

FIELD MEDIC MINOR 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 (BASE COST ×2)

Staunch & Sew (4+)

() **Specialized** (halve all *Stamina Costs*)

Range: Touch

Use: Action

Activation Cost: 4+ *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 4 *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 (6+)

() **Specialized** (halve all *Stamina Costs*)

Range: Touch

Use: Action

Activation Cost: 6+ *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 12 *Stamina* when you use this ability. If you do, roll (3d4+1) instead of 1d8.

Stabilize (4, Supplies)

() **Specialized** (halve all *Stamina Costs*)

Range: Touch

Use: Reaction

Activation Cost: 4 *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)

(No Effect by Specializing)

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)

(No Effect by Specializing)

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.