## Description:

Nanites were originally manufactured for the medical industry- and still posses many of these abilities to this day. As a medic, you specialize in protecting and healing your teammates (both biological and robotic), and serve an essential role in any party.

Strategy:

During combat you are liable to be busy taking care of your teammates- as such, mender does not combine well with combat classes, although having some self defense may be worthwhile. Because you will want to be able to reach your target, classes that grant better maneuverability, such as free runner or infiltrator are worth while, also, any class that grants you extra charge is a definite bonus, as you'll probably need it.

Starting Bonuses:

- ☐ +3 charges per day.
- ☐ +4 ranks in Medical.
- ☐ +2 ranks Biotech, Engineering, Soothe.
- ☐ **Equipment:** Medical kit. Grants a +5 medical bonus to heal people. 5 uses.
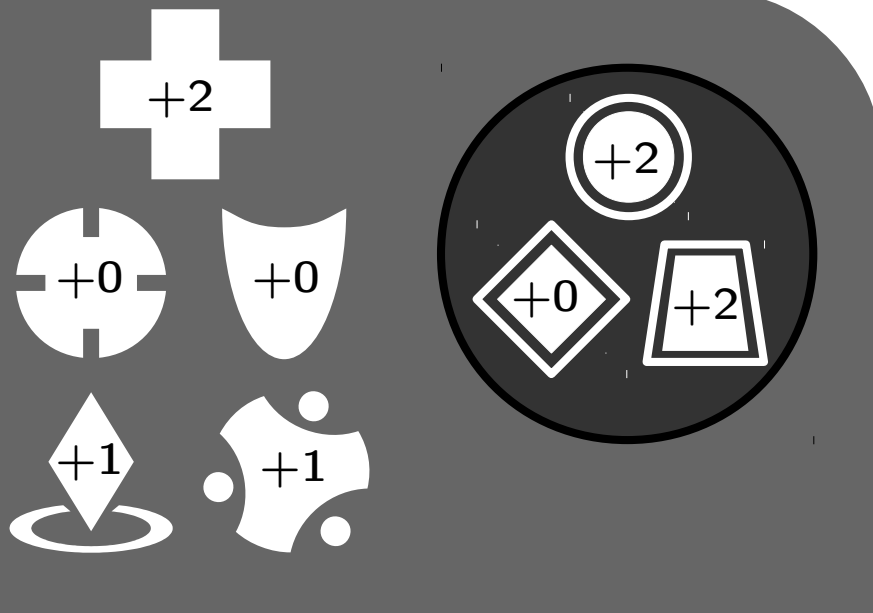
Character details:

Answer one (or more) of the following backstory details.

Have you always been a field medic? If not, in what contexts have you practiced previously? Were you trained? If so, where? _____
_____
_____
_____
_____

What is your bedside manner? Soothing? Professional? Cynical?
_____
_____
_____

Name the most hideous injury you have ever had to treat. How did it come about? Who were you treating? Were you successful? _____
_____
_____
_____
_____

Is there anyone who you regret treating? If so, why? _____
_____
_____
_____
_____

Ask your teammates about some of the injuries you have treated them for.
_____
_____
_____
_____

Describe your medical bag - how is it organized- what supplies do you like to keep most readily available?
_____
_____
_____
_____

+2

+0 +0

+2

+0 +2

+1 +1

Nanotech Infusion

Requires: One mender feat

Spend two beats and one charge to remove 3d6 damage from any character. You must be able to touch your target, and they must be alive for this ability to work. This action prompts an AoO. If you take damage, you must roll a will save (DC equal to damage taken). Failing this save indicates that your target receives only half the healing rolled (round down)

Homeostasis

Requires: Any two mender feats

Spend three beats and two charge in order to stabilize a single dead or unconscious target. Your target will not degrade, nor take damage from poisons, bleeding, etc. for 20-30 minutes. They will remain unconscious during this time. If your target is medically dead, then your nanites will flow into them, taking over essential bodily functions so as to prevent brain damage and organ failure. In this case, you may not use your nanites while this effect is in place, as they will be occupied.

Trauma Surgeon

Requires: Homeostasis

This ability allows you to retrieve a fallen ally from the jaws of death itself. You will first need to stabilize your patient via Homeostasis, and then prepare tools, space to operate, and an extra pair of hands. You must roll dexterity, craft, and soothe, and one additional skill check of your GM's choice. Your assistant may roll *two* of these on your behalf. These minor checks determine any long term consequences of your patients brush with death. Finally, you must roll a Medical check (DC 18 + 4 for each round spent prior to being stabilized) to bring them back to life. These results are final, and irrevocable. No other player may assist or interfere with in any way. Only your feats and abilities are relevant.

Remedy

Spend one charge and one beat to remove all temporary negative status effects from a single character - for example bleeding, deafness, stunning, burns, fear etc.

When dealing with more long term issues, such as poison, Remedy will relieve symptoms temporarily, but will not remove underlying damage. Symptoms will return at the same rate the originally did (so... fast for fast acting poisons, and slowly for slow acting poisons).

Medical Practice

Each level, check off one of the skills listed below. You gain +3 on skill checks to:

- ☐ Mend robots.
- ☐ Treat gunshot wounds.
- ☐ Treat stab wounds.
- ☐ Splint and set broken bones.
- ☐ Diagnose and treat diseases.
- ☐ When using improvised medical equipment.
- ☐ Organizing a mass medical response (Treating mass numbers of wounded).
- ☐ Identify poison, venoms and toxins.
- ☐ Set up a quarantine.
- ☐ Research medical information.
- ☐ Any surgery you have a day to prepare for.
- ☐ _____
- ☐ _____

Make Whole

You may spend a charge and two beats to mend an item. This includes (but is not limited to) rethreading a snapped rope, repairing a shattered vase or torn document. It does not extend to erased hard-drives, or a book that has been burnt to ash. In some particularly difficult cases, craft checks may be needed. During engineeing challenges this ability can grant +10 on craft checks.

Antidote

Spend a charge and one beat to grant one ally within reach +5 on all saving throws vs poison. If you know what poison they are afflicted by remove the poison entirely.

Bloodwork

Given a sample of someone's blood (pulled from the person or environment), you may expend one charge to analyze the sample. Roll a medical check, and ask one question for ever 10 points you roll (so 10-19 is one question, 20-29 is two). Then roll a research check, and ask questions in a similar manner. Some example questions you might ask include:

When was this blood spilled?

What is the age/race/gender of this person?

What poisons/drugs are present in this sample?

What hormonal balance/mood was the person in?

Does this sample match the sample from yesterday?

Overly general questions ('what is wrong with them?') are liable to receive more general answers, hence it is often best to narrow your questions as much as possible.

Last Reserves

Requires: any three mender feats

Whenever you are out of charge, you may call upon your last reserves- gaining 2d4 charges, but rendering yourself weakened and exhausted for the rest of the day (this can not be removed by Remedy).

While exhausted take a -2 penalty to all d20 rolls, and receive only two beats and zero reactions per combat round. If you attempt this a second time you must pass both Will and Fortitude saves , or be knocked unconscious (saves are DC 15).