Characters D6 / Doctor Quadpaw (Alien Surg



Name: Doctor Quadpaw
Gender: Male
Hair color: White
Skin color: Light

DEXTERITY 2D+2
- Blaster: 4D+2
- Brawling Parry: 4D+2
- Dodge: 5D+2

KNOWLEDGE 3D+2
- Alien Species 5D
- Languages: 4D
- Scholar; Medicine: 5D+2

PERCEPTION 2D+2
- Bargain:4D+2
- Hide: 4D+1
- Injury/Ailment Diagnosis 5D
- Investigation: 4D+2
- Sneak: 4D

STRENGTH 2D+1
- Brawling: 3D+2

MECHANICAL 2D+1
- Communications: 4D
- Repulsorlift Operation: 4D+2
- Space Transports: 3D+2

TECHNICAL 4D
- Computer Programming/Repair: 4D+2
- First Aid: 8D
- Medicine: 6D
- Medicine; Cybernetics: 7D
- Security: 4D+1

Force Sensitive: N
Force Points: 1
Dark Side Points: 0
Character Points: 3
Move: 10

Cybernetics: Enhancements to Sight and Hearing, includes magnification (+1D to all Vision and Sound based tests, +1D to any skill tests requiring fine precision)

Equipment: Medpac, Surgical Kit, Concealed Holdout Blaster (3D), Street Clothes, Comlink, Datapad, 1,200 Credits

Background: A skilled alien surgeon known only as Doctor Quadpaw worked on those in need who had nowhere else to turn, and the credits to pay, on the moon Frezno. In 5 BBY, a group of rebels who had just carried out a heist on the planet Aldhani brought their injured colleague Karis Nemik to Quadpaw, hoping he could save Nemik's life. The surgeon tried his best to treat the rebel, but was unable to save him. After the procedure was over, another of the rebels, Cassian Andor, held Quadpaw and the rebel Vel Sartha at blasterpoint before offering the surgeon thirty thousand credits for a starship and leaving.

Biography

The surgeon known only as Doctor Quadpaw worked out of a dimly lit operating theater in a domicile on the moon Frezno, treating those who had nowhere else to turn and the credits to pay him. In 5 BBY, he was part of the contingency plan for a heist carried out by a rebel infiltration team on the planet Aldhani. During the mission, in which the team stole a portion of an entire sector's payroll from an Imperial garrison, the rebel Karis Nemik was seriously injured when a pallet of credits fell onto him and crushed his chest. The other three surviving members of the team—Vel Sartha, Cassian Andor, and Arvel Skeen—debated if it was worth compromising the mission to take Nemik to Quadpaw but ultimately chose to meet with the doctor, bringing Nemik to him on Frezno.

On the moon, Quadpaw worked on a sedated Nemik in his theater, injecting him with a syringe before beginning surgery. Sartha stayed with the doctor to assist during the operation while Andor and Skeen waited outside. Using forceps, Quadpaw felt around within an incision in the patient's lower back; however, despite his best efforts, the doctor was unable to save Nemik, who died on the table. As Quadpaw wrapped up the procedure and wiped his head with a cloth, Sartha thanked him and then helped the surgeon cover Nemik with a sheet. Andor then entered, blaster drawn. When Quadpaw noticed the weapon he raised all four of his hands and, assuming that Andor was reacting to the death of Nemik, claimed that he had done everything he could for the deceased.

Sartha then reassured the doctor that Andor was not aiming at him, believing that her mercenary colleague had betrayed them, but Andor surprised her as well by revealing that Skeen had been the one to suggest taking the money and leaving the others behind, for which Andor had killed him. Andor offered the doctor thirty thousand credits from his cut for a starship in a nearby barn and told them that he was going to take only the rest of his cut and leave. The doctor kept his hands raised as Andor handed a Kuati Signet to Sartha, who in turn gave him a manifesto that Nemik had written, as per the rebel's dying wish. Andor advised them not to stick around and then left, staying true to his word and taking only what he was owed.

Personality and traits

Quadpaw was a male alien with thinning white hair and light skin. He was a skilled physician and used his four dexterous arms and cybernetic enhancements to work swiftly on those in need but only if they had the credits. He tried his best to save Nemik, but his efforts came up short.

Equipment

While working on Nemik, Quadpaw used a syringe, forceps, and various other medical tools. He wore a brown shirt and brown apron and was equipped with cybernetic enhancements to improve his sight and hearing, including a headpiece and a lens over each of his eyes. Andor offered Quadpaw thirty thousand credits for a ship that he assumed belonged to the doctor and that the mercenary believed to be worth only half that price.

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