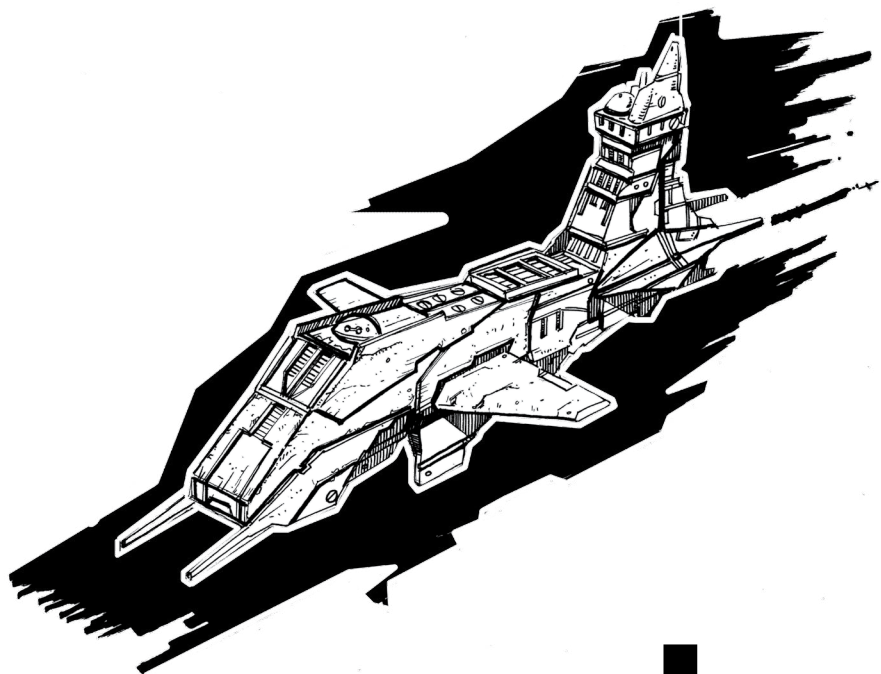


WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

PDF SUPPLEMENT



combat medic character class

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WHITE BOX SCIENCE FICTION ROLEPLAYING



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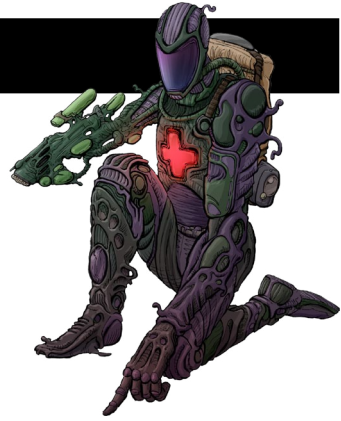


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COMBAT MEDIC

Whether they're called corpsmen, "whiskeys" or simply just "Doc," a **Combat Medic** often means the difference between life and death on the battlefield. Battle-hardened and skilled in the art of war as well as healing, the **Combat Medic** serves as a lifeline to soldiers and mercenaries when the bloodshed begins. Their skills earn them a place of honor and respect among their comrades and as their understanding of medical technology grows, they become more than armed first aid kits with many becoming skilled field surgeons able to even perform complex cybernetic surgery.



Combat Medics fight in the front lines of battle next to their heavily armed allies, offering support and aid by patching wounds and treating laser burns. They are highly valued by anyone who chooses to face the dangers that lay hidden on the edge of the galaxy.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2,000	2	+0	14
3	4,000	3	+1	13
4	8,000	3+1	+1	12
5	16,000	4	+2	11
6	32,000	5	+3	10
7	64,000	6	+3	9
8	128,000	6+1	+4	8
9	256,000	7	+4	7
10	512,000	8	+5	6

TABLE 1: Combat Medic Advancement

HOUSE RULE: HEALING POISONS AND DISEASE

With the *Referee's* permission a *Combat Medic* can attempt to use a Med Kit to cure a character from a debilitating condition, such as being poisoned or suffering from a disease. The *Combat Medic* must spend one *round* and expend a Med Kit to do so. Using a Med Kit in this fashion restores no *Hit Points*, but does entitle the target of this ability a new *Saving Throw* to resist or overcome the negative condition with a +2 bonus.

COMBAT MEDIC CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Combat Medics* may wield any weapon in combat. They can wear Light or Medium Armor and make use of both Physical and Energy shields.

MED KIT SPECIALIST: When a *Combat Medic* binds wounds (see *White Star: White Box Science Fiction Roleplaying* page 47) he heals an additional number of extra *Hit Points* equal to his Level. This bonus applies whether using a Med Kit or not. A *Combat Medic* may bind wounds at any time, though they must still wait until combat is over if they wish to use a Med Kit. They may only bind wounds once per character during a battle.

SAVING THROW: *Combat Medics* receive a +2 bonus to all *Saving Throws* to resist the effects of *environmental hazards* and *death*.

XP BONUS FOR WISDOM: *Combat Medics* with a *Wisdom* of 13 or 14 receive a 5% *Experience Bonus*, and those with 15 or higher get 10%.

BACK FROM THE BRINK (3rd): Upon reaching 3rd Level the *Combat Medic* (or *Medical Robots* of 2nd Level) is able to revive a character who has been reduced to zero (0) *Hit Points* within 1d6-3 *rounds* (minimum 1 *round*). By using a Trauma Pack and a Med Kit together, the *Combat Medic* brings the character to one (1) *Hit Point*, although they will remain unconscious for 1d6 hours, during which time no other mundane healing will be effective. Once the healed character wakes up, they must make a *Saving Throw*, which if successful results in no permanent injury from their brush with death. See *Table 2: Permanent Injury Results* below to determine the effects of permanent injury from a failure. In some cases, these injuries can be compensated for with cybernetic enhancements.

ROLL (1d6)	PERMANENT INJURY	EFFECT
1	Lose an eye	-2 on all ranged To-Hit rolls
2	Permanent Limp	-3 to Movement
3	Mangled Arm	-2 on all To-Hit rolls made with a two-handed weapon
4	Shell Shocked	Reduce Wisdom by 1 point
5	Mangled or Lost Hand	Character cannot use two-handed weapons
6	Combat Paralysis	Character becomes paralyzed with fear when entering battle and must make a Saving Throw during the first round of combat or spend the first 1d6 rounds cowering in fear, unable to attack or act other than moving.

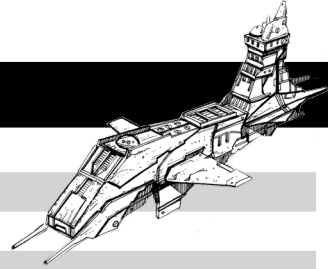
TABLE 2: Permanent Injury Results

CYBERNETIC SURGEON (7th): Beginning at 7th Level, the **Combat Medic's** (or **Medical Robot** of 4th Level) knowledge of medicine is extensive enough to go beyond the battlefield. They are capable of performing cybernetic surgery on other characters, providing they have the proper resources. They may only use this ability a maximum of three (3) times on another character that can use cybernetics. Any cybernetic augmentations they apply to another character do not count against that character's normal limit of maximum number of implants, if the **Limiting Cybernetics House Rule** is used.

technology

EMERGENCY MEDICAL TRANSPORT

ARMOR CLASS	6 [13]
HIT POINTS	60
SHIELD STRENGTH	0
MOVEMENT	9
TARGETING	+0
ATTACK	Light Laser Cannon (2d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive, Medical Bay



Built upon the frame of a *Light Freighter*, the *Emergency Medical Transport* is designed to bring medical assistance to the far reaches of the stars. Lightly armed and armored, it is not designed for combat and has little cargo space. Instead, these resources are allocated to establishing a medical bay which save lives when every second counts. More heavily armed and armored variations on these types of vessels are used for combat missions, and are equipped with shields, stronger laser cannons, and reinforced hull plating to help protect them when entering and exiting war zones.

STARSHIP MODIFICATIONS

MEDICAL BAY: This modification takes up a large portion of a ship's cargo area and cannot be installed on smaller vessels such as *Stunt Fighters*. It includes medical vats, observation chambers, and surgery facilities. Starships with a Medical Bay can treat up to six (6) individuals at the same time for each purchase/expansion. Medical Bays are considered to have the same equivalent resources in Med Kits and Trauma Packs while shipboard facilities are being used. At the *Referee's* discretion, Medical Bays allow the replenishing of Med Kits and Trauma Packs at half the normal cost of each. This **Modification** may be purchased more than once. **Base Cost: 50 credits**

EQUIPMENT

TRAUMA PACK: This advanced package of medical supplies includes stabilizers, stim patches, and other advanced medical technology. It can be used by **Combat Medics** to help save the life of a dying character. This is a one-use item and is expended when used. Any character other than a **Combat Medic** of at least 3rd Level or **Medical Robot** of at least 2nd Level who attempts to use a Trauma Pack runs a greater risk of inflicting serious harm on the person they are attempting to save; in these cases, the character receiving the Trauma Pack suffers a -5 penalty to their **Saving Throw** to avoid permanent injury. **Weight: 5lbs. Cost: 50 credits**



HOUSE RULE: MEDICAL MODEL ROBOTS

With the *Referee's* permission, players who select the *Robot* class may choose the *Medical* model instead of *Combat*, *Diplomacy*, or *Mechanical*. *Medical Robots* gain access to *Combat Medic* class abilities at Levels different from that class.

CLASS ABILITY	COMBAT MEDIC LEVEL	MEDICAL ROBOT LEVEL
<i>Med Kit Specialist</i>	1st	1st
<i>Back From The Brink</i>	3rd	2nd
<i>Cybernetic Surgeon</i>	7th	4th

TABLE 3: Medical Robot Class Abilities Advancement

Medical Robots are forbidden attacking others under any circumstances, even in self defense, due their programming. They will actively enter a combat zone to aid an injured individual, directly placing themselves in danger.

Non-player Medical Robots can be purchased for **500 x Level credits** up to a maximum of 4th Level.



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