

FIGHTER

MARTIAL ARCHETYPE

At 3rd level, a fighter gains the Martial Archetype feature. Here is a playtest option for that feature: the Combat Medic.

COMBAT MEDIC

Combat Medics are veterans of the battlefield, accustomed to the carnage and bloodshed of war. Combat Medics have learned how to save themselves and those around them from even the most grievous of injuries, and to protect those under their care from potential ones.

These expert fighters know when to attack, and when to retreat to care for the wounded. They've learned to scavenge for herbal remedies in even the most remote environments. Compelled by those they failed to save in the past, many of these fighters leave their lives of comfort to adventure where they are needed most.

COMBAT MEDIC FEATURES

Fighter Level	Feature
3rd	Bonus Proficiency, Combat Medic's Equipment, Healer
7th	Protective Maneuvers
10th	Veteran Medic
15th	Preventative Medicine
18th	Anatomical Precision

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Medicine, Survival, Insight, Persuasion.

COMBAT MEDIC'S EQUIPMENT

At 3rd level, you gain access to an empty *Healer's Kit*. This kit is a leather pouch containing bandages, salves, and splints. The kit has up to ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Your kit starts with 0 uses. Whenever you rest, you can choose make a survival check to scavenge for more supplies (DC15). If you succeed during a Short Rest, your kit gains 1 use. If you succeed during a Long Rest, your kit gains 1d4 uses.

HEALER

At 3rd level, you gain the *Healer* feat. You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from feat again until it finishes a short or long rest.

PROTECTIVE MANEUVERS

At 7th level, you learn to fend off strikes directed at you or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

VETERAN MEDIC

At 10th level, you learn to deal with injuries swiftly in the heat of battle. You gain the following benefits:

- As a bonus action, you can spend one use of a healer's kit to tend to a creature and restore 1d4 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from feat again until it finishes a short or long rest.
- You gain the cantrip *Spare the Dying*.

PREVENTATIVE MEDICINE

At 15th level, you learn to use your Healer's Kit to better prepare you and your allies for battle. You gain the following benefits:

- As a bonus action, you can spend two uses of a healer's kit to give 1d6 + 4 temporary hitpoints to a target until their next short or long rest.
- As an action, you can spend four uses of a healer's kit to give a target resistance to one type of damage until their next short or long rest.

ANATOMICAL PRECISION

At 18th level, you learn to use your medical knowledge to assess how best to injure your target. Once per Short Rest, when attacking a humanoid creature, you can choose to use *Anatomical Precision*. Make a medicine check of DC equal to the target's constitution. If you succeed, you gain advantage on your attack.

