
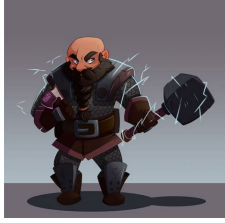


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### FIGHTER ARCHETYPE: FIELD MEDIC

Field medics are often among the most selfless and respected members of military, bearing great peril and danger to tend to their charges, or evacuate them to where they might be better helped. Devoted and undaunted by the prospect of their duties, these healers operate with great skill under the duress and chaos of battlefield conditions. Beyond their obvious capability as healers, the most capable among them can employ their knowledge of anatomy and medicine to bolster their likewise notable capacity to inflict harm.

#### FIELD MEDICINE

When you choose this archetype at 2nd level, you are initiated into the fundamentals of battlefield medicine.

Training or serving a healer's kit costs you no action.

As an action or bonus action, you can stabilize a creature you can see that's within 5 feet of you, or spend one use of a healer's kit to allow it to spend Hit Dice up to your Wisdom modifier (maximum 10, or though it finished a short rest. If it does, it can't spend Hit Dice in this way again for 1 minute. The target regains extra hit points equal to half your Fighter level (rounded up) for each Hit Dice spent in this way. Further, you gain proficiency in the Medicine skill if you don't already have it.

#### INTENSIVE CARE

At 7th level, your studies progress, allowing for more sophisticated treatments. You double your proficiency bonus for the Medicine skill and gain the following abilities:

**Conscience.** At the end of a short or long rest, you can create a healer's kit by harvesting nearby flora and fauna, if any are available, and treat up to five resting creatures. Each target adds half your Medicine skill modifier to hit points regained when spending Hit Dice at the end of their rest and to any Constitution saving throws it makes them.

**Field Surgery.** Whenever a creature spends Hit Dice with your Field Medicine feature, you can choose to refund those Hit Dice and have the target regain extra hit points equal to your Medicine skill modifier. If you do, you can't do so again until you complete a short or long rest.

#### SWIFT RESUSCITATION

At 10th level, with a physician's skill, you learn how to forcibly wrench the recently dead back into their mortal coil.

As an action, you can spend one use of a healer's kit to make a DC 25 Wisdom (Medicine) check targeting a dead creature you can see that's within 5 feet of you. On a success, the target returns to life with 1 hit point if it's not an undead or construct, dead within the past minute, and didn't die from old age. The target can't be revived in this way again until it completes a short or long rest.

#### CREDITS

Art by Yang Mauch  
Draw by Stormchick

#### ANATOMICAL STUDIES

At 15th level, you can assess a foe's anatomy with great insight and precision, identifying key points of weakness.

As an action, you can make a Wisdom (Medicine) check targeting a creature you can see with a DC equal to 10 plus the target's distance from you in feet. If you succeed on this check, you know whether the target has at least half of its maximum hit points, if it's affected by any diseases or poisons, and any damage vulnerabilities, immunities and resistances it has.

Further, until the end of your next turn, your weapon attacks against the target deal extra damage equal to your Medicine skill modifier.

#### DOCTORATE OF BATTLE

At 18th level, your talents at life saving ritage and medicine become legendary. You gain the following benefits.

**Field Surgery.** You can now use your Swift Resuscitation feature as a bonus action. You can now use your Field Surgery feature twice between rests.

**Onset of Prevention.** Your Conscience feature grants up to two of its targets advantage on Constitution saving throws or resistance to poison and necrotic damage for 1 hour (you choose for each target).

**Power of Care.** A creature revived by your Swift Resuscitation feature regains hit points equal to that feature's Wisdom (Medicine) check result plus your Fighter level.

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