

ACADEMY LIFE HISTORY

The character receives 8 Development Points to spend during Academy Life.

ACADEMY SPECIALIZED TRAINING PACKAGES (EACH COSTS 8 DEVELOPMENT POINTS)

Basic Corpsman Training: First Aid (choose) 1 (2); Personal Equipment (Medical Tricorder) 1 (2); Science, Physical *OR* Life (Biology *OR* Chemistry) 1 (2); Rival *OR* Other Appropriate Disadvantage -1

TOUR OF DUTY HISTORY

The character receives 10 Development points to spend during his first posting, and 5 Development Points for each mission thereafter.

Tour of Duty Packages (FIRST TOURS COST 10 DEVELOPMENT POINTS)

Battlefield Medic: Dodge 1; First Aid (Wound/Combat Trauma) 1 (2); Personal Equipment (Medical Tricorder) 1 (2); Weapon, Energy (Phaser) 1 (2); Hides Emotions -2

Charge/Head Nurse Duty: Administration (Infirmary *OR* Sickbay) (Logistics) 1 (2) (2); Shipboard Systems (Medical Systems) 2 (3)

EMT/First Responder Duty: First Aid (choose two) 1 (2) (2); Personal Equipment (Medical Tricorder) 1 (2); Science, Physical *OR* Life (choose) 1 (2)

Natural Disaster Response Mission: First Aid (Wound/Combat Trauma) (Species Specific) 1 (2) (2); Personal Equipment (Medical Tricorder) 1 (2); Vehicle Operation (Shuttlecraft) 1 (2)

Starbase Mission [Nurse]: Engineering, Systems (Medical Systems) 1 (2); Science, Physical (Chemistry) 1 (2); Sci., Medical (Nursing) 1 (2); Contact (choose appropriate) *OR* Cultural Flexibility +1

Starship Duty [Nurse]: Computer (Research) 1 (2); Science, Life (Exobiology) 1 (2); Science, Medical (Nursing) 1 (2); Innovative +1

Outbreak/Pandemic Mission: First Aid (Chemical/Biological) *OR* Science, Medical (Nursing) 1 (2); Personal Equipment (Containment Suit) 1 (2); Science, Life (Biology *OR* Microbiology) 1 (2); +1 Empathy Edge.

Additional Tours (COST 5 DEVELOPMENT POINTS EACH)

Battlefield Medic: First Aid (choose) 1 (2); +1 Reaction Edge; +1 Renown (Skill)

Charge/Head Nurse Duty: Administration (choose) 1 (2); Sci., Medical (Nursing); Stubborn -1

EMT/First Responder Duty: First Aid *OR* Science, Any (choose) 1 (2); Athletic Ability +2

Natural Disaster Response Mission: Science, Life (Biology) 1 (2); +2 Renown (Initiative *AND/OR* Skill)

Starbase Mission [Nurse]: First Aid (choose) 1 (2); Science, Life (Anatomy) 1 (2); -1 Reaction Edge

Starship Duty [Nurse]: First Aid (choose) 1 (2); Science, Life (Anatomy) 1 (2); Romantic Attachment (choose appropriate) -2; +1 Renown (Discipline *OR* Skill)

Outbreak/Pandemic Mission: First Aid (Chemical/Biological) 1 (2); +2 Renown (Skill)