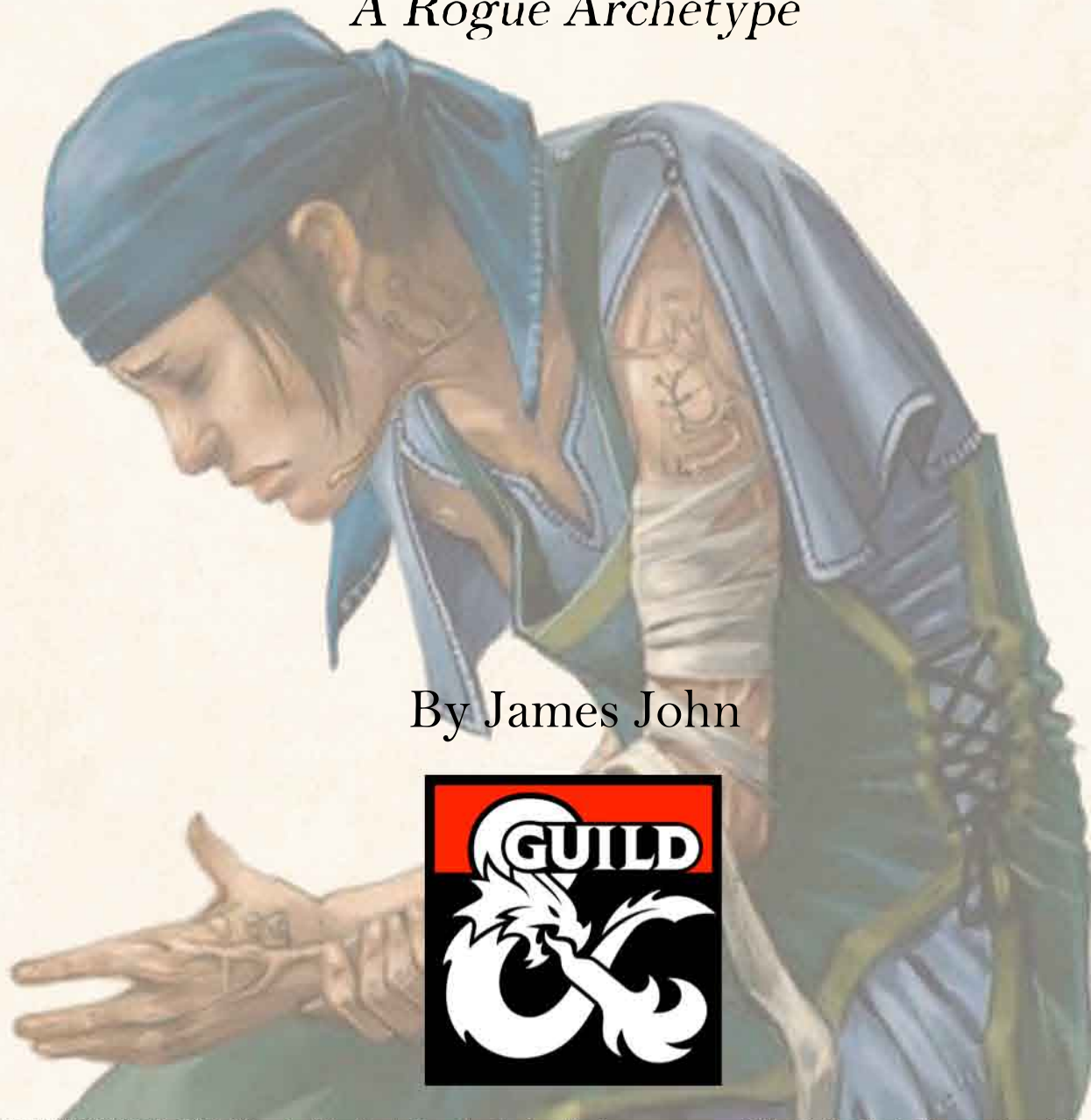


Corpsman

A Rogue Archetype



By James John



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ROGUISH ARCHETYPES

CORPSMAN

Most commonly seen as soldiers and first responders, your ability to get in and out of combat is key to moving around the battlefield or burning house to save your companions or creatures in danger. You have honed your skills as a medical professional to quickly cure wounds and heal your allies, at times moving them out of the way of danger. You have relied on your intelligence and wisdom to read the battlefield, or dangerous terrain, and make the best decisions

You rely on your intelligence as a trained medical professional to use the tools and natural resources of your surroundings instead of depending on magics or the necessities of arcane practitioners.

COMBAT MEDIC

Starting at 3rd level you are proficient with Healers kits, Herbalism kit and Medicine skill, if not proficient already, and can as an action use a medic kit to heal a creature equal to half of your sneak attack damage (rounded down) once per short rest.

EMERGENCY MANEUVER

Starting at 3rd level, you can use your bonus action to pick up a friendly/unconscious creature and move

ACTION ECONOMY

Example of emergency maneuver:

bonus action: grapple or pickup a friendly or unconscious creature.

Action: pulling creature with you (30ft.).

Movement: can use your full movement without any disadvantage or negative effects unless otherwise stated by the DM.

On the following turn you can use your action to heal the creature, while maintaining the grapple and continue to move the creature with

MANEUVERING ASSIST

Starting at 9th level you can as a reaction use your uncanny dodge to give this feature to a creature that is within 5 feet of you and move them 5 feet in an adjacent free space of that creature without provoking opportunity attacks.

PHYSICIAN

At 9th level, your combat medic feature has improved and can as an action, in addition to healing, remove the poison condition, set broken bones, or remove the disease condition. Your healing prowess now allows you to re-raise a characters max hit points, if they are suffering from necrotic damage that would lower their max hitpoints, the amount you heal them with your healer's kit but not over their original max hit-

EMERGENCY FIELD CARE

Starting at 13th level, you have honed your medical training to help resuscitate fallen allies, you can use your action on a creature within 5ft of you to give advantage to that creature making death saving throws, additionally if all saving throws are made by the creature it can raise back up with hit points equal to your Corpsman level. You cannot use this feature on that creature again until it takes a long rest.

You can also use this feature on a creature that has been dead no longer than 1 minute, and did not die of old age, to re-roll their death saving throws (without advantage). If this creature succeeds its death saving throws it can raise back up with a penalty of -3 to the creatures Strength, Dexterity, and Constitution core stats. They will regain +1 to each of the core stats per long rest. If this feature would cause the creatures Constitution, Strength or Dexterity to drop to 0 after performing this action, then the creature dies.

DEATHS BANE

Starting at 17th level, you have become a master of your craft keeping deaths grip at bay and learned the secrets that keeps our life force within us all. Your time around the sick and infirmed has given your body natural curative properties, you are now immune to disease and poisoned condition, and have resistance to poison damage.

Additionally your Combat Medic Feature becomes a bonus action instead of taking an action.

CONTACT INFO:

James John

Email: Plaewud@gmail.com

Twitter: @DMJJ14

Instagram: @gravityfail87

Facebook: www.facebook.com/plaewud/

COPRSMAN NPCs

Here are two Corpsman builds for your game play. A Corpsman can be found near any natural disaster, or emergency situation. I suggest throwing them in at a burning house, or as part of a search and rescue team to help the PCs get in or out of a situation.

Most Corpsman are lawful good, since they work as part of an organization created to help people. Yes they have the abilities to steal and murder, but they prize the lives of others over becoming a detriment to their community. One of the worst things that can happen to a Corpsman, is becoming useless or a drain on the community they serve.

CORPSMAN

Medium humanoid (any), unaligned

Armor Class 13 (Leather Armor)

Hit Points 33(4d8+13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	12(+1)	10(+0)	10(+0)

Saving Throws Dexterity +5,
Skills Acrobatics +5, Athletics +4, Perception +4, Medicine +4
Senses Passive perception 14
Languages Common, and any one language
Challenge 1 (200xp)

Uncanny Dodge When a corpsman can see an attack that hits them, they can use their reaction to half the damage of that attack.

Cunning Action can use a bonus action to use the Dash, Disengage, or Hide action.

Emergency Maneuver A corpsman can pick up a body as a bonus action, and does not impose disadvantage or slow the corpsman.

Actions

Dagger: Melee Weapon Attack: +5 to hit, 5ft. reach, one target. 5(1d4+3).

Sneak Attack: once per turn, if the a Corpsman has advantage on a strike or there is an other enemy to the creature you are attacking, then deal an extra 9(3d6) of damage.

Combat Medic (3/day): as an action the corpsman can use their healing kit to heal a creature 1d6 points.

SENIOR CORPSMAN

Medium humanoid (any), unaligned

Armor Class 14 (Studded Leather Armor)

Hit Points 33(4d8+13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	13(+1)	12(+1)	10(+0)

Saving Throws Dexterity +7, Intelligence +5
Skills Acrobatics +7, Athletics +6, Perception +9, Medicine +8
Senses Passive perception 19
Languages Common, and any one language
Challenge 4 (200xp)

Uncanny Dodge When a corpsman can see an attack that hits them, they can use their reaction to half the damage of that attack.

Cunning Action can use a bonus action to use the Dash, Disengage, or Hide action.

Emergency Maneuver A corpsman can pick up a body as a bonus action, and does not impose disadvantage or slow the corpsman.

Physician The corpsman can use their combat medic feature to heal the poison, disease condition and set broken bones.

Maneuvering Assist, the Corpsman can use their uncanny dodge feature on a creature that is within 5 ft. of them.

Evasion When the corpsman makes a dexterity saving throw, on a successful save they take no damage, on a fail they take half damage.

Actions

Dagger: Melee Weapon Attack: +5 to hit, 5ft. reach, one target. 5(1d4+3).

Sneak Attack: once per turn, if the a Corpsman has advantage on a strike or there is an other enemy to the creature you are attacking, then deal an extra 9(3d6) of damage.

Combat Medic (3/day): as an action the corpsman can use their healing kit to heal a creature 2d6 points.