

Career Track 1

Medic



STRENGTHS

TRAVELLER

Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

Medic

*Part of the Career Track Series
From Gypsy Knights Games*

Authors

John Watts and Wendy Watts, LPN

Cover Art

Dreamstime.com/Abhijith Ar

Editor

Curtis Rickman

Playtesters

Wendy Watts, Missy Ledford, Mike Nixon, Erica Nixon, Bonnie Dodson, Greg Seaborn, Randy Sutton, Tom Howard, Alan Mullican, Anthony Westbrook, Lee Sizemore, Tony Hicks, Matt Kerns, Jonah Hall, Dave Bell and Steve Johnson

Find us on Facebook (GypsyKnights Games), Google + (Gypsy Knights Games), and Twitter (@GKGames).

Keep up with the latest from Gypsy Knights Games on our news blog gypsyknightsgames.blogspot.com

And you can find all of our products on our website www.gypsyknightsgames.com or at Drive-Thru RPG.

All rights reserved. Reproduction of this work by any means is expressly forbidden.

“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used with permission. The Traveller Main Rulebook is available from Mongoose Publishing.

Overview

This document is meant to aide Traveller Referees and their players to create three different types of doctors. These types are the private physician, the ship's doctor, and the emergency medical technician (or EMT).

Private Physician

The private physician is a doctor who sees a very limited amount of patients. Such a doctor might work freelance or for a company. The doctor might see several select patients, certain specific types of patients, or simply one patient.

Often private physicians are hired by the wealthy or members of royalty to look after them and them alone.

Ship's Doctor

A ship's doctor is a doctor hired by the owner of a starship to look after the well-being of the crew. This can be anything from a large corporate owned ship down to a small independent. These doctors are often cross-trained to help out if an emergency arises on board the ship.

Emergency Medical Technician

An emergency medical technician is a medic trained to respond to emergency situations. Many times they will be on board ambulances, search and rescue vessels. Sometimes they will be sent out by a hospital, government, or corporation to help those in need during times of strife or disaster.

They are most often referred to as EMTs.

Benefits, Skills, and Improvements

Instructions on how to handle all of the benefits, characteristic improvements and skills given on the career chart can be found in the Traveller Main Rulebook available from Mongoose Publishing.

The medical kit received as a benefit can be found in the Traveller Main Rulebook on page 93.

Medic Career Track

Enlistment: INT 6+
 -2 to the roll if age 34+
 -1 per previous career

Assignment: Choose from the following:

Private Physician – You are a physician working only for select clients.

Ship's Doctor – You are a physician working on board a civilian starship.

EMT – You are an emergency medical technician working as part of a civilian first response team.

Career Progress

Career	Survival	Advancement
Priv Phys	EDU 6+	INT 6+
Ship MD	EDU 4+	EDU 6+
EMT	END 6+	EDU 6+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	5000	+1 INT
2	10000	+1 EDU
3	20000	2 Ship Shares
4	30000	Medical Kit
5	50000	+1 END
6	75000	+1 SOC
7	100000	Lab Ship

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 INT	Persuade	Leadership
2	+1 EDU	Investigate	Admin
3	+1 DEX	Life Science (any)	Medic
4	Carouse	Medic	Physical Science (any)
5	Athletics	Computers	Advocate
6	+1 SOC	Admin	Language (any)

Roll	Specialist: Private Physician	Specialist: Ship's Doctor	Specialist: EMT
1	Steward	Space Science (any)	Pilot (any)
2	Deception	Computers	Comms
3	Medic	Medic	Medic
4	Persuade	Remote Ops	Streetwise
5	Diplomat	Carouse	Gun Combat (any)
6	Carouse	Sensors	Drive (any)

Ranks and Benefits

Rank	Rank	Benefit
0	Intern	Medic 1
1		
2	Doctor	Admin 1
3		
4		
5		
6	Medical Chief	Advocate 1

Mishaps

2d6

- | | |
|----|---|
| 2 | You have been caught using drugs meant for patients. Roll Advocate 8+ to avoid jail but you are drummed out of the medical profession. |
| 3 | Despite your best efforts a patient has died from a simple mistake. Lose 1 benefit roll. |
| 4 | A personal family crisis causes you to leave the medical field (parent becomes ill, spouse leaves you, sister becomes secret killing machine). Lose 1 benefit roll. |
| 5 | Malpractice lawsuit takes your credentials and much of your pay. Lose 3 benefit rolls. |
| 6 | Injured. Roll on Injury Table in TMB (p.37) |
| 7 | The stress of the job causes you to have a nervous breakdown. Lose 1 benefit roll. |
| 8 | You are perceived (rightly or wrongly... yours and your Referee's choice) to have conducted illegal and/or immoral experiments and/or procedures on your patients. Lose all benefits and suffer -3 SOC. |
| 9 | Develop a deadly disease from patient. You survive but are scared. Roll on Injury Table in TMB (p.37) |
| 10 | You become embroiled in a personal relationship scandal. Your reputation is tarnished. Lose 1 SOC and leave the medical field. |
| 11 | You simply cannot see death and pain any longer. It has affected you for too long. Lose a level in Medic as you simply cannot force yourself to remember. |
| 12 | You become reckless and kill a patient. Gain Enemy from among the family of the deceased. |

d66	<i>Events</i>
11	Disaster! Roll on Mishap Table, but you are not ejected from career.
12	You spend much of your free time studying. Gain +1 EDU.
13	You discover an insurance fraud scheme. Go along and roll Deception 8+. Succeed and gain 1 benefit roll. Fail and lose 1 rank. If you decide to not go along and turn in schemers, gain Ally in administration.
14	You join a group of gambling doctors. Gain Gambler 1. You may wager any number of benefit rolls on a roll of Gambler 8+. If you succeed, gain half as many benefit rolls as you wager. Fail and lose them all.
15	You fail to provide proper documentation on a patient. Roll Admin 8+ to catch it and fix it. If you fail, lose 1 benefit roll or take a -2 modifier to your next Advancement roll.
16	Another doctor desires your position. Gain a Rival.
21	You are called upon to help during a disaster. Gain Survival 1.
22	You become renowned as a professional. +1 SOC
23	You volunteer for a free clinic to help the indigent. Gain Streetwise 1.
24	You gain an opportunity to work as an assistant for a renowned doctor. The doctor is a genius, but also a curmudgeon. You may turn down the opportunity. If you take it, roll Medic 8+. If you succeed gain your choice of Life Science (Any) or Investigate 1. If you fail, you get a -2 modifier to your next Advancement roll as the doctor trumpets your failure.
25	Law enforcement enlists your aid in investigating drug theft in your hospital or region. Gain a Contact in law enforcement. Roll Investigate 8+ or Admin 8+ (your choice). Succeed and gain Streetwise 1 or Investigate 1. Fail and only gain the Contact.
26	You become part of a social clique. Gain your choice of Carouse 1 or a Contact.
31-36	Life Event. See TMB (p.34)
41	You have violated patient confidentiality. Roll Admin 8+ or lose 1 Benefit roll.
42	You have been sued for malpractice. You must hire a lawyer. Lose 1 Benefit roll and gain a lawyer as a contact.
43	You find yourself in a situation where you are treating a local noble or celebrity. Roll Medical 8+. Succeed and you will have gained a powerful Contact and two benefit rolls. Fail and you will be shunned by the medical field. Take a -4 modifier to your next Advancement roll and -1 SOC.
44	You save the life of a wealthy and thankful person. Gain 1 Benefit roll.
45	To get away from the stress of the medical career, you lose yourself in your art. Gain Art (Any) 1.
46	Join a local amateur sports group. Roll Athletics 8+. If succeed, gain your choice of Athletics 1, +1 DEX, or +1 END. Fail and roll on Injury Table in TMB (p.37).
51	A lack of knowledge causes you to almost lose an alien patient. You study harder and gain Space Science (Xenology).
52	You invest your money poorly. Lose 1 Benefit roll.
53	A lucrative offer is made for you to switch to another company, patient, ship or hospital. If you take the offer, gain 1 Benefit roll. Turn it down and gain your boss as an Ally and a +4 modifier to next Advancement roll.
54	You make a misdiagnosis. Roll Medical 8+. Succeed and you caught the mistake before it was too late. Fail and gain a Rival as another doctor does catch it.
55	A local politician or celebrity comes to you with an embarrassing medical problem and you treat it with discretion. Gain 1 Contact.
56	You decide to take a self-defense course. Gain your choice of Gun Combat (Any) 1 or Melee (Any) 1.
61	You perform a number of surgeries this year. Gain your choice of +1 DEX, Sensors 1, or Remote Ops 1.
62	You get an offer to treat an infamous mafia boss who has a fatal illness. Turn down the offer and gain an Enemy in the mafia family. Accept the offer and roll Medic 8+. Succeed and gain a benefit roll and an Ally in the boss. Fail and you will gain an Enemy in the mafia family. Roll on the Injury table in TMB (p.37) to see what damage was done to you by the bodyguard as a result of your failure.
63	Despite all protestations to the contrary, you ARE an engineer. Gain Engineer (Any).
64	Your superiors have noted your intense dedication. You are automatically promoted.
65	You take up flying as a hobby. Gain Flyer 1.
66	Findings you have made get published in a medical journal. Gain +1 SOC and 1 Benefit Roll.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
Traveller System Reference Document Copyright © 2008, Mongoose Publishing.

Career Track 1: Medic Copyright 2011, Gypsy Knights Games LLC