Medic Archetype (*Rogue*)

Medic Rogues are experts at using their dexterous fingers and minds to heal others. Whether it's from stitching themselves up after a fight, providing backline support in a battle, or running an illegal medical business for cheaper prices or to shadier clients, they've gathered the knowledge and experience to patch up wounds and keep their allies healthy and alive.

Mundane Medical Practitioner

At level 3, you gain proficiency in Medicine and the Healer's Kit. If you already have one of these proficiencies, you can choose a different skill or tool proficiency instead. When you make a Medicine check, you can use your Dexterity in place of whichever ability score you would use to make the check (typically Wisdom).

Additionally, whenever you use a Healer's Kit to stabilize a creature that is downed or dying, you do not expend a use of the Healer's Kit, and you can do it as a Bonus Action.

Experienced Healer

Starting at level 3, you can use your knowledge of medicine to provide medical aid to those around you. While wielding a Healer's Kit, you can use an Action and expend a use of the Healer's Kit to attempt a Wisdom (Medicine) check. The target of this check must be a creature within your reach—typically 5 feet. The DC for this check is 15 or their AC, whichever is lower. On a success, you expend your Sneak Attack dice for the turn, and the creature regains hit points equal to a roll of your Sneak Attack dice plus whichever modifier you used for the check. If you roll a natural 20 on the check, it is considered a critical success, and you can roll twice as many dice. If the creature is incapacitated when you attempt the check, you have advantage on it; however, if they are downed or dying, this still expends a use of the Healer's Kit.

Also at 3rd level, you can expend a use of a Healer's Kit over a period of 1 minute and attempt a DC 13 Wisdom (Medicine) check to restore hit points to a single creature. On a fail, you restore hit points equal to a roll of your Sneak Attack dice plus the modifier you used to make the check; on a success, you can forgo rolling the dice and assume a roll of 6 for each die. If you beat the DC by at least 10, you can double the amount of healing.

Soul Stitcher

Starting at level 9, you can use your knowledge of the world and magic to reach into a creature's soul to heal them. You no longer need to expend a use of the Healer's Kit to restore Hit Points to a creature. Also, you can use an Action and expend a use of a Healer's Kit to bring a creature that died within the past minute back to life; this cannot bring back those who have died due to old age. The creature regains 1 Hit Point. You cannot revive a creature again in this way until you have finished a long rest.

Additionally, your medical knowledge has expanded far beyond simply healing physical injuries. As an Action, you can expend a use of a Healer's Kit to end the following conditions on a creature: Blinded, Deafened, Paralyzed, Poisoned, or Stunned.

Nimble Fingers

Beginning at level 13, your experience with patching your allies up has helped you learn to speed up your craft. You can expend a use of your Healer's Kit to use the healing from your Experienced Healer feature or the restoration effects of your Soul Stitcher feature as a Bonus Action instead of an Action. You can use this feature a number of times equal to your Dexterity modifier (minimum 1), regaining all expended uses on a long rest and regaining one use of this feature on a short rest.

Miracle Worker

Beginning at level 17, your medicinal abilities have become legendary. As an Action, while wielding a Healer's Kit, you can nonmagically recreate the effects of the spells *Greater Restoration*, *Heal*, and *Raise Dead* at their base level. You can use this feature to recreate one of these spells a number of times equal to your Dexterity modifier (minimum 1), regaining all expended uses on a long rest.