

## Medic

Also known as combat medical technicians, corpsmen or first-aiders, they are trained in providing wound care, basic surgery and drug administration under emergency situations. They have a knowledge of anatomy and physiology. Bedside manner may or may not be included, however the mere presence of a medic on the battlefield is enough to boost morale. Medics know the importance of keeping their allies running and keeping the fight going. They can apply tourniquets, splint limbs, and patch up just about any wound you'd see in battle. Most of them take their place among the ranks of an army of some sort, but there are the rare few who find adventuring a worthy interest.

**Role:** The medic's role is, first and foremost, a healer. Skilled in administering first aid to maximum effect and aiding the dying/injured in recovery. But most of them also have some battlefield training, and make a decent secondary combatant. The eventually come to possess the ability to create injections and brew potions to aid them in a unique and powerful manner.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 3d6 × 10 gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

### Class Skills

The medic's class skills (and the key ability for each skill) are Appraise (Int), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (technology) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

**Skill Points Per Level:** 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+0	+2	+2	+0	Medical Specialist, Medic Training, Triage (1d6), Limit Breaks
2 <sup>nd</sup>	+1	+3	+3	+0	Medical Practice, Surgical Precision (+1d6), Holistic Care, Evasive (+1), Evasion
3 <sup>rd</sup>	+2	+3	+3	+1	Battlefield Inspiration (1), Emergency Team, Combat Medic Technique, Triage (2d6), Treatment
4 <sup>th</sup>	+3	+4	+4	+1	Medical practice, Healing Hands, Improved Recovery, Uncanny Dodge
5 <sup>th</sup>	+3	+4	+4	+1	Evasive (+2), Surgical Precision (+2d6), Injections, Triage (3d6)
6 <sup>th</sup>	+4	+5	+5	+2	Medical Practice, Battlefield Inspiration (2), Anesthetic, Combat Medic Technique, Treatment
7 <sup>th</sup>	+5	+5	+5	+2	Precision Expertise, Improved Triage, Triage (4d6)
8 <sup>th</sup>	+6/+1	+6	+6	+2	Medical Practice, Evasive (+3), Surgical Precision (+3d6), Medical Alchemist (Cure Potion)
9 <sup>th</sup>	+6/+1	+6	+6	+3	Resuscitation, Combat Medic Technique, Triage (5d6), Treatment
10 <sup>th</sup>	+7/+2	+7	+7	+3	Medical Practice, Battlefield Inspiration (3), Improved Injections, Improved Uncanny Dodge
11 <sup>th</sup>	+8/+3	+7	+7	+3	Evasive (+4), Surgical Precision (+4d6), Quick Fix, Triage (6d6)

12 <sup>th</sup>	+9/+4	+8	+8	+4	Medical Practice, Advance Combat Medic Technique, Medical Alchemist (Hi-Potion), Treatment
13 <sup>th</sup>	+9/+4	+8	+8	+4	Therapy, Penetrating Strike, Triage (7d6)
14 <sup>th</sup>	+10/+5	+9	+9	+4	Medical Practice, Battlefield Inspiration (4), Evasive (+5), Surgical Precision (+5d6), Improved Resuscitation
15 <sup>th</sup>	+11/+6/+1	+9	+9	+5	Advance Combat Medic Technique, Superior Injections, Triage (8d6), Treatment
16 <sup>th</sup>	+12/+7/+2	+10	+10	+5	Medical Practice, Formulating Solution, Improved Resuscitate, Medical Alchemist (X-Potion)
17 <sup>th</sup>	+12/+7/+2	+10	+10	+5	Evasive (+6), Surgical Precision (+6d6), Triage (9d6)
18 <sup>th</sup>	+13/+8/+3	+11	+11	+6	Medical Practice, Battlefield Inspiration (5), Advance Combat Medic Technique, Treatment
19 <sup>th</sup>	+14/+9/+4	+11	+11	+6	Perfect Body, Greater Resuscitation, Triage (10d6)
20 <sup>th</sup>	+15/+10/+5	+12	+12	+6	Medical Practice, Evasive (+7), Surgical Precision (+7d6), Medical Alchemist (Mega Potion), Master Medic

### Class Features

All of the following are class features of the medic.

**Weapon and Armor Proficiency:** Medics are proficient with all simple weapons, simple firearms, and any light, piercing, melee weapons. They are proficient with light armor but not with any shields.

**Limit Breaks (Su):** At 1st level, the medic receives the Limit Breaks (Keen Eye and Regenerative Aura).

*Keen Eye (Su):* This Limit Break allows the medic to make precise strikes to deal vital damage to her opponents. For a duration of 1 round + 1 round per four medic levels after 1st, the medic deals an extra + 1d6 points of damage on any successful attacks with an additional + 1d6 per four medic levels after 1st. In addition, any surgical precision extra damage does not require her opponent to be denied a Dexterity bonus to AC to deal this extra damage while this limit break is in effect. This limit break requires only a swift action.

*Regenerative Aura (Su):* This Limit Break creates an aura around the medic that extends out to 15 feet, granting all allies within the area of effect of Fast Healing of 5 + 3 per four medic levels after 1st. This limit break lasts for a duration of 1 round + 1 round per four medic levels after 1st. In addition, each round this limit break is in effect allows the medic to cure one status effect per person within the area of effect as a free action. This limit break requires only a swift action.

**Triage (Ex):** A medic must be able to react immediately to any danger that threatens her allies. At 1st level, a medic gains the ability to perform a triage as a standard action, which provokes attacks of opportunity. When she does, she can move up to her base movement speed (including any bonuses to speed she gains when charging), so long as she ends her movement adjacent to a living ally. That ally is healed for 1d6 + 1 per rank in her Heal skill + her Wisdom modifier in hit points. Only living allies can be healed this way. This increases by 1d6 per medic level thereafter. In addition, she can apply the effects of one of her medical practices (see below) to the ally, if applicable. Applying triage also stops any bleeding effects. The medic can also perform a triage on herself, doing so only requires a swift action, which doesn't provoke attacks of opportunity; she does not move when she does so. A medic can use this ability a number of times per day equal to her medic level plus her Wisdom modifier.

Alternatively, the medic can spend a full round action (which also provokes attacks of opportunity) to apply her triage to multiple allies at once. If she does so, she can move up to twice her base movement speed (including any bonuses to speed she gains when charging). Any ally that the medic is adjacent to at any point during this movement is healed for the medic's triage amount. In addition, the medic can apply the normal number of

medical practices for a medic of her level to each healed ally. Each ally can only benefit from the full-round use of triage's healing once per use of the ability. Using triage in this way costs two uses of the ability. The medic only provokes attacks of opportunity from activating triage or from moving as part of the triage ability, but not both.

**Medical Specialist (Ex):** The medic receives a competence bonus equal to half her medic level to her Heal skill (minimum +1).

**Medic Training (Ex):** Early on in her career, a medic quickly learns to assess the battlefield in order to prioritize the needs of her allies against the dangers that her enemies present. Once per round, as a free action, (even if it is not her turn) the medic can assess the health of her allies. The medic is able to determine their current hit points, any conditions, poisons or diseases affecting them and the duration of these conditions, poisons or diseases, including supernatural diseases. As part of using this ability, the medic may also make a Heal check to assess the current health and condition of her opponents. The DC for this check is equal to 10 + the opponent in question's HD. The check is made against each opponent HD individually and can only be attempted once per round, failing this check against an opponent prevents the medic from attempting to assess that opponent's condition for 1 round.

**Medical Practice (Ex/Su):** As the medic gains experience, she picks up various useful tricks to help her be more effective at the job of saving her friends. At 2nd level, the medic learns one practice, and she learns a new practice at 4th level and every two medic levels thereafter. Medical practice that apply to her use of her triage ability are marked with an asterisk \*. A medic can only apply one medical practice that applies to her triage ability each time she uses triage. The medic can choose from the following list of practices:

*Anatomical Manipulation (Su or Ex):* The medic so used to the effects of antitoxins, drugs, and alchemical items that her body can be reinforced by manipulating the chemical reactions within the body. Whenever the medic ingests an antitoxin, drug, or alchemical item that grants a bonus to her physical ability scores, Fortitude, or reflex save, she can convert that bonus into a miss chance against sneak attack and critical hits based on the amount of the bonus. A +2 bonus converts into 25%, a +4 converts into 50%, a +6 converts to 75%, and a +8 or higher gives temporary immunity for the duration of the antitoxin, drug, or alchemical item. The medic does not gain these benefits for the above listed items that have a duration of longer than 8 hours. This is a free action, once the antitoxin, drug, or alchemical item is consumed. Prerequisite: The medic must be at least 10th level to select this practice.

*Blood Transfusion\* (Ex):* As part of her triage ability, the medic may also transfer blood from herself or an adjacent willing ally to her triage target for additional healing. The blood donor (be it the medic or an adjacent ally) receives non-lethal damage amount up to their Constitution score, with that same amount being transferred to the triage target as additional healing. The medic may choose to draw more blood than their Constitution score allows, but the donor must then make a Fortitude save (DC: 15 + 1 per damage point over their Constitution score) or become sickened for one hour. If the target is already sickened, they instead become nauseated for one hour. Prerequisite: The medic must be at least 6th level to select this practice.

*Bolstering Treatment\* (Ex):* The medic can perform an aid another action on the target of her triage ability as part of applying her triage.

*Careful Healer (Ex):* As part of using triage as a full round action, the medic may heal herself in addition to any allies adjacent to her during her movement.

*Combat Training:* The medic gains a bonus combat feat for which she qualifies. This practice may be taken more than once. Each time, a different feat must be selected. Prerequisite: The medic must be at least 4th level to select this practice. She may select this practice one additional time when she is at least 8th level, and a third time once she is at least 16th level.

*Defensive Triage (Ex):* When using the triage ability, the medic does not provoke attacks of opportunity.

*Developed Immunity (Ex):* The medic becomes immune to all nonmagical poisons and nonmagical diseases. Prerequisite: The medic must be at least 8th level to select this practice.

*Doctor's Advice (Ex):* Whenever the medic successfully uses aid another, she adds +2 to the bonus provided by her aid another. Prerequisite: The medic must be at least 4th level to select this practice.

*Empowered Triage\* (Ex):* By spending an additional use of Triage, the medic increases healing by Triage. For this, the medic uses 1.5 times the normal amount of triage dice. Prerequisite: The medic must be at least 4th level to select this practice.

*Faster Injections (Ex):* A medic can use her injections faster, requiring only a move action instead of a standard action. Prerequisite: The medic must have the injections class feature to select this practice.

*First Responder\* (Ex):* The medic may instead move up to twice her speed when using her triage ability. If the medic is using her triage ability as a full round action, she can instead move up to triple her speed. This does not count towards the limit of practices she can apply to her triage ability.

*Fortifying Touch\* (Ex):* The target of the medic's triage ability gains a bonus to its next saving throw this round equal to the medic's Wisdom modifier.

*Greater Medical Training (Ex):* By studying the healing arts even more, a medic is able to improve her ability to heal others. A medic with this medical practice increases her base triage die to a d8. Prerequisite: The medic must be at least 8th level to select this practice.

*Improved Developed Immunity (Su):* The medic becomes immune to all magical poisons and magical diseases. Prerequisite: The medic must be at least 12th level and have developed immunity medical practice to select this practice.

*Improved Inspiring Touch\* (Su):* The medic can add the amount of temporary hit points from her Battlefield Inspiration ability to her inspiring touch ability. Prerequisites: The medic must be at least 4th level and have inspiring touch medical practice to select this practice.

*Improved Magical Treatment (Su):* The medic is able to further treat her targets of magical conditions. She is able to cure Doom, Energy Drained, Frog, Imperil, Mini, and Panicked as a Dire Condition. Prerequisite: The medic must be at least 12th level and have magical treatment medical practice to select this practice.

*Inoculate (Ex):* Through extensive research or exposure, the medic can prepare her allies against ailments. At the beginning of the day, the medic can spend one hour inoculating a number of creatures equal to her Wisdom modifier. The medic chooses two status effects from her minor conditions of Treatment. The creatures she inoculates gain a +8 alchemical bonus to saves against those particular status effects. This bonus lasts for 8 hours and the bonus is reduced by 1 per hour after inoculation. Each time the medic takes this talent, she can add two more status effects from the next tier of conditions, until she gets to Dire Conditions. Prerequisites: The medic must be at least 4th level and have the treatment class feature to select this practice.

*Inspiring Touch\* (Su):* Instead of healing the normal amount of hit points, the target of the medic's triage ability gains temporary hit points equal to the amount that would be healed instead that lasts until the end of the encounter. If used on multiple targets, they only gain half the temporary hit points.

*Invigorating Touch\* (Ex):* Instead of healing the normal amount of hit points, the target of the medic's triage ability gains fast healing equal to the medic's Wisdom modifier for 1 minute.

*Magical Treatment (Su):* The medic is able to treat her targets of magical conditions. She is able to cure Burning, Deprotect, Deshell, Drenched, Frozen, Squalled, Static, and Weighted as a Minor Condition. Prerequisite: A medic must be at least 4th level to select this practice.

*Martial Healer (Ex):* When the medic successfully hits with a melee attack, she may spend a triage as a swift action to heal an ally within 30 feet. This use of triage only heals half the normal amount of damage.

*Maximized Triage\* (Ex):* By spending an additional use of Triage, the medic increases healing by Triage. For this, each triage die is treated as having rolled their maximum value. Prerequisite: A medic must be at least 10th level to select this practice.

*Miracle Surgeon (Ex):* As part of administering long term care, the medic can reattach severed limbs or organs to a body. The target creature must be living, and the limb cannot have been separated from the patient for more than a number of hours equal to the medic's class level. The overall process takes the full 8 hours of providing long term care. Prerequisite: A medic must be at least 10th level to select this practice.

*Neutralize Poison\* (Su):* The medic may neutralize one poison affecting the target of her triage ability, as the spell panacea. The medic uses her medic level in place of the caster level for this effect. Prerequisite: The medic must be at least 4th level to select this practice.

*Pharmaceutical Resilience (Ex):* The medic's body can process drugs a little better than most. The medic gains +2 bonus on saves to resist addiction from drugs and similar substances. The medic also reduces any ability damage dealt by drugs by 1 (minimum of zero) but is still subject to any status effects or conditions wrought by the drug's influence. Prerequisites: The medic must be at least 6th level and have pharmaceutical training medical practice to select this practice.

*Pharmaceutical Training (Ex):* The medic becomes familiar with pharmaceutical drugs and curatives. The medic gains a +2 bonus on Craft (Alchemy) checks to make drugs and can craft them in half the time. At 8th level, this bonus increases to +4 and it reduced the cost to craft drugs by 5%.

*Refined Precision (Ex):* The medic's focus with delivering precise strikes is almost monastic in nature. The medic gains a +2 insight bonus to critical confirmation rolls against a flat-footed opponent. Prerequisites: The medic must be at least 4th level and have Martial Healer medical practice to select this practice.

*Reflexive Triage (Ex):* If an opponent would provoke an attack of opportunity from the medic, the medic can choose to perform a Triage (without provoking attacks of opportunity) instead but can only take a 5-ft.-step. This movement is subtracted from her movement on her next turn. Prerequisite: The medic must be at least 4th level to select this practice.

*Regroup\* (Ex):* When the medic uses her triage ability on herself, she can move up to her speed. This movement does not provoke attacks of opportunity. This does not count towards the maximum number of medic's practices that she can use with her triage ability. Prerequisite: The medic must be at least 10th level to select this practice.

*Revitalizing Touch\* (Ex):* The target of the medic's triage ability heals an amount of ability score damage equal to the medic's Wisdom modifier instead of healing hit point damage. This healing may be divided up as the medic chooses between multiple ability scores as necessary.

*Rough Treatment (Ex):* The medic knows how to force additional healing with a bit of less than gentle treatment. When the medic uses Triage to heal an ally, she can make a Heal check with a DC equal to 10 + her target's HD. On a success, the target gains additional healing equal to the medic's Surgical Precision feature. The target takes half of the amount of dice as non-lethal damage. On a failure, they take the entire amount of dice as non-lethal damage and only heal half the amount. The non-lethal damage occurs after the healing. The medic can perform this practice a number of times per day equal to her Wisdom modifier. Prerequisite: The medic must be at least 6th level to select this practice.

*Supernatural Treatment (Su):* The medic can now treat any other status effects not listed under the Treatment ability with a DC 35 Heal check. **Prerequisites:** The medic must be at least 10th level and have the treatment class feature to select this practice.

*Surgical Stride (Ex):* When using Triage as a full-round action, the medic can spend an attack of opportunity to use any remaining movement to charge a nearby enemy creature. The medic must have enough remaining movement after healing her allies to perform this practice. After the charge, the medic is fatigued for 1 round. Prerequisite: The medic must have the Martial Healer medical practice before selecting this practice.

*Swift Injections (Ex):* A medic can use her injections even faster, requiring only a swift action instead of a move action. Prerequisite: The medic must have the injections class feature and the faster injections medical practice to select this practice.

*Swift Inspiration (Ex):* The medic can now use Battlefield Inspiration as a swift action instead. Prerequisite: The medic must have the Battlefield Inspiration class feature before selecting this practice.

*Team Effort (Ex):* When the medic ends her movement adjacent to an ally that was triaged this turn, she and that ally are considered flanking a creature that is adjacent to both the medic and that ally.

*Wrathful Healing\* (Ex):* When the medic uses her triage ability to heal an ally, the medic gains additional damage on the next melee attack she hits that lasts until the end of her next turn equal to her Wisdom modifier.

**Surgical Precision (Ex):** At 2nd level, the medic learns how to make a precise strike, dealing extra damage. The medic's attack deals extra damage (called "precision damage") anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the medic flanks her target. This extra damage is 1d6 at 2nd level, and increases by 1d6 every three medic levels thereafter. Should the medic score a critical hit with a surgical precision, this extra damage is not multiplied. A medic may only use surgical precision with light piercing or slashing, melee weapons. This stacks with the thief's sneak attack and similar abilities.

**Holistic Care (Ex):** Beginning of 2nd level, the medic is an expert in caring for her comrades both during and after battle. She makes sure they eat right, stretch, etc. Either way, she makes sure the group recovers as quickly as possible. The medic doubles the amount of hit points her allies recover per day naturally.

**Evasive (Ex):** Also at 2nd level, a medic is so skilled in combat involving light bladed or piercing weapons that, she gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the medic to lose her Dexterity bonus to AC also causes the medic to lose this dodge bonus. This bonus increases by +1 for every three levels, to a maximum of +7 at 20th level.

**Evasion (Ex):** At 2nd level, a medic can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the medic is wearing light armor, or no armor. A helpless medic (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

**Battlefield Inspiration (Ex):** Out in the heat of battle, a medic may find themselves unable to reach allies who needs help. Even in such situations, however, a good speech, taunt, or shouted piece of advice can help their allies stay in one piece for a little bit longer. Starting at 3rd level, as a move action, the medic can grant herself and all allies within 30 feet a number of temporary hit points equal to the medic's level + her Wisdom modifier that lasts until the end of the encounter. All creatures to be affected must be able to see, hear, and understand the medic to gain the bonuses. This ability can be used once per encounter at 3rd level and she gains one additional use per encounter every three medic levels thereafter.

**Emergency Team (Ex):** Also at 3rd level, the medic is skilled at working on and managing an emergency medical team. Allies automatically succeed on aid another attempts when assisting the medic with Heal checks.

**Combat Medic Technique:** Beginning at 3rd level, and every three levels thereafter until 9th level, the medic may select a thief talent. Talents marked with an asterisk add effects to a medic's surgical precision. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made. The medic counts her medic levels as thief levels for prerequisites for thief talents.

**Treatment (Su):** At 3rd level, the medic can cure conditions and status effects. The medic can make a Heal check that takes a minute to cure the status. The medic can use Treatment as part of a triage as a free action, this bypasses the normal time it takes to perform a treatment.

The medic can attempt a Heal check to cure the condition. Conditions the medic can affect are ranked from minor to dire, with each category having an accompanying Heal DC (see below). The medic cannot take 10 or 20 on the check or receive aid from any creature except another medic. Failure by 5 or less means the condition transfers to the medic for the rest of the duration or until cured. Failure by 10 or more means that not only is the target inflicted with the condition, but the medic is as well for the remaining duration or until cured.

- **Minor Conditions (DC 15):** Blinded, fatigued, shaken, and sickened.
- **Major Conditions (DC 20):** Dazed, diseased, enfeebled, silenced and staggered.
- **Severe Conditions (DC 25):** Confused, exhausted, frightened, immobilized, nauseated, poisoned, and slowed.
- **Dire Conditions (DC 30):** Berserk, deafened, disabled, paralyzed, petrified, sapped, stunned, and zombie.

If a target is afflicted with multiple conditions, the medic targets one condition at a time (of her choosing). The medic cannot cure conditions on herself.

At 5th level, the medic can use this ability to heal minor conditions without needing to attempt a Heal check. She can cure major conditions without a roll at 9th level and can cure diseases (not just the condition) using a triage with a Heal check equal to double the Save DC of the disease, severe conditions at 13th level and can cure poisons (not just the condition) using a triage with a Heal check equal to double the Save DC of the poison, and dire conditions at 17th level.

**Healing Hands (Ex):** At 4th level, a medic may provide first aid to two people or treat two people for poison as a standard action (make a separate Heal check for each creature). When using the Heal skill to treat wounds from caltrops (and so on), treat deadly wounds, treat poison, treat disease, or treat long-term care, she may treat double the normal number of people she may treat at the same time. She may also provide long term care for herself.

**Improved Recovery (Ex):** Starting at 4th level, when the medic treats deadly wounds, the creature she treats recovers hit points and ability score damage as if it had rested for a full day and she no longer needs a healer's

kit to perform these actions. At 7th level, the medic can treat deadly wounds or provide long term care to a number of creatures equal to her Wisdom modifier at the same time. In addition, when the medic treats a creature's deadly wounds it recovers hit points as if it had rested for a full day with long term care. At 11th level, when the medic treat deadly wounds, the creature recovers hit point and ability damage as if it had rested for 3 days.

**Uncanny Dodge (Ex):** Starting at 4th level, a medic can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A medic with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a medic already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Injections (Ex):** Beginning of 5th level, the medic can prepare injections to enhance herself and her allies. The medic can prepare a number of injections equal to half her medic level + her Wisdom modifier per day. Most medics create a number of syringes at the start of the day equal to the total number of injections they can create in that day and takes an hour to prepare. The medic must pick specific injections (see below) during this time. All injections have a duration of 1 minute and become inert if not used during the day they were created. After the duration of the injections is over, the recipients are fatigued for twice the amount of time. If the recipient receives another injection while fatigued, he becomes exhausted instead. It takes a standard action to use, but the medic can hand out the injections.

- *Adrenaline Shot (Ex):* The recipient of this injection gains the Haste status effect.
- *Feline Vision (Ex):* The recipient of this injection gains low-light vision and a +4 competence bonus to Perception skill checks.
- *Mental Boost (Ex):* The recipient of this injection gains a +2 alchemical bonus to Intelligence, Wisdom, and Charisma.
- *Physical Boost (Ex):* The recipient of this injection gains a +2 alchemical bonus to Strength, Dexterity, and Constitution.
- *Regenerative Serum (Ex):* The recipient of this injection gains Fast Healing 2.

**Anesthetic:** At 6th level, a medic learns how to supplement uses of the Heal skill with pain-killing drugs. She gains Skill Focus (Heal) as a bonus feat. Any use of the Heal skill that has a risk of harming the patient (such as extracting a barb) only deals the minimum damage when performed by a medic. If the medic already has this feat, she may pick another Non-Combat feat for which she meets the prerequisites for.

**Improved Triage (Ex):** At 7th level, the medic improves the speed of applying her triage ability from a standard action to a move action. She can also apply triage to multiple allies as a standard action instead of a full round action. In addition, the medic can apply the effect of two medical practices of her choice to any use of her Triage ability, she may apply the effect of a third medical practice at 12th level and a fourth at 17th level.

**Precision Expertise (Ex):** Also at 7th level, when the medic deals a surgical precision attack, she may sacrifice 1 die of damage to deal either 1 point of temporary Strength or Dexterity damage as a free action. This applies to a single attack and must be declared before the attack is rolled. The ability cannot be used to deal more than 6 points of ability damage on a single target. The ability damage lasts for 1 minute per medic level.

**Medical Alchemist (Ex):** At 8th level, an accomplished medic does not need magic to create elixirs with miraculous healing capabilities. With a healer's kit, an alchemist's kit and rare herbs worth the cost of the alchemical item, the medic may create a non-magical cure potion in 8 hours, using her medic level as the caster level and her Wisdom modifier for the spell's effect. At 12th level, she may create non-magical hi-potions. At 16th level, she may create non-magical x-potions. At 20th level, she may create non-magical mega potions.



**Resuscitation (Ex):** Starting at 9th level, the medic's ability to treat severe wounds allows her to bring allies back from the very brink of death. The medic can use her triage ability to heal allies that have died within a number of rounds equal to her Wisdom modifier. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures slain by death effects cannot be saved by resuscitation.

**Improved Uncanny Dodge (Ex):** A medic of 10th level can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies creatures the flanking bonus by flanking her, unless the attacker has at least four more character levels than the medic does.

**Improved Injections (Ex):** Beginning at 10th level, the medic's knowledge of medical injections improves.

- *Adrenaline Shot (Ex):* The recipient of this injection also gains an additional attack with a -2 penalty on all attack rolls.
- *Feline Vision (Ex):* The recipient of this injection also gains Darkvision (60 feet) and now gains a +8 competence bonus to Perception skill checks.
- *Mental Boost (Ex):* The recipient of this injection now gains a +4 alchemical bonus to Intelligence, Wisdom, and Charisma.
- *Physical Boost (Ex):* The recipient of this injection now gains a +4 alchemical bonus to Strength, Dexterity, and Constitution.
- *Regenerative Serum (Ex):* The recipient of this injection now gains Fast Healing 4.

**Quick Fix (Ex):** At 11th level, as a standard action, the medic can cure 1d4 points of temporary ability damage to one of the subject's ability scores with successful Heal check (DC 25). This application of the skill can be used successfully on a character only once per injury.

**Advance Combat Medic Technique:** Beginning at 12th level, and every three levels thereafter, the medic may select an advanced thief talent. Talents marked with an asterisk add effects to a medic's surgical precision. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made. The medic counts her medic levels as thief levels for prerequisites for advanced thief talents.

**Therapy (Ex):** At 13th level, the medic can cure 1 point of permanent ability damage to one of the subject's ability scores. This takes one month to heal. This is reduced by 1 day per each rank in the Heal skill.

**Penetrating Strike (Ex):** Also at 13th level, when the medic makes a surgical precision attack, she can bypass damage reduction equal to her Wisdom modifier.

**Improved Resuscitation (Sp):** At 14th level, the medic's ability to stave off the death of her allies broaches on the supernatural. Once per day, she can use *raise* as a spell-like ability. Her caster level for this effect equals her medic level.

**Superior Injections (Ex):** Beginning at 15th level, the medic's knowledge of medical injections improves.

- *Adrenaline Shot (Ex):* The recipient of this injection now gains a third additional attack with a -4 penalty on all attack rolls.
- *Feline Vision (Ex):* The recipient of this injection now gains Darkvision (120 feet) and a +12 competence bonus to Perception skill checks.
- *Mental Boost (Ex):* The recipient of this injection now gains a +6 alchemical bonus to Intelligence, Wisdom, and Charisma.

- *Physical Boost (Ex)*: The recipient of this injection now gains a +6 alchemical bonus to Strength, Dexterity, and Constitution.
- *Regenerative Serum (Ex)*: The recipient of this injection now gains Fast Healing 6.

**Formulating Solution (Ex)**: At 16th level, the medic can take any injection she has created and create a mist that infects all creatures around her within 10 feet with the injection but the duration is halved.

**Greater Resuscitation (Sp)**: At 19th level, the medic's skill at treating wounds is so great she can perform truly spectacular feats of medicine. Once per week, she can use *full-life* as a spell-like ability. Her caster level for this effect equals her medic level.

**Perfect Body (Ex)**: At 19th level, a medic has mastered her own body, making her difficult to kill. As a full-round action, the medic can harness her metabolism to heal herself and gaining Fast Healing 10 for 1 minute. The medic can use this ability a number of times per day equal to her Wisdom modifier.

**Master Medic (Ex)**: At 20th level, the medic is such an expert of the healing arts that she can apply any number of medical practices that she knows to her Triage ability.