



FIGHTER - PHYSICIAN



A fighter subclass for 5e tabletop games
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PHYSICIAN

These capable warriors have developed a foundation of martial prowess, but pursue a different focus than evolving their fighting techniques. The physician understands the battlefield is a dangerous place, and having medical training and knowledge can not only keep themselves and their allies in excellent health, but may even turn the tides of a fight.

PHYSICIAN'S KIT

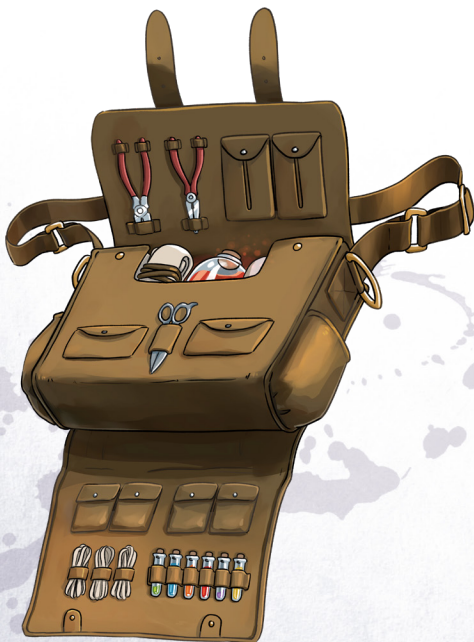
When you choose this archetype at 3rd level, you create a Physician's Kit. A Physician Kit functions as a Healer's Kit, with the exception that it has a number of uses shown under the Physician's Kit Uses column, it can only be used by you, and it regains all uses daily at dawn.

Fighter Level	Physician Kit Uses
3rd	5
5th	10
10th	20
15th	30
20th	40

Techniques. You learn three techniques of your choice, which are detailed under "Techniques" below. Techniques take up a number of uses of your Physician's Kit described per technique. You can only use the Physician's Kit once per round.

You learn one additional technique of your choice at 7th, 10th, and 15th level. Each time you learn a new technique, you can also replace one technique with a different one.

Starting at 7th level, you can choose an improved technique.



TECHNIQUES

These techniques are in alphabetical order

Antibody : As an action you can spend 1 use to grant a creature immunity to disease, resistance to poison damage, and grant advantage on saving throws to one of the following conditions : blinded, deafened, frightened, paralyzed, poisoned, and stunned. You can spend an additional use to grant advantage on an additional condition saving throw. This lasts for 1 hour.

Enhanced Eye Drops : As an action, you can spend 2 uses to grant a willing creature Darkvision out to a range of 60 feet for 8 hours.

Healing Wounds : As an action, you can spend up to a number of uses determined by the expanded use table of your physician kit on a willing creature in a 5ft range. Each use you spend regains a number of hit points to the target creature equal to $1d8 + \text{your Wisdom modifier}$. This has no effect on constructs. This cannot be used on creatures who are at 0 hit points and are not stabilized.

You can spend double the uses to make this action a bonus action.

Fighter Level	Expanded Uses
3rd	2
5th	3
10th	4
15th	5
20th	6

Health Boost : As a bonus action, you can spend 1 use to give a creature temporary hit points equal to double your Wisdom modifier for 8 hours.

Heat Carnitine : As an action, you can spend 1 use to provide a creature protection from cold environments.

Medical Caffeine : As an action, you can spend 1 use to temporarily remove all levels of exhaustion. In addition, you are considered having double hit points when you're the target of the Sleep spell. This effect lasts for 1 hour.

Mental Medication : As an action, you can spend 1 use on a willing creature. The target creature can roll a d4 and add the modifier on Intelligence and Wisdom skill checks and saving throws. This lasts for 1 hour.

Vital Vitamins : As an action, you can spend 2 uses to grant a willing creature advantage on all Constitution checks and saving throws for 8 hours.

IMPROVED TECHNIQUES

Starting at level 7th level, the physician is able to choose upon more complex techniques. These techniques are listed in alphabetical order.

Adrenaline : As a bonus action, you can spend 3 uses on a willing creature to double their speed, grant them a +2 bonus to AC, advantage on Dexterity saving throws, and an additional action on each of their turns (that action can be used only to take the attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. This lasts for a number of turns equal to your Wisdom modifier (minimum 1). When the effect ends, the target moves at half speed and can only take one action or bonus action until after their next turn.

Defibrillator: As an action, you can spend 3 uses and 100 gold pieces worth of medical herbs to revive a creature that has died within the last minute. That creature returns to life with 1 hit point. This cannot revive a creature that has died of old age, or restore missing body parts. The revived creature suffers 2 Ordeals.

Healing Dispenser : As a bonus action, you can spend 3 uses to create an area around yourself that provides healing over time. Creatures in a 10 foot area heal for 1d4 hit points at the end of their round only when their hit points are above 0 for 1 minute or until you are incapacitated.

Sleep Aid : As an action, you can spend 3 uses to make a willing creature fall unconscious for 10 minutes. If the target remains unconscious for the full duration, it gains the benefit of a short rest. A creature cannot gain the benefits of a short rest again in this fashion until they complete a long rest.

POTION SYRINGE

Starting at 7th Level, after completing a Long Rest, you create 2 Greater Potions of Healing in the form of potion syringes. In addition, administering these potions to yourself or other creatures can be used as a bonus action instead of an action. These syringes cannot be administered by others.

At 10th Level, you instead create 2 Superior Potions of Healing. At 15th Level, you instead create 2 Supreme Potions of Healing.

SYRINGE BOLT

Beginning at 10th level, you can transform potions into syringe bolts, allowing you to use them as ammunition for your crossbow. As an action, you can shoot a syringe bolt with a crossbow at short range as an action, using the potion on the target creature with no check required. If the creature is unwilling, you will need to make a ranged weapon attack with the crossbow.

RAPID RESUPPLY

Starting at 15th level, whenever you complete a short rest, you can resupply half of your Physician Kit. You cannot use the class feature again until you complete a long rest.

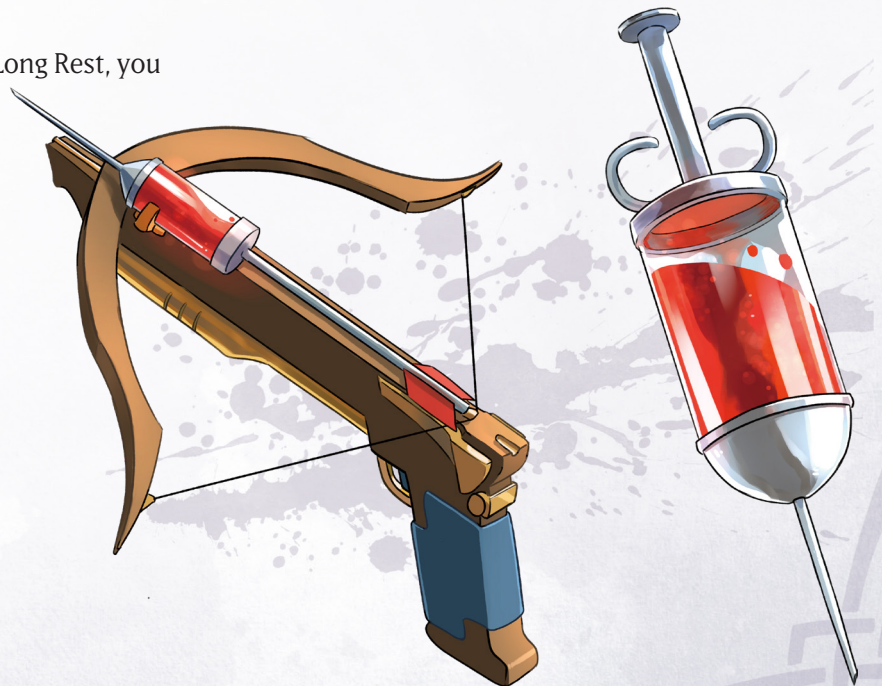
At 18th level, you resupply your entire Physician Kit.

POTENT SYRINGES

Beginning at 18th level, any potion syringe or syringe bolt has all numeric effects of the item maximized (Cures the maximum number of hit points, inflicts the maximum number of damage, etc).

ORDEAL [CONDITION]

- -1 Penalty to all attack rolls, saving throws, and ability checks per Ordeal.
- Completing a Long Rest removes 1 Ordeal.





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