

# FIELD MEDIC

## MAJOR CLASS

### LEVEL 1 FEATURES

**Frontline Medicine.** You're an expert in performing life-saving work under pressure. When you use the First Aid Action, you heal the target up to your total Knowledge score (instead of half).

**Medical Kit.** Over the course of your career, you curate a Medical Kit that carries your most vital supplies.

- Your kit has a number of charges equal to 2 + Your Character Level. These can be used to boost your healing abilities in combat and during downtime.
- You are able to refill your kit when you Rest, consolidating your remaining supplies, salvaging useful ingredients from your party's stores and surroundings, and redistributing what you have into readily available doses.
- Your Kit gains +1d6 charges when you complete a Day's/Night's Rest (up to its maximum), and is fully

### CLASS SKILLS

#### **Staunch & Sew (2+)**

Range: Touch

Use: Action

Activation Cost: 2+ Stamina

Tags: Healing

Remove 2d6 points of Common Damage (Slashing, Piercing, Bludgeoning) from one creature you can touch, in any combination.

**Upcast.** For every additional 2 Stamina spent on this ability, remove an additional 1d4 points of Common Damage.

**Use Supplies.** When you use this ability, you may expend any number of charges from your Medical Kit before you roll. For each charge expended this way, replace one die roll with its maximum possible result.

#### **Trauma Mitigation (3+)**

Range: Touch

Use: Action

Activation Cost: 3+ Stamina

Tags: Conditions, Healing

You touch one creature that is suffering from the Dazed, Stunned, Frightened, or Dissociated conditions. Remove 1d8 Rounds of those effects, in any combination of your choice.

**Upcast.** You may spend an additional 6 Stamina when you use this ability. If you do, roll (3d4+1) instead of 1d8.

#### **Stabilize (2, Supplies)**

Range: Touch

Use: Reaction

Activation Cost: 2 Stamina, 1d4 Supplies

Tags: Conditions, Healing

**This ability always costs Supplies.**

If an Incapacitated creature you can touch would be killed, you may use your Reaction to roll 1d4, spending that many charges from your Medical Kit to prevent it from dying (so long as you have the required number available). If the number rolled exceeds the number of charges you have to spend, this ability fizzles and no charges are expended, but your Reaction for the round is still spent.

If the creature would have died due to taking damage, reduce the damage until it is one point less than what would have killed it. If the creature would have died due to some other effect, prevent that effect.

In order for it to benefit from this ability, you must remain within touching distance of the creature until the start of your next turn, and you must not become Incapacitated, Grappled, or lose the ability to take Reactions during that time. If you do, the ability fails.

#### **Field Operation (DT)**

Range: Touch

Use: Downtime

Activation Cost: -

Tags: Affliction, Downtime, Healing

During the course of a Day's/Night's Rest, you can remove the negative effects of an Affliction on one creature. You choose the Affliction to treat. The Affliction still counts towards the creature's total Afflictions.

You may use this ability once and still gain the benefits of the Rest, or up to three times if you do not Rest. If you choose the latter, your Kit does not regain any charges at the Rest's end.

**Use Supplies.** You may use 1 charge from your Medical Kit to remove the Affliction entirely.

#### **Treat Mass Casualties (DT, Supplies)**

Range: Touch

Use: Downtime

Activation Cost: (Supplies)

Tags: Affliction, Downtime, Healing

**This ability always costs Supplies.**

During the course of a Day's/Night's Rest, you may attempt to remove the negative effects of an Affliction on one or multiple creatures. You choose the Afflictions to treat. The Afflictions still count towards those creature's total Afflictions.

This ability costs 2 charges from your Medical Kit for each Affliction you attempt to treat.

To treat an Affliction with this ability, make a Knowledge Check, target = (8+Creature's Current Total Afflictions). On a success, the Affliction's negative effects are suppressed. On a failure, the charges are consumed, and that Affliction cannot be treated again during this Rest. You may still use this ability to target other Afflictions.

You do not gain the benefits of a Rest when you use this ability, and you do not gain any charges for your Medical Kit when the Rest ends.

MARTIAL CLASS

PRIMARY STAT: FORTITUDE

SECONDARY STAT: KNOWLEDGE

TOUGHNESS: 4

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### SPECIALIZATIONS

#### Level 1

**Battle Medic.** Gain 1 Perk of your choice from the Defensive or Stamina categories. Then, gain the Small Weapons Training perk.

**Light Armor.** Gain the Light Armor Training Perk.

#### Level 2

##### Choose one:

- Increase **Stamina Regeneration** by 1.
- Choose a **Perk**.

#### Level 3

**Rescue Carry.** When you are carrying a willing (or incapacitated) creature that is your size or smaller, your Speed is reduced by 10ft., instead of halved.

**Trauma Kit.** When you use the First Aid Action, you may spend 1 charge from your Medical Kit to heal an additional 1d6 points of Common Damage.

#### Level 4

##### Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Choose a **Perk**.

#### Level 5

##### Choose one:

- Increase your **Fortitude** and **Knowledge** by 1.
- Increase your **Stamina Capacity** by 2.

#### Level 6

##### Choose TWO:

**Apothecary Training.** You may spend 1 charge from your Medical Kit and 10 minutes brewing a poison antidote. This antidote must be consumed within 1 hour to be effective. When consumed, it removes (1d6+your Knowledge score) Poison Counters from the creature that uses it.

This treatment is not effective against certain Assassin Poisons that specify an antidote in their description.

**Surgical Training.** When you use your Action remove Bleeding or Impale Counters from a creature (as described in "Treatment" in those conditions' descriptions), you roll 2d4 instead of 1d4. You never inflict additional damage while removing Impale Counters.

**Pharmacy Training.** Your Medical Kit gains 1d8 charges per Rest, instead of 1d6.

**Tactical Training.** So long as you are within 5ft. of a friendly creature, your Armor increases by 1.

**Elemental Treatments.** As an Action, you may consume 1 charge from your Medical Kit. Choose one of the following effects and apply it to a creature you can touch:

- Heal up to 12 Burning Damage, and remove up to 8 Ignite Counters.
- Catalyze the thawing of a Frozen creature. The Frozen condition ends at the start of its next turn.
- Completely remove the Stunned condition from a creature. It ignores the first 10 Shocking Damage it

would take until the start of its next turn.

- Halve the amount of Acid Damage the creature would take until the start of its next turn.

#### Level 7

##### Choose one:

- Increase the **Core Stat** of your choice by 1.
- Choose a **Perk**.

#### Level 8

##### Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Pick any unchosen specialization option from Levels 2, 4, 5, or 7.

#### Level 9

**Revive.** You may spend two Actions and 4 charges from your Medical Kit to save a creature you can touch from death.

- The target must be currently dead, you must be able to touch it for one minute, and it must not have been dead for longer than ten minutes, or this ability fails.
- If these conditions are met, the creature becomes Incapacitated instead of dead.

##### Then, choose one:

- Triage.** When you use the Stabilize skill, you consume 1 less charge from your Medical Kit (minimum 1).
- Improved Procedures.** When you Use Supplies with the Staunch & Sew, Field Operation, or Treat Mass Casualties skills, roll 1d12. On a 12, you complete the task without consuming any charges from your Medical Kit.

#### Level 10

##### Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Increase the **Core Stat** of your choice by 2.

#### Level 11

Pick any two unchosen specialization options from Levels 2, 4, 5, 7, 8, or 10.

#### Level 12

**Efficient Allocation.** Your Medical Kit gains an additional +1 charges after a Rest.

**Resuscitate.** You may expend two Actions to revive an Incapacitated creature that you can touch. A creature revived in this way is Incapacitated again if it takes any damage or suffers any Afflictions, unless it would otherwise die.

**Medical Standards.** Whenever you would heal damage from a creature, you may expend 1 charge from your Medical Kit to remove an additional 2d4 points of damage. You may spend multiple charges to repeat this effect.

#### Level 13

##### Choose one:

- Increase the **Core Stat** of your choice by 2, or any

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two stats by **1**.

Choose a **Perk**.

**Level 14**

**Choose one:**

- Increase your **Mana Regeneration** by **2**.
- Increase your **Stamina Regeneration** by **2**.
- Choose a **Perk**.

**Level 15**

**Esoteric Treatments.** You employ a combination of pharmacological, herbal, physiological, and psychological techniques to soothe the stranger effects you and your allies encounter.

As an Action, you may consume 1 charge from your Medical Kit. Then, choose one of the following effects and apply it to a creature you can touch:

- Heal up to 4d8 Psychic Damage. If the result is 16 or higher, also remove all Rounds of the Frightened condition.
- Heal up to 6d6 Eldritch Damage. If the result is 18 or higher, also remove all Rounds of the Dissociated Condition. If the result is 30 or higher, also remove the Eldritch Witness Affliction, if applicable.
- Apply an ointment that reduces the target's visual range to 60ft., but grants immunity to becoming Blinded or gaining the Permanent Blindness Affliction. Lasts for 1 day.
- Administer an invigorating cocktail of remedies that removes the Sapped condition at the start of the creature's next turn.

**Resourceful Repurposing.** Your Medical Kit gains an additional +2 charges after a Rest.

**Level 16**

**Choose one:**

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Increase the **Core Stat** of your choice by **2**.
- Choose a **Perk**.

**Level 17**

**Choose one:**

- Increase your **Stamina Capacity** by **3**.
- Choose a **Perk**.

**Level 18**

**Masterful Healer.**

- Whenever you would heal damage from a creature, you may automatically remove an additional 10 points of damage of any combination of types.
- If you would remove Counters from a creature, you may remove an additional 1d6 of the same Counter type.
- If you would remove Rounds of a Condition from a creature, you may remove an additional 1d4 Rounds from the same Condition.
- Whenever you use charges from your Medical Kit for any reason, you may use 1 less charge for that effect (to a minimum of 1).

**Level 19**

**Choose two:**

- Increase your **Fortitude** by **3**.
- Increase your **Knowledge** by **2**.
- Choose a **Perk**.

**Level 20**

**Choose two. You may select the same option twice:**

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Choose a **Perk**.
- Increase the **Core Stat** of your choice by **1**.
- Pick any unchosen specialization option from Levels 2, 4, 5, 7, 8, 10, 13, 14, 16, 17, or 19.