



FIELD SURGEON

MARTIAL ARCHETYPE FOR FIGHTERS



BY ÓSKAR ÖRN EGGERTSSON

TEMPLATE BY NATHANAËL ROUX

CREDITS

AUTHOR

Óskar Örn Eggertsson
aka [Emerald Samurai](#)

ART CREDITS

COVER ART

Matt Forsyth
via [LPJ Design](#)

INTERIOR ART

Wizards of the Coast

LAYOUT TEMPLATE

Nathanaël Roux
via [Barkalot Designs](#)

CONSULTANTS

Andreas Schütt

SPECIAL THANKS

All you wonderful people of Twitter!



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2018-2019 by Óskar Örn Eggertsson and published under the Community Content Agreement for Dungeon Masters Guild.



FIELD SURGEON

MARTIAL ARCHETYPE

The field surgeon is a martial archetype for the fighter class that focuses on healing others in the midst of battle. Outside combat, the field surgeon can assist those who take a short rest to regain more hit points.

MEDIC

The field surgeon is a trained medic that can be found in the front-lines of a battle. Even in war companies that include a handful of clerics, a field surgeon can be relied upon for their resilience and combat training. When soldiers were injured, these field surgeons were ready to patch them back up and make them ready to get back into the fight. Field surgeons are not at all illusioned by their limitations; they are not in the fight to heal their comrades, they're there to keep their comrades in the fight.

FIELD SURGEON FEATURES

Upon choosing this martial archetype at the 3rd level, you gain access to the following features, as described in the Field Surgeon Features table.

FIELD SURGEON FEATURES

Fighter Levels	Features
3rd	Bonus Proficiencies, Medic, Surgical Treatment
7th	Battle Medic
10th	Surgical Strike
15th	Medical Mastery
18th	War Surgeon

LEVEL 3 FEATURE

BONUS PROFICIENCIES

You become proficient with the Medicine Skill as well as with herbalism kit.

MEDIC

When you spend your action to use a healer's kit on a creature, they regain 1d10 hit points. The creature does not need to be at 0 hit points to receive this benefit. The regained hit points increase by another 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain any spent uses of this feature when you finish a short or long rest.

SURGICAL TREATMENT

At the end of a short rest, when you expend Hit Dice to regain hit points, you may split the number of hit points you'd regain and give one part of them to another creature that is in your care during the short rest. You decide how many hit points you give to that creature, up to the

maximum rolled on your Hit Dice, but you can only give them to one other creature.

LEVEL 7 FEATURE

BATTLE MEDIC

When you spend your action to use a healer's kit on a creature, you can make a single attack as a bonus action.

LEVEL 10 FEATURE

SURGICAL STRIKE

Once per turn, you can spend one of your uses for the Medic feature when you hit with an attack roll. The target of your attack suffers additional damage equal to your Medic feature (2d10 at this level, 3d10 at level 11, and 4d10 at level 17). The additional damage is of the weapon's type and does not spend a use of a healer's kit.

LEVEL 15 FEATURE

MEDICAL MASTERY

When an effect that you control allows another creature to regain hit points, choose one of the following effects:

- That creature either regains additional hit points equal to your level.
- Remove one of the following conditions that is affecting that creature: Blinded, deafened, frightened, paralyzed, or poisoned.
- Remove one level of the exhausted condition that affects that creature.

LEVEL 18 FEATURE

WAR SURGEON

When you use your action to attack, you can use your bonus action to either spend one use of a healer's kit on another creature within 5 feet from you or feed them a potion of healing.