

COMBAT MEDIC

A CLASS OPTION

JACKSON LEWIS



COMBAT MEDIC

A HALF-ELF STANDS ON THE PARAPETS OF A CASTLE, taking a death breath of the dank air before lifting his hand to unleash a ghostly hand at the soldiers mounting the wall.

Nimble dodging a rushing wall of flame, a human slides on his knees to a stop before using a pouch full of equipment to bring his unconscious ally back from the brink of death.

A cackling gnome gleefully dashes between the legs of the encroaching human army, slashing tendon and throat alike.



OMBAT MEDICS OFTEN FIND THEMSELVES in the midst of battle, healing those who have fallen while dodging those who wish them ill. They rely on their knowledge of medicine and their ability to avoid attacks to form a crucial part of any band of adventurers. When they choose to selflessly put themselves in harm's way, a combat medic can bring an entire party back from the brink of death.

WISDOM AND BRAVERY

A dead doctor is no use to anyone, neither is a stupid one. Combat medics rely just as much on their wisdom as they do on their ability to laugh in the face of fear while they sidestep an arrow or shield a fallen comrade from a fireball. While many of them gladly take hits for any deserving creature, they know they are not invincible--sometimes you must wait to heal until the appropriate time. Thus they are paragons of bravery, prudence, and medical knowledge. Their hippocratic oath sometimes has undesired consequences--the obligation to save those who have tried to kill them and the constant impulse to put themselves in danger to save another's life.

FORGED IN FIRE

Most combat medics have experience in battle, for it is among the wounded and dead that they have forged the perfection of their craft. While many studied in great universities or at the side of masters, others learned their skills out of necessity: binding the wounds of those with whom they served. Some started as scholars, some as soldiers, but they have all done their time in the field of battle.

CREATING A COMBAT MEDIC

As you create your combat medic, consider what experiences called you to your craft. Did you watch a close friend die on the battlefield? Did you get drafted into the army after your studies? Were you a devoted acolyte, working in the temple of a God of Life? A medic's motivation for healing and protecting others will be the underlying influence in all your character's actions.

QUICK BUILD

To quickly make a combat medic, first make Wisdom your highest ability score, followed by Dexterity or Constitution. Second, choose either the sage, acolyte, or soldier background.

COMBAT MEDIC TABLE

Level	Proficiency Bonus	Features
1st	+2	Vital Strike, Without Borders
2nd	+2	Pertinent Medical Knowledge
3rd	+2	Medical Philosophy Choice
4th	+2	Ability Score Increase
5th	+3	Extra Attack
6th	+3	Performance Enhancers
7th	+3	Medical Philosophy Feature
8th	+3	Ability Score Increase
9th	+4	Battlefield Awareness
10th	+4	Refresher Course
11th	+4	Medical Philosophy Feature
12th	+4	Ability Score Improvement
13th	+5	Pinnacle of Health
14th	+5	Potion Master
15th	+5	Bloodletting
16th	+5	Ability Score Increase
17th	+6	Medical Philosophy Feature
18th	+6	Healing Surge
19th	+6	Ability Score Improvement
20th	+6	Veteran Practitioner

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per combat medic level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, hand crossbows, short swords, whips

Tools: healer's Kit, alchemy Kit

Saving Throws: Wisdom, Intelligence

Skills: Choose three from: Acrobatics, Athletics, Insight, Medicine, Nature, Perception, Religion, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor and shield
- (a) one simple weapon or (b) 2 daggers
- Light crossbow with 20 bolts
- Dungeoneer's pack

OPTIONAL RULE: FIREARM PROFICIENCY

The secrets of creating and operating gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in chapter 9 of the *Dungeon Master's Guide* and your combat medic has been exposed to the operation of such weapons, your character is proficient with them.

VITAL STRIKE

Starting at 1st level, your surgical knowledge allows you to strike with increased violence and potency. Once per turn, when you make an attack with a light, one-handed weapon, you can deal 1d6 extra damage with the attack. Additionally, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls with these weapons.

The amount of extra damage you deal increases to 2d6 at 5th level, 3d6 at 11th, and 4d6 at 17th level.



WITHOUT BORDERS

Also starting at 1st level, with your garnered medical experience, you've learned to expand your erudite horizons. You gain the following benefits:

- You know how to speak, read, and write one standard language of your choice
- You gain proficiency with either Arcana or Athletics
- You gain advantage on Wisdom (Medicine) checks

PERTINENT MEDICAL KNOWLEDGE

Starting at 2nd level, you learn to harness your medical knowledge to heal and bolster your allies. You gain a pool of d4s equal to your level in this class. As a bonus action while you are holding a healer's kit in one of your hands, you can perform a quick battlefield patch up of an ally within 5 feet of you, expending a number of d4s up to a maximum of half your level in this class. The creature regains hit points equal to the amount rolled on the dice.

You regain expended dice on a long rest.

MEDICAL PHILOSOPHY

Starting at 3rd level, you swear your medical oath that cements the philosophy you live and fight by: Speaker, Intensive Care, and Malpractice. This choice grants you features at 3rd, 7th, 11th, and 17th levels.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PERFORMANCE ENHANCERS

Starting at 6th level, you learn to use your Pertinent Medical Knowledge to better enhance your allies. When you use your pool of d4s, you can also confer one of the following benefits to the creature until the end of its next turn:

- Their speed increases by 10 feet
- They gain +1 AC if they are wearing armor, and +2 AC if they are not wearing armor
- They gain temporary hit points equal to half your Combat Medic Level.

You must finish a short rest before using this ability again.

BATTLEFIELD AWARENESS

Starting at 9th level, your trials and tribulations on the battlefield have taught you to keep your head on a swivel. As long as you are within 5 feet of a friendly creature and neither of you are incapacitated, you have advantage on Dexterity Saving throws and you cannot be surprised.

REFRESHER COURSE

Starting at 10th level, you learn to quickly refresh your knowledge while you take a breather. You can spend one minute in quiet study, concentrating on your books and diagrams as if concentrating on a spell. At the end of this minute, you regain 1 + Twice Your Wisdom Modifier (Minimum of 2) dice from your Pertinent Medical Knowledge feature. You must finish a long rest before using this ability again.

PINNACLE OF HEALTH

Starting at 13th level, you take your own medical knowledge to heart, granting you a physique envied by all. You are immune to poison and disease. Additionally, once per long rest, when you take a level of exhaustion, you can choose to not gain a level of exhaustion.

POTION MASTER

Starting at 14th level, you learn to deliver healing on the battlefield the best way you know how. Any rarity of potions of healing you possess gain the thrown (20/60 ft) property. Additionally, brewing health potions takes you half the time it normally would.

BLOODLETTING

Starting at 15th level, you combine your martial acumen and your medical intuition to deliver a rending strike to your enemies. When you use your Vital Strike feature to deal extra damage, you can force the creature to make a Constitution saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier). On a failure, they take the same amount of extra damage (this time necrotic) on their following turn. You must finish a short or long rest before using this ability again.

HEALING SURGE

Starting at 18th level, you learn to bolster your own health when you provide aid to an ally. Whenever you restore hit points to a friendly creature, you can use your reaction to roll a number of hit dice equal to your proficiency bonus, regaining hit points as if expending them on a short rest.

VETERAN PRACTITIONER

Starting at 20th level, your strength in body and mind has been fully realized. You gain the following benefits:

- If a creature fails the saving throw against your Bloodletting Feature, it is also paralyzed until the end of its next turn.
- The damage dice from your Vital Strike feature increase to d8s.
- You regain half your expended dice from your Pertinent Medical Knowledge feature on a short rest.

MEDICAL PHILOSOPHIES

SPEAKER PHILOSOPHY

It is the unfortunate and harrowing truth of wartime that casualties can and should be expected. It is the solemn duty of the combat medic to lessen those casualties anyway they can. Those who take up the Philosophy of the Speaker learn to commune with the dead, and lay them to rest. They often take on the appearance of the dead they advocate for: pallid skin and pale blue eyes.

GRAVEYARD WHISPERS

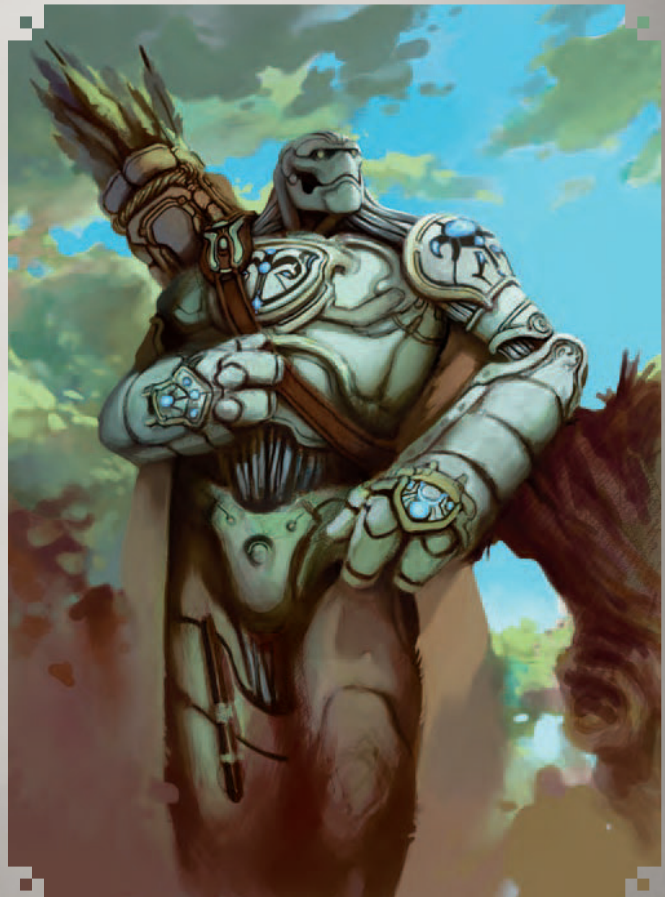
Starting at 3rd level, you learn to commune with the recently deceased to gain a tactical advantage in combat. When you make an attack roll or ability check, you can use a reaction to gain advantage on the roll. You can use this ability a number of times equal to your Wisdom modifier (minimum of 1), regaining spent uses on a long rest.

SPEAKER FOR THE DEAD

Starting at 7th level, you learn to fully commune with the recently deceased. Once per long rest, you can cast speak with dead as a ritual and without expending a spell slot.

GRASP OF THE GRAVE

Starting at 11th level, your time among the dead has led you to emulate their cold grasp. You learn the chill touch cantrip and can cast it as a bonus action using your Wisdom modifier as your spellcasting ability.



WARDEN OF THE DEAD

Starting at 17th level, your time among the dead has led to your aura becoming muddled and confusing to spellcasters. For the purposes of spells that target humanoids, you count as undead and vice versa. Additionally, you no longer need to sleep, although you must still take long rests in order to avoid exhaustion.

INTENSIVE CARE PHILOSOPHY

As the fireballs and ballista shots erupt around the fallen, it's up to the combat medic to patch them up and get them off the battlefield. Adrenaline courses through the veins of those who emulate the Intensive Care Philosophy, and it shows in the steady but quick craftsmanship of their sutures.

NERVES OF STEEL

Starting at 3rd level, your hardened nerves and calm composure allows you to quickly perform precise and complicated actions under pressure. You can take the Help or Dodge action as bonus actions.

HOPEFUL PRESENCE

Starting at 7th level, your very presence and resolve inspires hope in your allies. When you succeed on a saving throw to either resist or end an effect that is causing you to be charmed or frightened, every friendly creature within 30 feet of you that can see you can use their reaction to reroll a saving throw against a condition causing them to be charmed or frightened, ending the effect on a success.

DUCK AND COVER

In your experience performing life saving operations on the battlefield, you've learned to get the hell out of dodge when the situation calls for it. Starting at 11th level, when you use your Pertinent Medical Knowledge Feature, you gain the benefits of the Dash and Disengage actions as well.

WAKE THE DEAD

Starting at 17th level, your dedication to your craft has led you to literally breathe life into the recently deceased. As an action, you can touch a creature that has been dead for no longer than a number of rounds equal to your Wisdom modifier (minimum of 1). You can make a Wisdom (Medicine) check with the DC equaling the total number of hit dice that the creature possesses. On a successful check, the creature returns to life with 1 hitpoint, and gains 2 levels of exhaustion. You must finish a long rest before using this ability again.

MALPRACTICE PHILOSOPHY

In the many specialties that exist within the realm of the combat medic, there's one that could only be called a combat medic tangentially. Those that emulate the Philosophy of Malpractice have learned to not be bothered by life's simple things like hygiene and the Hippocratic Oath. Often, they focus more on the anatomical aspect of medicine and use that knowledge to deadly effect.

DO SOME HARM

Starting at 3rd level, you learn to leverage your extensive anatomical knowledge to strike at your foes' weakest points. When you use your Vital Strike feature to deal extra damage, you can also force your target to make a Dexterity saving throw (DC equaling 8 + your proficiency bonus + your Wisdom modifier). On a failure, the target suffers vulnerability from the next slashing or piercing damage it takes, or takes damage normally if it is resistant to slashing or piercing damage. You can use this ability a number of times equal to your Wisdom modifier (minimum of 1) regaining spent uses on a long rest.

SMOOTH TALKING

Starting at 7th level, you've learned how to harness your ability to wiggle out of uncomfortable conversations and topics, like how you don't have your medical degree, to better interact with the world. You gain a bonus to your Charisma (Deception) and Charisma (Persuasion) checks equal to your Wisdom modifier.

CLEAN CUT

Starting at 11th level, you learn to harness your deft ability to cut up cadavers and corpses in order to better harm your opponents. When you have advantage on an attack roll, you score a critical hit on a 19-20 on the d20.

YEAH, THAT'LL DO

Although your skills mainly revolve around the art of killing, you have still gathered enough acumen to be able to haphazardly operate on an ailing ally. Starting at 17th level, when you move through a space of a friendly creature that is unconscious as a result of dropping to 0 hit points, you can make a DC 10 Wisdom (Medicine) check (no action required). On a success, the creature is stabilized and grappled and you gain the benefits of the Dash action until the end of your turn. When you grapple a creature in this way you suffer no penalties to your movement speed. You must finish a long rest before using this ability again.



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