

CHARACTERISTICS

10	STR	11-	Lift: 100.0kg
15	DEX	12-	
12	CON	11-	PD: 4 ED: 4
18	INT	13-	PER Roll 13-
15	EGO	12-	
13	PRE	12-	PRE Attack: 2 ½d6

MOVEMENT

1 END per 10m

Running: 12m (24m); Swimming: 4m (8m); Leaping: 4m (8m)

DESCRIPTION

Appearance: 1.82 m, 71 kg, Brown hair, Blue eyes.

Personality: Dr McCoy cultivates the image - self-image even - of an "old, country doctor". He has a pronounced dislike of technology, save for medical technology, believing in people are more important. He holds a particular distrust of transporters.

Though he is often curmudgeonly, McCoy can be extremely charming when he wants to be.

Quote: "Dammit, Jim, I'm a doctor, not a [moon shuttle conductor / bricklayer / psychiatrist / mechanic / engineer / scientist / physicist / escalator / magician / miracle worker / flesh peddler / veterinarian]."

"Are you out of your Vulcan mind?"

"Compassion: that's the one thing no machine ever had. Maybe it's the one thing that keeps men ahead of them."

"He's dead, Jim."

COMPLICATIONS

Distinctive Features: Starfleet Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)

Social Complication: Subject to orders (Very Frequently; Major))

Hunted: Starfleet Command Infrequently (Mo Pow; NCI; Watching)

Psychological Complication: Grumpy (Common; Moderate)

Rivalry: Professional (Seeks to show Spock emotions are better than logic; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)



COMBAT INFORMATION

OCV:	5	(16- to hit)	DCV:	5
OMCV:	0	(11- to hit)	DMCV:	5
SPD:	3	INIT:	15	
PHA:	4, 8, 12			

ATTACKS

END EFFECT

<i>STR Strike</i>	2	HA (PD) 2d6
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SKILL LEVELS

DEFENSES

DEFENSE	Physical	Energy	Mental	Power
Normal	4	4	0	0
Resistant	3r	3r		

MAX

RECOVERY: 5

STUN 30

END 25

BODY 10

SKILLS, TALENTS, & PERKS

Perception13-

WF: Beam Weapons, Common Melee Weapons, Energy Weapons

Medical Skills

- Paramedics16-
- Forensic Medicine14-

Professional Skills & Knowledge

- *Surgeon*: PS16-
- *Ship's Doctor*: PS14-
- *Starfleet Officer*: PS11-
- *Wines & spirits*: KS11-
- *Federation Culture*: KS11-
- *Capellan Culture*: KS10-

Science Skills

- *Exobiology*: Science Skill15-
- *Biology*: Science Skill15-
- *Physiology*: Science Skill14-
- *Biochemistry*: Science Skill14-
- *Botany*: Science Skill12-
- *Chemistry*: Science Skill12-

Social skills

- High Society12-
- Charm12-
- Conversation12-
- Persuasion12-
- Gambling (Card Games)13-
- Streetwise12-

Practical skills

- Systems Operation14-
- Deduction13-
- Electronics13-

SKILL LEVELS

LANGUAGES

English Language (idiomatic) (4 Active Points)
Capellan Language (basic conversation)

PERKS

Lt Commander: Fringe Benefit: Lieutenant
Renowned physician: Positive Reputation (A large group)
14-, +2/+2d6
Contact: Smuggler (Contact has useful Skills or resources)
11-
Medical licence: Fringe Benefit: License to practice a profession

TALENTS

Combat Luck (3 PD/3 ED)

BACKGROUND

Leonard Horatio McCoy was born in Atlanta, Georgia, USA, on January 20, 2227. His grandfather, TJ McCoy was Chief of Medicine at Emory University Medical Centre in Atlanta at that time. McCoy chose to pursue medicine himself after a relationship with gymnast Emony Dax, who told him he had a surgeon's hands.

McCoy graduated from medical school in 2253. Shortly afterwards, he joined Starfleet, serving aboard the USS Republic, the USS Richard Feynman and Starbase 7 before his posting to the USS Constitution. Between 2262 and 2264 he taught at the Starfleet Teaching Hospital. IN 2264 he accepted James Kirk's offer of the position of chief medical officer of the USS Enterprise.