

Wilderness Medic

Wilderness medics know a variety of ways they can heal, supply and preserve a rebellion or similar movement without requiring any resources that might make them easier to track down.

The wilderness medic is an archetype of the druid class.

Medic Training: A wilderness medic adds Healing spells from the white mage spell list but loses access to all elemental spells.

This ability modifies spells.

Herbalist Training (Ex): At 1st level, a wilderness medic can attempt Profession (herbalism) checks untrained and the wilderness medic gains a bonus equal to 1/2 his druid level (minimum +1) on Heal checks and Profession (herbalism) checks. When he successfully forages for herbs, he finds twice as many doses of any herb he would normally.

This ability replaces wild empathy.

Herbal Medicine (Ex): At 3rd level, a wilderness medic can mimic the effects of stabilize at will in any wilderness area by spending one use of a healer's kit as long as he can see the target.

Additionally, as a standard action a number of times per day equal to 3 + his Wisdom modifier, the wilderness medic can use encouraging words and herbs to lessen the severity of certain conditions affecting a touched target. If the target is exhausted, it becomes fatigued instead. If the target is frightened, it becomes shaken instead. If the target is nauseated, it becomes sickened instead. The duration of the effect is unchanged; the effect is simply reduced to the lesser version.

At 9th level, the wilderness medic can lessen the severity of additional conditions for the target and cure other conditions that the target suffers. If the target creature is blinded, it becomes dazzled instead. If the target is panicked, it becomes shaken instead. If it has any of the following conditions, they are cured: deafened, fatigued, shaken, and sickened. The wilderness medic is able to use this ability on a given touched target once every 24 hours.

This ability replaces trackless step.