

# Doc-In-A-Box



(Supporting Character/Notable NPC)- “Portable” Emergency Medical Hologram

## Attributes

<b>Control</b>	9	<b>Insight</b>	9
<b>Daring</b>	10	<b>Presence</b>	7
<b>Fitness</b>	8	<b>Reason</b>	11

## Disciplines

<b>Command</b>	1	<b>Security</b>	2
<b>Conn</b>	1	<b>Science</b>	3
<b>Engineering</b>	2	<b>Medicine</b>	4

**Focuses:** First Aid, Triage, Emergency Medicine,

**Trait:** Hologram. Holograms can be programmed to any specification, though the nature of their holomatrix means that they are essentially impervious to direct physical harm – they can allow energy and objects to pass through them at will. Although the Doc-In-A-Box projection is impervious to most physical attacks, the base unit is not.

## Talent:

Field Medic- When attempting a **Medicine** Task while in the midst of combat, the Doc-In-A-Box may ignore the first Complication that would increase the Difficulty of this Task.

Field Medicine- Able to replicate/synthesize almost any tool it needs, the Doc-In-A-Box ignores any increase in Difficulty for working without the proper tools or equipment.

Surgery Savant- When attempting a **Medicine** Task during an Extended Task relating to surgery, the character gains the Triumphant Effect (CRB pg 91).

## Combat Weapons and Attacks:

**Stress:** 11                      Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal  
**Resistance:** 3

Originally conceived and tested by the crew of the U.S.S. *Retributor*, the Doc-In-A-Box is a “portable” EMH unit- supported by a 2 x 1.5 x 1.5m cargo container. Containing a portable fusion generator, scaled-down computer core, small replicator, augmented memory, and holographic emitters, the unit weighs 68kg.

Not exactly “man-portable”, the Doc-In-A-Box has nonetheless proven supremely useful in field hospitals, refugee encampments, and other semi-fixed positions.

The original Doc-In-A-Box was modeled from Captain (Doctor) K'Ruth of the U.S.S. *Ursa Major*, but the hardware supports any model (mark) of the EMH.

