

Career Track 1

Medic



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

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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.

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