

EMA YVOR

Species: Human (Dorzanian)

Sex: Female

Background: Medical

Height: 5' 9" (1.75 m)

Hair: Purple

Temporal Origin: Dorza IV, 2462 CE

STR: 13 +1

DEX: 12 +1

CON: 14 +2

INT: 14 +2

WIS: 17 +3

CHA: 12 +1

Class/Level: Empath 3 (Physician)

Concept: Xenobiologist/Raver

Age: 27

Weight: 128 lbs. (55.3 kg)

Eyes: Grey

Proficiency Bonus: +2

Initiative: +1

Plot Dice: 3d8 + 6

Passive Wisdom (Perception): 14

Size: Medium

Speed: 30 ft.

AC:

11

PP:

24

Tech Level:

6

Inspiration:

Experience Points:

1,025

PROFICIENCIES

Armour: Light armour

Weapons: Simple weapons

Tools: Chemist's tools, first aid kit, vehicles (surface)

Saving Throws: Intelligence +4, Wisdom +5

SKILLS:	Bonus	Ability	SKILLS:	Bonus	Ability
Acrobatics	+2	DEX	Medicine ^{*x}	+7	WIS
Animal Handling	+4	WIS	Perception	+4	WIS
Athletics [*]	+3	STR	Performance	+2	CHA
Deception	+2	CHA	Persuasion [*]	+3	CHA
Engineering	+3	INT	Science	+3	INT
History	+3	INT	Sleight of Hand	+2	DEX
Insight [*]	+5	WIS	Stealth	+2	DEX
Intimidation	+2	CHA	Survival	+4	WIS
Investigation [*]	+4	INT			

^{*} Proficiency bonus included. ^x Proficiency bonus doubled.

TRAITS AND FEATURES

Background Feature: Xenobiologist. She may not be familiar with alien physiology, but she understands enough about biology to make good guesses on medicines that work and what is harmful. Unless an alien's biology is, well, truly alien, she doesn't normally have disadvantage on Intelligence and Wisdom checks when diagnosing and treating aliens.

Human Species Trait: Lucky. When she rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Jack of All Trades: Her worldly experience makes her knowledgeable about a little bit of everything. She can add half her proficiency bonus, rounded down, to any ability check she makes that doesn't already include her proficiency bonus.

Experienced Instincts: Her natural inclinations are frequently correct, helping her get to whatever goal she may have. She may ask the Gamemaster what her instincts tell her to do. The Gamemaster will give directions based on her instincts, which may not be entirely correct. Once she uses this feature, she may not use it again until she finishes a short or long rest.

Practical Knowledge: Her life experience has given her practical knowledge that she can apply to varied situations. When she uses her Practical Knowledge, she chooses which effect she creates. She may use her Practical Knowledge 3 times. She regains all expended uses after finishing a short or long rest.

➤ **Practical Knowledge: Tend Wounds:** Her knowledge in treating cuts and scrapes comes in handy. As an action, she may touch a creature and expend one use of Practical Knowledge to restore $2d8 + 6$ Plot Points. She may use this ability on constructs, as you know how to 'shore them up with a bit of duct tape.'

She can also use this feature to identify someone's physiological state and use this to her benefit when communicating with them. Instead of healing your target, she can expend a use of Practical Knowledge to gain advantage on the first Charisma based check she makes in conversation with them.

➤ **Practical Knowledge: Truth Bomb:** She can demoralise her opponents by pointing out the flaws in their thinking or the misguidedness of their feelings. As an action, she may expend one use of Practical Knowledge. All hostile creatures within 60 feet of her that can hear her must make a Wisdom saving throw against her Class Saving Throw DC or suffer emotional or logical damage equal to $2d10 + 3$ on a failed save, or half as much damage on a successful one. This Practical Knowledge can also be used outside of an Encounter when trying to convince someone of the truth, allowing her to reroll a failed ability check with advantage.

➤ **Practical Knowledge: Exploit Weakness:** She can put her knowledge of anatomy and physiology to use when analysing opponents. As an action, she can choose a target that has a biological component and expend one use of Practical Knowledge. For the next minute she, and any friendly allies that can hear her, have advantage on attacks against the target, and the target has disadvantage on any saving throws forced by her allies, as they exploit the weakness she has uncovered. Additionally, if the creature she is targeting has a specific weakness that might be pertinent the Gamemaster will inform her of one such weakness.

Pep Talk: During a short rest she can rally her allies' spirits with tales of how she overcame misfortune in the past. If she or any friendly creatures that can hear her pep talk spend one or more Plot Dice to regain Plot Points at the end of the short rest, each of those creatures regains extra 5 Plot Points.



Stalwart Archetype: Physician

Bedside Manner: She is a soothing presence and a helpful healer. During a short rest, she grant 5 temporary Plot Points to everyone, including herself. This is in addition to any Plot Points granted with the normal use of Pep Talk. Additionally, she gains advantage on the first ability check made as part of a conversation with a creature she has healed or is attempting to heal.

Cantrip Quips: Distracting shout, emotional argument, empathic argument, logical argument, magic trick, and parley.

Quip Bonus: +5

Class Saving Throw: DC 13

ACTIONS:

Distracting Shout Quip: Wis DC 13, 1d4 Emotional damage.

Emotional Argument Quip: Cha DC 13, 1d8 Emotional damage.

Empathic Argument Quip: Wis DC 13, 1d6 Emotional damage.

Logical Argument Quip: Int DC 13, 1d8 Logical damage.

Punch: *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 1 + 1 bludgeoning damage.

BACKGROUND

Birthplace: Heller City, Dorza V, 2435 CE

Emma Yvor is from Dorza IV's sister planet, Dorza V. She is the daughter of the imminent Xenobiologist in the sector, Dr. Avella Yvor. Dr. Yvor was employed by the Colonial Office on Sybin III so as a result, she spent a lot of her time away from home. At a young age, Emma was practically raised by nannies and servant robots on Dorza V. Once Emma reached her teens, she travelled with her mom from assignment to assignment, world to world. This was when she truly bonded with her mum (even if they clashed heads a few times here and there).

Emma breezed through school and was accepted at the Taveltazi Institute to study a Master's degree in xenobiology. The masters degree was followed with a PhD. and she became a doctor herself, just like her mum. Her mum expected Emma to come work for her, but Emma had other plans. She had started wondering about all of the things she missed out on while she was focused on her studies. She wanted to go out and enjoy life a bit before she commits to the rest of her life.

Emma horrified her mother when she set out on an interplanetary tour following her favourite bands. She told her mother that she needed time to find herself. Her mother thought Emma was being foolish in her decision. Dr. Yvor told her daughter that there is important work to be done and Emma is just wasting her time and potential career. Emma ignored her mother's concerns and went on an intergalactic tour following her favourite bands. She was having a great time until her mother cut her funds. At that point, she found herself stuck on Dorza IV in Valdor City. She hooked up with some like minded friends and joined an anarchist hacker collective known as In-SiDiOuS.

She was with her friends that night at Zante's Inferno nightclub when Zogan hacked the club's internal sensors for the hell of it and they saw what was really happening in the nightclub. Club-goers were being selected and

then operated on, converting them to cyberdrones. As it turns out, this sinister conversion of the youth had occurred on every planet that the Mondasian Blues Incursion played.

Ema is aware of Zogan's and Verch's feelings towards her. She loves them both but isn't interested in any commitment. She doesn't want to be tied down by a career or lover. She just wants to live in the moment a little while longer because she knows she will have to start taking responsibility for her future; just not yet.

PERSONALITY:

Motivation: Tourist.

Personality Trait: Ema wants to explore the universe. She has become fascinated with the band, Mondasian Blues Incursion. She has been following them on tour for most of the year now.

Ideals: Holiday. She has plenty of time to pursue her career as a xenobiologist. She has put her life on hold for a bit to enjoy travelling the Universe.

Bonds: Ema relies on her more experienced friends to show her around.

Flaws: She sometimes loses herself in the experience and becomes oblivious to the dangers.

Short Term Goal: Get Segen Gurgun's autograph. He is the lead singer of the Mondasian Blues Incursion.

Long Term Goal: To earn the credits to book passage to Sweed III (the Mondasian Blues Incursion's next stop on their intergalactic tour).

EQUIPMENT:

Datapad (Wondrous item, common)

Mobile phone

Multiple rings on her hands (the rings are only costume jewellery and not valuable)