



DOCTOR

A dwarf covered in dirt looks down in annoyance as he stitches up an arm after an avoidable mining accident, his supplies for the day already running low.

Sliding a razor-sharp blade along the beast's back an elf expertly severs its spinal cord, slaying the creature while preserving its organs for experimentation.

The sharp claws of a dragonborn swipe downward, removing the infected limb of a fellow adventurer before the poison can spread, a burning torch already prepared to cauterize the wound.

Doctors are the healers of the common man, working tirelessly in places the gods have overlooked. Though they lack the magical abilities of other healers their results are no less effective. Whether it's saving a life or ending a life, a doctor utilizes their hard-earned knowledge to achieve their goals; no matter what they are.

KNOWLEDGE IS POWER

Doctors aren't born, they are made. It takes years of study and practice to gain the skills required to be a competent healer, and even then, there is always more to learn. Everything from long lost scrolls to dusty tomes might hold a new secret to preserving life, and it is their responsibility to discover it. It isn't uncommon for a doctor to spend their down time seeking out the nearest library, only to be dragged away days later by the party in order to move on with their adventure.



THE DOCTOR

Level	Proficiency Bonus	Features
1st	+2	Oath Benefit, Medical Training, Doctor's Bag, First Aid
2nd	+2	Second Opinion
3rd	+2	Doctor Profession feature
4th	+2	Ability Score Improvement
5th	+3	Patch Up, Diagnosis
6th	+3	Paramedic, Vaccination
7th	+3	Doctor Profession feature
8th	+3	Ability Score Improvement
9th	+4	Expert Treatment
10th	+4	Reanimation
11th	+4	Doctor Profession feature
12th	+4	Ability Score Improvement
13th	+5	Experienced Healer
14th	+5	Sedate
15th	+5	Doctor Profession feature
16th	+5	Ability Score Improvement
17th	+6	Practiced Hands
18th	+6	Doctor Profession feature
19th	+6	Ability Score Improvement
20th	+6	Experimental Procedure

HARD EARNED HEALING

Unlike many who can heal simply by calling on the powers that be, Doctors must make do with intelligence, skill, and hard work. Not only that, but healing without magic is far less convenient. Every sedative and healing salve a doctor uses was hand crafted by them. They spend most evenings boiling bandages and refilling syringes, all while trying to get the blood out of their clothes. It can be a hard life, but luckily a doctor's skills are always in high demand.

CREATING A DOCTOR

When making a doctor your first thoughts should be towards your practice. Did you own your own clinic where injured townspeople gathered? Perhaps you sold experimental potions out of your bag to travelers in need along on the road? Or maybe you spent your days in the back of a tavern, stitching up the wounds of thieves and cutthroats who paid well for your discretion.

Have you become an adventurer by choice, seeking to protect those who put their lives on the line for the greater good? Or were you run out of town for selling orc blood as healing potions, and found yourself with other outcasts? Regardless, wherever you go a healer is almost always welcome.

QUICK BUILD

You can make a Doctor quickly by following these suggestions. First, put your highest ability score into Intelligence, followed by Dexterity. Second, choose the sage background.

CLASS FEATURES

As a doctor, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per doctor level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per doctor level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: All simple weapons, hand crossbows

Tools: Alchemy kit, herbalism kit

Saving Throws: Intelligence, Constitution

Skills: Medicine and choose two from History, Insight, Investigation, Perception, and Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- two simple weapons
- a hand crossbow and 20 bolts
- (a) scholar's pack or (b) a diplomat's pack

TOOLS OF THE TRADE

A doctor has a number of unique items that they use in their practice. Small hammers for breaking bones, saws for removing limbs, scalpels, and other sharp blades. An experienced doctor has learned to turn these tools of healing into deadly weapons.

If you wish to use these as weapons ask your DM to help you determine their stats.

OATH

When you completed your medical training, you adopted an oath to solidify your resolve towards the healing arts. At 1st level choose one of the following options.

"To Do No Harm." The doctor heals for the maximum amount an ability allows as long as they have not harmed a living creature that day.

"For the Greater Good." The doctor gains proficiency in Persuasion and Deception, having learned what to say to stop unnecessary questions.

"The Natural Way is the Only Way" The doctor gains proficiency in Nature and Survival, preferring to utilize natural ingredients and treatments.

Ability Save DC = 8 + your proficiency bonus + your intelligence modifier

MEDICAL TRAINING

Due to your meticulous study into the healing arts you can use your Intelligence modifier instead of your Wisdom modifier for Medicine checks. In addition your proficiency bonus is doubled for any Medicine checks that you make.

DOCTOR'S BAG

Beginning at 1st level you gain access to a number of special supplies due to your medical training. These supplies include things like bandages, syringes, medicinal powders, and healing salves. You keep these in a storage container of your choice such as a bag, a series of pouches, or even a trunk.

As long as you have access to your Doctor's Bag you may use an action to stabilize a creature that has 0 hit points, without needing to make a Medicine check.



FIRST AID

Beginning at 1st level you can apply basic first aid to an adjacent creature you can touch. As a bonus action you heal the target for 1d4 hit points. This increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

You can use this feature a number of times equal to your Intelligence modifier + 1. You regain any expended uses when you finish a Short Rest.

SECOND OPINION

Once you have reached 2nd level you have become accustomed not only to combat, but to coordinating with other healers. Whenever an ally within 20ft of you uses a healing ability, spell, or item, you can use your reaction to increase the amount healed to a single target by half, rounded up. Your ally must be able to see or hear you.

DOCTOR PROFESSION

At 3rd level, you choose a profession that you focus on: Surgeon, Combat Medic, or Pharmacist. Each is detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

PATCH UP

By 5th level you have learned that there is always another fight around the corner, and it's best to be ready for it. Select up to 6 willing creatures that you can touch. You spend the next 10 minutes quickly stitching up any open wounds and applying painkillers where needed, whatever it takes to get them to the next battle. This cures them of any non-magical ailments and restores a number of hit points equal to half of their maximum rounded up.

You can use this feature a number of times equal to your Intelligence modifier divided by two (a minimum of once). You regain any expended uses when you finish a Long Rest.

DIAGNOSIS

By 5th level you have learned to treat hostile scenarios as just another day at the office. As an action you study a living creature and gain vital insight towards its physical state.

You learn one of the targets following statistics: Damage Vulnerabilities, Damage Resistances, Damage Immunities, Highest Saving Throw, Lowest Saving Throw, or whether or not the creature is below half its health.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a Short Rest.

PARAMEDIC

When you have reached 6th level you have become experienced at reaching the injured without taking damage. When you use your action to disengage you may also double your movement speed until the end of your turn.



VACCINATION

At 6th level you have spent countless hours attempting to aid those suffering from disease and have developed a number of treatments. As an action you can cure a target of a single disease afflicting them. Alternatively, you can inoculate a target against disease for the next 24 hours.

In addition, due to exposure from numerous patients the doctor gains immunity to all disease.

VITALITY BOOST

Upon reaching 9th level you have become an expert at healing at a moment's notice. As an bonus action you can heal an adjacent creature you can touch for 4d6 hit points. This increases by 2d6 when you reach 15th level (6d6)

You can use this feature a number of times equal to your Intelligence modifier + 1. You regain any expended uses when you finish a Short Rest.

REANIMATION

Once you have reached your 10th level you have seen enough life and death that the lines between the two have started to blur. As an action you inject a special serum into a creature that has died within the last ten minutes, and are able to instantly return them to a living state. The creature returns to life with 1 hit point.

This ability can't return to life a creature that has died of old age, nor can it restore any missing body parts.

EXPERIENCED HEALER

At 13th level you are unlikely to fail at common medical tasks. Whenever you make a Medicine check you can treat a d20 roll of 9 or lower as a 10.

SEDATE

By 17th level you have managed to create sedatives using standard supplies. As an action you can inject a willing creature with a sedative that will cause them to go unconscious for 1d4 hours.

You can also attempt to inject an unwilling creature for the same effect. An unwilling target must be below one quarter of its maximum hit points for this ability to take effect. They must then succeed a Constitution saving throw or immediately fall unconscious for 1d4 hours.

PRACTICED HANDS

By 17th level you have performed the same procedures countless times. Whenever you use a healing ability, item, or other effect that involves a die roll you can add an additional healing die of the same type to the end result, even if the result would otherwise be maximized.

EXPERIMENTAL PROCEDURE

At 20th level you recognize that the limitations of the mortal body are simply defects waiting to be corrected.

You target a specific stat; Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma and attempt to improve it. This may involve replacing organs, changing appearance, or altering brain chemistry.

To be successful you must succeed on a DC25 Medicine check or the procedure fails. On a success the target gains a permanent +1 bonus to the targeted ability score. You may not attempt this procedure on the same target more than 3 times, regardless of success or failure.

Due to your skills a failure does not inflict any negative effects on the target, but the target receives no benefits.

The procedure takes eight hours from start to finish, and cannot be paused or interrupted. The targeted creature takes five days to recover, and remains incapacitated.



PROFESSION

While all doctors share similar knowledge, they utilize that knowledge in different ways. Your choice of profession reflects not only your priority as a healer, but the way you make a living.

SURGEON

The surgeon fully dedicates themselves to the healing of others, taking their study of medicine to the limits of accepted medicine, and beyond. Not everyone understands their brilliance, to the point where it is often more practical to keep their more advanced experiments a secret.



EXPERT PRACTICE

At 3rd level you can now add your intelligence modifier to the result of any healing ability you perform.

SURGERY

When you reach 7th level you have gained the confidence to delve deeper into the bodies of your patients. You operate on an injured subject, curing them of any ailments, both mundane and magical. The target regains a number of hit points equal to their maximum. Any hit points the target gains over their maximum become temporary hit points. This takes 2 full hours from start to finish.

TRANSPLANT

By 11th level you have begun experimenting with new methods to improve life. You attempt to transplant an organ from one creature to another in order to provide a benefit. The organ must be from a creature that is either living or has died within the last 24 hours. Examples of this can be the eyes of a person with darkvision, or the stomach of a creature immune to poison. You can also replace a limb with one from a similar creature.

This process takes 2 hours from start to finish and takes 2 days to recover from. To be successful you must pass a Medicine check using the chart below, your DM determines the difficulty of the operation.

Difficulty	DC	Example
Simple	DC15	Human Leg
Moderate	DC20	Elf Eyes
Complex	DC25	Dragon Stomach
Insane	DC30	Beholder Stalk

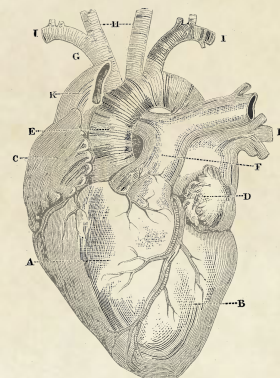
BEDSIDE MANNER

By 15th level you have discovered a number of easy steps to maximize the recovery of an injured individual. When your party takes a short rest whenever they expend a hit die they automatically recover the maximum it allows.

SERVANT OF FLESH

At 18th level you have reached the apex of the medical profession and have found a way to create life rather than just preserve it. You now have the ability to create a Flesh Golem from the bodies of the recently deceased. To do this requires three bodies that have died within the last 10 days and you must work without interruption, resting no more than 8 hours per day, for 30 days.

The golem appears as a normal humanoid and requires a perception check DC17 to determine its true nature. The golem cannot talk but understands you and follows your instructions. Ask your DM for the creature's stats.



COMBAT MEDIC

Preventing damage can be just as useful as repairing it, and no one understands this better than the combat medic. They aren't meant to be stuck in a clinic, they do their best work when on the battlefield. While still an expert healer they focus just as much on how to hurt as how to heal.

SURGICAL STRIKE

When you choose this Profession at 3rd level you utilize your knowledge of anatomy when making your attacks. You now add your Intelligence modifier to your attack rolls in addition to all other bonuses.

EXTRA ATTACK

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SURVIVAL TACTICS

At 11th level you gain one of the following features.

Mild Mannered. Any creature who targets you with an attack or harmful spell must first make a Wisdom saving throw or choose a new target. If you make an attack, or deal damage to another creature, this ability ends.

Frantic Strike. When surrounded by foes you lash out wildly. You can use your action to make a basic melee attack roll against any number of creatures within 5 feet of you, with a separate attack roll for each.

Flash Flask. As a bonus action you throw a pre-prepared flask to the ground, the volatile mixture exploding in a flash of light. Any attacks made against you until the start of your next turn are made at disadvantage. You cannot do this again until your next short rest.

DISABLE ORGAN

By your 15th level you have begun to recognize the weak points common in many creatures. You attempt to make a precise strike against an enemy in order to weaken it. Choose an effect below and make a regular attack roll. If successful rather than doing damage the target must make a saving throw or suffer your ability's effect. This effect lasts until the target is healed.

Cripple – You target a limb, such as a leg or a wing, in order to inhibit a creature's movement. On a success the target's speed is reduced by half.

Blind – You target the eye or eyes of a creature in order to visually impair it. Depending on the creature the DM decides how and if it can be blinded. DEX save.

Disarm – You target an extremity, such as a hand or claw, that is holding an item. On a success the creature drops the item and their extremity is disabled. STR save.

Disable - You target a unique organ in order to disable a creature's natural ability, such as its fire breath or poisonous sting. Your DM may determine an ability cannot be disabled in this way. CON save.

ADRENALINE SHOT

Having reached 18th level you have experienced enough battles that the desire to slay your foes overpowers your instincts for self-preservation. As a bonus action you inject yourself with a concoction of your own creation designed to improve your speed and reflexes.

Your body surges with energy as you benefit from effects identical to that of the Haste spell. Unlike the spell however this ability lasts for 5 minutes. These effects are physical rather than magical and cannot be dispelled. Only your body can benefit from this ability due to your years of experiments.

You may use this feature once per long rest.



PHARMACIST

Healing potions are a daily necessity to the common adventurer, so it shouldn't be surprising to find a doctor dedicated to producing them. The pharmacist spends their time not only producing potions, but improving them, always attempting to create more powerful concoctions.

POTIONEER'S KIT

When you choose this profession at 3rd level your doctor's bag has been modified to accommodate your specialization. It functions as normal, but also replaces the need for Alchemist's Supplies, an Herbalism Kit, or a Poisoner's Kit.



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ROUTINE BREWER

By 3rd level you have made crafting healing potions a daily part of your life and it takes considerably less time and effort. Use the chart below to craft potions.

Potion	Crafting Time	Cost
Antitoxin	1 Hour	25gp
Potion of Healing	2 Hours	25gp
Potion of Greater Healing	6 Hours	125gp
Potion of Superior Healing	12 Hours	2,500gp
Potion of Supreme Healing	24 Hours	25,000gp

HEALING CLOUD

Once you have reached 7th level you have experimented with enough healing potions to discover a new delivery method. You have the option to use an action to inject a healing potion with a chemical agent which instantly transforms it into a gas. Instead of consuming the potion you immediately smash the bottle, releasing a mist. You and all living creatures adjacent to you benefit from the potions healing.

ENHANCED ELIXIR

By 11th level after countless hours of work you have found a way to increase the potency of your potions of healing. Any potion you create that provides healing now utilize d6's rather than d4's.

REFINED REPLICATION

At 15th level you have mastered the art of crafting potions you are familiar with, allowing you to focus more on potions you are unfamiliar with. You take a potion in your possession and attempt to learn its formula by researching its components.

The rarity of the potion determines the time it takes to study, at the end of which you must make a Medicine check. On a success you gain the ability to craft that potion, however the original potion is destroyed regardless of your success or failure. Crafting the potion costs half the potions value in materials and a certain amount of time determined by its rarity, listed below.

Your DM decides the potions value.

Rarity	Difficulty	Crafting Time
Common Potion	DC15	2 Hours
Uncommon Potion	DC20	6 Hours
Rare Potion	DC25	12 Hours
Very Rare Potion	DC30	24 Hours
Legendary Potion	DC40	48 Hours

MASTER ALCHEMIST

At 18th level you gain one of the following features of your choice.

Quantity Over Quality. Whenever you would create one potion, you instead create two.

Potent Potables. Potions you craft that involve rolling dice now automatically produce the maximum effect.

Reliable Replicator. You no longer need to make Medicine checks when creating or replicating potions, you simply succeed.