

Medicine Woman

The medicine woman comes from a long lineage of worshippers of the earth, their history beginning long before it was even recorded. The centuries her people have walked the earth have granted them numerous methods of physical and spiritual purification, from crystals to herbs, to even calling upon the raw elementals themselves to aid her and her allies in times of need. While she prefers to not directly participate in physical confrontation, her employment of the energies found within the earth allow her to ensure her allies' endeavors do not meet a sudden end.

The medicine woman is an archetype of the medic class.

Class Skills: The medicine woman adds Knowledge (History) to her list of class skills. This replaces Knowledge (Technology) as a class skill.

Limit Breaks (Su): At 1st level, the medicine woman receives the Limit Breaks (Call of Gaia and Call of Wendigo).

Call of Gaia (Su): The medicine woman has spent years studying the healing arts, and as such, has attuned herself to the energies emanating from the earth. She can chant prayers to the elemental directions in order to gain the aid of these healing energies, which will place her in a trance state. When she enters the trance state after calling upon these forces, providing she is not interrupted or susceptible to attack, her and her allies' wounds will heal at an accelerated rate. The medicine woman and her allies within 30 feet are healed for 4d6 points of damage plus an additional 2d6 per four medic levels after 1st. In addition, the medicine woman and her allies within the area of effect are cleansed of one status effect, provided the medicine woman makes a successful Caster Level check against the status effect.

Call of Wendigo (Su): As a child of the earth, the medicine woman is able to call upon the greater spirits of old. One of which is the Wendigo, which when called, will attempt to rend their opponents in a flurry of fierce, chaotic winds. All enemies within a 30-ft.-radius take 4d6 points of wind damage plus additional 2d6 points of wind damage per four medic levels after 1st. A successful Reflex save (DC 10 + half of the medic's level + her Wisdom modifier) will half the damage.

These abilities replace the medic's standard Limit Breaks.

Call of the Wild (Su): The medicine woman is attuned to many spirits of the elements. Some though, she attunes herself more than the others. As such, she gains a thin shell that can reduce the damage of one element that she must choose at 2nd level. This cannot be changed as she grows in levels. At 2nd level, she gains an elemental resistance of 2 against an element and every 3 levels thereafter, this increases by 2.

This ability replaces surgical precision.

Natural Remedies (Ex): The path of the medicine woman tends to lead her more towards natural means of healing and remedying, relying on the earth as opposed to manufactured curatives. While some may view this as archaic, using plants and other means to successfully heal dates back since ancient times. At 2nd level, as a full-round action, the medicine woman can heal an adjacent ally for 1d8 points of damage. This increases by 1d8 per 3 levels thereafter. The medicine woman can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces evasive.

War Cry (Ex): At 3rd level, the medicine woman cries out for the spirit's attention to help aid her allies in battle. All allies within 60-feet get a +2 morale bonus to Strength. This increases by +2 for every four medic levels thereafter. All creatures to be affected must be able to see, hear, and understand the medicine woman to

gain the bonuses and lasts for the duration of the encounter. This ability can be used once per day at 3rd level and she gains one additional use per day every four medic levels thereafter.

This ability replaces battlefield inspiration.

Crystal Fury (Su): The earth, with all its power, often materializes itself in the form of crystals. The medicine woman has learned to grow these crystals. At 3rd level, as a standard action, she can grow a crystal and attach it to a weapon (doesn't stack with Materia) that deals an extra 1d6 points of earth damage. Ranged weapons grant their ammo this bonus. These crystals last for a duration of 1 minute before crumbling to dust.

This ability replaces combat medic technique.

Herbal Supplement (Ex): The medicine woman's use of herbs as supplements for health has been long recorded, and the medicine woman keeps this tradition alive through her own usage of the restorative arts. These pills have various effects, and as she advances further in her journeys, she will learn even more recipes to create natural supplements. Starting at 5th level, the medicine woman has access to basic herbal supplements. At 10th level, she has access to advanced herbal supplements and at 15th level, she has access to expert herbal supplements.

Basic Herbal Supplement

- **Black Maca Pill:** Grants a +2 competence bonus to Strength.
- **Catnip:** Grants a +4 competence bonus against the Fear, Shaken and Panic status effects.
- **Garlic Pill:** Grants a +2 dodge bonus to AC.
- **Ginseng Pill:** Grants a +2 competence bonus to Intelligence.
- **Red Maca Pill:** Grants an additional movement speed bonus of 30 feet.

Advanced Herbal Supplement

- **Black Maca Concentrated Pill:** Grants a +4 competence bonus to Dexterity and Strength
- **Breath of Life:** Grants the ability to breathe underwater.
- **Ginseng Concentrated Pill:** Grants a +4 competence bonus to Intelligence and Wisdom.
- **Iron Pill:** Grants 15 temporary HP and a +2 resistance bonus to saving throws.
- **Tongue of Beast:** Grants the ability to Speak with Animals.

Expert Herbal Supplement

- **Anabolic Pill:** Grants the Haste status effect.
- **Mana Pill:** Grants MP Regen 1.
- **Reaper's Bane:** Gains the effects of Stalwart and Die Hard feats.
- **Rejuvenation Pill:** Restores 1 temporary ability score loss.
- **Wellness Pill:** Grants a +2 competence bonus to all ability scores.

Effects last for 1 minute, at which point the user is affected with Sicken status effect for the rest of the day, or until cured. The medicine woman may only make as many pills equal to 5 + her Wisdom modifier. Only up to 2 pills may be taken per day (if taken more than 2, that creature is immediately gains the Sicken status effect). Pills take 30 minutes to create.

This ability replaces injections, improved injections, superior injections, and formulating solution.

Sage Purity (Ex): As a child of medicine, the medicine woman has learned of various ways to rid the body and mind of various illnesses throughout the years. One of the preferred methods is through the burning of sage, and either fanning the smoke onto another, or having them inhale it. At 7th level, as a full-round action, the medicine woman can cure the status effects of Poisoned, Diseased, Fatigued, Exhausted, Sickened, Nauseated, and Sapped using her medic level as her caster level for determining caster level checks against the status effects. Once a creature has benefited from the sage purity, it cannot benefit from it again for 24 hours.

This ability replaces precision expertise.

Quell (Ex): Anger is often tied to recklessness, and a reckless ally is often the last thing a party needs. The medicine woman understands this well, and has found appropriate means to bring the situation down before it escalates into a disaster. At 13th level, when an ally is inflicted with Berserk or Confusion status effect, the medicine woman uses her medic level as her caster level for determining caster level checks against the status effects. Once a creature has benefited from the quell, it cannot benefit from it again for 24 hours.

This ability replaces therapy.