

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

CORPSMAN

A Corpsman might be a soldier from an army, making it their duty to keep their allies alive until the fighting is over. Or they might be a mercenary, treating underworld thug's wounds after the latest gang battle. Corpsmen come from all walks of life, but each wear a recognizable bright red Crescent overlaying a Cross symbol, the universal symbol of a medic. They work as healers and humanitarians in war-torn lands, using their combat skills to keep their charges safe and to smuggle wounded people out of warzones. Wherever battles are fought, you can find a corpsman tending to the wounded.

FEARLESS MEDIC

You are an expert at getting into the thick of a battle and withdrawing with a wounded ally in tow. At 3rd level, you gain proficiency in the Medicine skill and with the herbalism kit.

Also, you move at full speed while dragging a willing or unconscious creature.

MED KIT

At 3rd level, you have three bandages, which you can apply to a willing creature other than yourself within your reach as an action or a bonus action.

If you apply it as a bonus action, the target creature regains hit points equal to $1d6 +$ your Wisdom modifier. If you apply it as an action, the target regains the same amount, plus an additional number of hit points equal to half your level, rounded up.

A bandage is expended when you apply it. You regain all expended bandages when you take a long rest.

At 7th level, and again at 10th and 17th level, you gain an additional bandage, and each bandage heals an additional $1d6$ hit points.

TRIAGE

By 7th level, you are quick to judge a creature's wounds. For each creature you can see, you instantly know if the creature has all of its hit points, less than half its total hit points, or less than 10 total hit points.

Additionally, you can use your action to examine a willing creature within your reach to learn the following things:



- The creature's current and maximum hit points
- If the creature is afflicted by a curse, disease, or poison
- The creature's current levels of exhaustion
- If the creature is charmed, frightened, or possessed

You have advantage on Charisma (Persuasion) checks made to calm or relax a creature you have examined.

MOMENT'S REST

Starting at 10th level, you treasure any moment's rest you can to patch up your allies. Once per day, when you and up to 6 allies take a short rest, each willing creature you choose regains hit points equal to your level.

ADRENALINE SHOT

Starting at 15th level, you keep a single shot of adrenaline in your med kit. When a creature has died within the last minute or fallen unconscious, you can inject it with an adrenaline shot. The creature regains consciousness and its hit points become 10, if it had fewer.

Once you use this ability, you can't use it again until you finish a long rest.

FORTIFYING ELIXIR

At 18th level, you can use your action to administer a restoring potion to yourself or one creature within your reach. For 1 minute, the target has resistance to bludgeoning, slashing, and piercing damage, and regains $1d6$ hit points at the beginning of each of its turns.

Once you use this ability, you can't use it again until you finish a long rest.