a prestigious place of learning. When you enter a town for the first time you may roll+CHA.  
10+: An old college friend of yours lives here.  
7-9: Somebody you know from college lives here. But there was this one incident...

AUTOPSY TIME!  
When you take time to perform an autopsy on a kind of creature you had not examined before, you can Spout Lore about it as if you had rolled a 10+.

STITCHY  
You have an "animal companion" stitched together from the body parts of several donors. Choose three of the following:  
*Wolf, monkey, alligator, bear, eagle, chicken, dog, cat, cow, squirrel, owl, duck, pigeon, rat, mule, gold fish, turtle, scorpion, dolphin, goat.*

- Choose a base:
- Ferocity +2, Cunning +1, 1 Armor, Design Flaws +1
  - Ferocity +2, Cunning +2, 0 Armor, Design Flaws +1
  - Ferocity +1, Cunning +2, 1 Armor, Design Flaws +1
  - Ferocity +3, Cunning +1, 1 Armor, Design Flaws +2
- Choose as many strengths as its ferocity:

*Fast, burly, huge, calm, triple-jointed, quick reflexes, never sleeps, camouflage, ferocious, feels no pain, intimidating, keen senses, stealthy, hallucinogenic glands*  
Stitchy is trained to fight humanoids. Choose as many additional tricks as its cunning:  
*Hunt, search, scout, guard, fight monsters, perform, labor, travel, medical assistance, collect ingredients*  
Choose as many weaknesses as its instinct:  
*Slow, broken, twitchy, total jerk, frightening, ewwww, forgetful, stubborn, epileptic, only comprehends orders spoken backwards*

## BONDS

Fill in the name of one of your companions in at least one:

\_\_\_\_\_ is a gentleman and a scholar.

\_\_\_\_\_ has the most interesting anatomical feature.

Puny specimens like \_\_\_\_\_ should have been put into the forest to die as infants. I pity such a creature.

\_\_\_\_\_ could benefit from this new form of therapy I always wanted to try.



# THE ORC MEDIC

LEVEL \_\_\_\_\_  
XP \_\_\_\_\_

# GEAR

Your Load is 8+STR. dungeon rations (5 uses, 1 weight), bandages (0 weight) and a bag filled with medical instruments and "medical instruments" (3 weight).

Choose your defenses:

- Hide armor (1 armor, 1 weight)
- Shield bearing a medical crest (+1 armor, 1 weight)

Choose your weaponized surgical instrument:

- Scalpel (Hand, precise, 0 weight)
- Cleaver (Hand, messy, 1 weight)

Choose one:

- Adventuring Gear (1 weight)
- Combat Drugs (3 uses, 1 weight)
- Healing Potion (1 weight)
- Bag of Books (3 uses, 2 weight)

# ADVANCED MOVES

You also start with this move:

## COMMAND

When you work with Stichey on something it's trained in...

- ...and you attack the same target, add its ferocity to your damage
- ...and you take damage, add its armor to your armor
- ...and you discern realities, add its cunning to your roll
- ...and you practice medicine add its cunning to your roll
- ...and you parley, add its cunning to your roll
- ...and someone interferes with you, add its design flaws to their roll

When you gain a level from 2-5 choose from these moves:

### WORK IN PROGRESS

When you have the necessary "spare parts" on hand and decide to perform an operation on Stichey, roll+OKM. On a 7-9 choose one of the following:

- Replace one animal in Stichey with another.
- Replace one of Stichey's weaknesses with another from the list.
- Choose another base for Stichey. No trainings are lost or gained.
- You are not completely covered in gunk.

10+: Choose three.

### IT DOES TRICKS!

Choose another training for Stichey.

### ADVANCED DEGREE

When healing damage using Ork Medicine add 1d4 and 1d8.

### COOKING CRYSTAL

When you have time and the proper ingredients (or creative substitutes), you can make new combat drugs. Roll+OKM.

10+: Three doses.

7-9: One normal dose or three doses with an unexpected side-effect.

### PUBLISH OR PERISH

You have made connections in academia! When you are in a town and try to sell a paper you have written on the results of your latest experiments, roll+CHA.

10+: You sell it for the 1d4 x 100 coin. (Remember: Sharing is caring.)

7-9: They are interested, but you will have to make another "research trip". to acquire data.

### OPERATION!

When you perform elective surgery on one of your companions with "spare parts" on hand, roll+OKM.

10+: Choose two from this list.

- They gain a move from an animal. They can only have one at a time.
- They raise an attribute by one at the price of lowering two others.
- They do not need a week to recover.
- They do not gain 1d4 debilities.

7-9: Choose one.

### ONLY MOSTLY DEAD

When somebody near you makes a Last Breath Roll, you can come to their aid to perform a dramatic life-saving procedure. If you do, they may replace one of their d6 for a d8 and feel incredible pain.

### I KNOW WHERE IT HURTS

When fighting against a kind of creature you have autopsied before, your damage die is a d10.

### BLOOD RAGE

When you suffer a wound or insult and decide to lose control, your damage die becomes a d10 and any weapon you wield has the forceful and messy tags.

# COMBAT DRUGS

When somebody (including you) snorts, smokes or injects a dose of your combat drugs they roll+CON. On a 10+ they choose three of the following.

- You stop feeling pain. +1 Armor for the next hour.
- You just want to smash something. +2 Damage Ongoing for the next hour.
- You see all of these interesting things. +1 to Discern Realities Ongoing for the next hour.
- You do not gain a debility.

On a 7-9: Choose one.

### BATTLEFIELD EXPERIENCE

Take +2 armor as long as you are below your load, don't wear armor (a shield is fine) and don't directly attack or defend anyone.

### BUTCHERS WITHOUT BORDERS

Take a move from the barbarian, fighter or thief classes. You may not take multiclass moves from those classes.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### DOCTOR OF MEDICINES

Replaces: *Advanced Degree*

When healing damage using Ork Medicine add 1d4 and 1d8 and 1d6.

### GREEN SKY

Requires: *Cooking Crystal*

Your batches have unprecedented purity. (+1 on the roll+CON when using them).

### I CREATED A MONSTER

Requires: *Work in Progress*

You can now incorporate supernatural creatures into Stichey. When you do it gains a new training, +1 design flaws and +2 ferocity,

### ACADEMIC REPUTATION

You have become an eminent and respected figure in your field of expertise. Take +1 Ongoing to Parley with learned people and researchers all over the country.

### WORST BOSS EVER

Requires: *Operation!*

When you perform an elective operation on a hireling. roll+OKM: 10+: They gain +2 skill and +1 loyalty and need a week to recover

7-9: +1 skill, -1 loyalty and an unexpected side-effect. Two weeks to recover.

### WE HAVE THE TECHNOLOGY

Requires: *Operation!*

As additional effects for Operation! you can choose:

- Replace a lost body part.
- Graft the effects of a magical item onto the body of your subject. The item is destroyed in the process.

### KICKING DEATH IN THE GONADS

Tell the GM you would like to resurrect a corpse that is not yet turned to the consistency of chunky salsa. You may attempt to bring it back to life as per rules of the Cleric's Resurrection spell.

### SPAWN OF DARK GODS

Requires: *Blood Rage*

The next time you rest, you will have painful visions, leaving you transformed. Your skin will grow red, your eyes will permanently burn with cold, magical fire. You no longer need to be hurt to fall into a Blood Rage. When you do, take +2 Damage Ongoing.

### MANY SPECIALITES

Requires: *Butchers without Borders*

Take another move from the Barbarian, Fighter or Thief classes. You may not take multiclass moves from those classes.