



DOCTOR

Advanced Class

The **House Rules** presented below is a modified version of the Field Medic advanced class found in Wizards of the Coast's™ d20: MODERN RPG System (pp.180-181). The Requirements, Class Information, and Class Features have been modified to fit within a Steampunk/Wild West campaign setting.

Doctors are skilled surgeons dedicated to saving lives and trained to think on their feet during emergencies. He has the talent and the skill to provide excellent health care to even the most dire of ailments. With a medical kit, a surgery kit, and a little time, the doctor can often perform the impossible - or he'll **at least do his best** when no other help is nearby. Select this advanced class if you want your character to excel at medical skills and the healing arts.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

To qualify to become a Doctor, a character must fulfill the following criteria:

Skills: **Craft (pharmaceutical)** 4 ranks, **Knowledge (natural sciences)** 4 ranks, and **Treat Injury** 6 ranks;

Feats: **Educated** and **Surgery** feats;

Class Information

The following information pertains to the Doctor advanced class.

Hit Points

A Doctor gain **1d6** hit points + CON modifier, per level.

Action Points

Doctors gain a number of action points equal to $6 + \frac{1}{2}$ their character level, rounded down, every time they attain a new level in this class.

Class Skills

The Doctor's class skills are as follows.

Concentration (Con), Craft [pharmaceutical] (Int), Diplomacy (Cha), Drive (Dex), **Handle Animal (Cha)**, Knowledge [behavioral sciences, current events, **local, natural sciences**] (Int), **Language (Int)**, Listen (Wis), Profession (Wis), Research (Int), **Ride (Dex)**, Sense Motive (Wis), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Additional Level: 5 + INT modifier.

Class Features

All of the following are class features of the Explorer advanced class:

Medical Specialist

The Doctor receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level and to +3 at 8th level.

Expert Healer

At 2nd level and higher, the Doctor's ability to restore wound points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal wound point recovery rate, the Doctor restores 1 wound point for every level they have in this prestige class.

Bonus Feat

The Doctor gains a bonus feat at 3rd, 6th and 9th level. The bonus feats must be drawn from the following list. Provided the doctor meets the prerequisites:

Alertness, Animal Affinity, Dodge, Educated, Iron Will, Medical Expert, Meticulous, Negotiator, Pistol Firearms Proficiency, and Studious

Medical Mastery

By 4th level, the Doctor's experience with emergency medical treatment, has taught them how to keep their cool in stressful situations. When making a Treat Injury skill check, the doctor may take a 10 even if stress and distraction would normally prevent them from doing so. The doctor becomes so certain in the use of this skill, that they can use it reliably even under adverse conditions.

Minor Medical Miracle

At 7th level or higher, a Doctor can save a character reduced to -10 Hit Points or lower. If the doctor is able to administer aid within 3 rounds of the character's death, he can make a Treat Injury check. The DC for this check is 30, and the doctor can't 'take 10' or 'take 20'. If the skill check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 Hit Points.

If the doctor fails the skill check or the patient fails the FORT save, the dead character cannot be saved.

Medical Miracle

At 10th level, a Doctor can revive a character reduced to -10 Hit Points or lower. If the doctor is able to administer aid within 3 minutes of the character's death, he can make a Treat Injury check. The DC for this check is 40, and the doctor can't 'take 10' or 'take 20'. If the skill check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 Hit Points.

If the doctor fails the skill check or the patient fails the FORT save, the dead character cannot be saved.

The Doctor

Lvl	Atk	Fort	Rflx	Will	Special Abilities	Def	Rep
1	+0	+2	+0	+1	Starting feats, Medical specialist +1	+1	+1
2	+1	+3	+0	+2	Expert healer	+1	+1
3	+1	+3	+1	+2	Bonus feat	+2	+1
4	+2	+4	+1	+2	Medical mastery	+2	+2
5	+2	+4	+1	+3	Medical specialist +2	+3	+2
6	+3	+5	+2	+3	Bonus feat	+3	+2
7	+3	+5	+2	+4	Minor medical miracle	+4	+3
8	+4	+6	+2	+4	Medical specialist +3	+4	+3
9	+4	+6	+3	+4	Bonus feat	+5	+3
10	+5	+7	+3	+5	Medical miracle	+5	+4