



## HEROIC CLASS VOCATION

### Surgeon Vocation

The **House Rules** presented below is a modified version of the Doctor vocation found in Mongoose Publishing's™ OGL: WILD WEST Campaign Setting (pg. 42). It has been modified to provide a more "base-line" vocation for healer-type advanced classes and fit within Wizards of the Coast's™ d20: MODERN RPG System.

In the violent and dangerous past, a Surgeon was a necessity for any community. They treated injuries and diseases, tended wounds, and even performed complicated surgery to save lives and ease suffering. Anyone with a basic knowledge of anatomy and medicine could practice as a surgeon.

**Prerequisites:** Treat Injury 2 ranks;

**Bonus Starting Feat:** Select one of the following:

Animal Affinity, Educated, Surgery, or Weapon Group Proficiency (pistol firearms);

**Vocation Skills:** Craft [chemical] (Int), Diplomacy (Cha), Knowledge [wilderness lore], Research (Int), Ride (Dex), and Treat Injury (Wis);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

**Additional Bonus Feats:** Animal Affinity, Builder, Educated, Medical Expert, Negotiator, Self-Sufficient, Skill FOCUS (TREAT INJURY), Surgery, Trustworthy, or Weapon Group Proficiency (pistol firearms);

**Wealth:** +2;

### Medic Talent Tree

**Improved Care (Ex):** Patients under the Surgeon's *long-term care* (see the Treat Injury skill) regain hit points at double the normal rate per day of rest and care. This talent does not affect the number of ability points regained from long-term care.

**Improvised Treatment (Ex):** The Surgeon learns to cope admirably with only primitive or improvised medical equipment. The character suffers only a -2 penalty when making Treat Injury checks without a first aid or medical kit.

*Prerequisite:* Improved Care talent.

**Improved Surgery (Ex):** The Surgeon gains a +4 insight bonus to Treat Injury checks for surgery.

*Prerequisite:* Surgery feat.

### Surgeon Talent Tree

**University (Ex):** The Surgeon has received formal training at an institution of higher learning. As a result, they receive 2 free ranks in the skills: Craft [pharmaceutical] and Knowledge [natural sciences]. If the character already possesses 2 or more ranks in these skills, they instead gain a +1 competence bonus on those skill checks.

*Prerequisite:* Educated feat.

**Concoct Medicament (Ex):** The Surgeon can make a Craft (pharmaceutical) check (DC 20) to create a dose of medicine capable of restoring ability damage lost to poison or disease. Brewing one dose of medicine takes 12 hours and heals 1d4 points of ability damage upon application. The medicine remains effective for one week after it has been prepared.

*Prerequisite:* Improved Care talent, Craft (pharmaceutical) 6 ranks.

**Concoct Panacea (Ex):** The Surgeon can make a Craft (pharmaceutical) check (DC 25) to create a dose of medicine capable of restoring levels lost to energy drain. Brewing one dose of medicine takes 18 hours and restores 1d4 levels or eliminates 1d4 negative levels. The medicine remains effective for one week after it has been prepared.

*Prerequisite:* Concoct Medicament talent.