

THE MEDIC 2.0

HP: A Medic gains 1d6 hit points at each level.

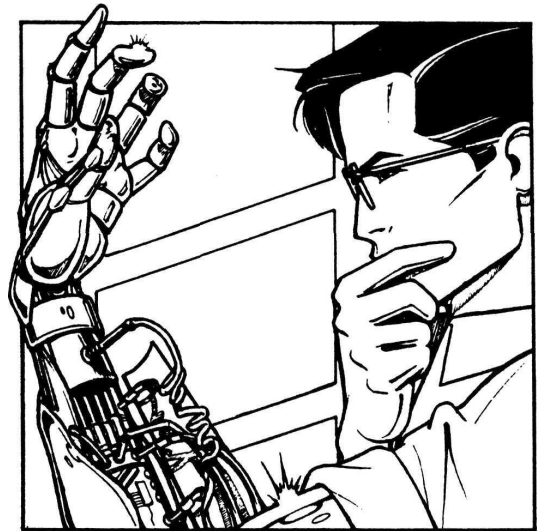
Armor: The necessity for speed, precision and mobility on call tends to regulate the Medic to Medium Armor or less.

Healing: Like the Infiltrator and his respective tools, all Medics require their **Medic's Bag** to perform their healing or surgery. This healing is performed by rolling 1d20 + Intelligence + Level and restores HP up to the PC's maximum health. Each failure increases the Medic's fumble range by 1. After 24 hours, this fumble range decreases by 1 point.

Before rolling, The Medic may elect to heal a specific condition rather than HP. Healed dice translate to conditions as noted below. In this case, the patient's hit dice or level do not act as a cap. If the Medic heals the indicated dice, the damaging condition is alleviated. "Overflow" hit dice do not become normal healing, and if the healed dice are too low, there is no effect.

Healing Check	Result
1	Fumble!
2-11	Failure
12-13	1 HD
14-19	2 HD
20-21	3 HD
22+	4 HD

Broken Limbs	1 HD
Organ Damage / Disease	2 HD
Paralysis / Poison	3 HD
Blindness / Deafness	4 HD



Overclocking: Standard issue CyberMedic™ augmentations in the Medic's brain allow for an uncanny degree of focus and precision, but not without an exhaustive price. This near-mechanical focus willingly 'burns' points of Strength, Stamina or Agility away to increase the efficiency of their work. Each point 'burned' adds one point to the Medic's healing roll. Ability scores lost in this way return as the Medic rests. Every day he does not attempt this exertion, he recovers 1 point of an ability score.

Intellectual Affinity: Any Personality check when consorting with an Academic uses the next die up in the chain (typically a d24). See: **Etiquette**.

Action Dice: A Medic always uses his action dice for attacks. At 6th level, a Medic gains a second attack each round with his second action die.

MEDIC 2.0 TABLE

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+0	1d8/III	1d20	+0	+1	+1
2	+1	1d8/III	1d20	+0	+1	+1
3	+2	1d10/III	1d20	+1	+2	+2
4	+2	1d10/III	1d20	+1	+2	+2
5	+3	1d12/III	1d20	+1	+2	+3
6	+4	1d12/III	1d20+1d14	+2	+2	+4
7	+5	1d14/III	1d20+1d16	+2	+3	+4
8	+5	2d14/III	1d20+1d20	+2	+3	+5
9	+6	2d16/III	1d20+1d20	+3	+3	+5
10	+7	2d16/III	1d20+1d20	+3	+4	+6

MEDIC 2.0 TITLES

Level	Lawful	Chaotic	Neutral
1	Resident	Quack	Patcher
2	Intern	Coroner	Practitioner
3	Nurse	Bloodletter	Consultant
4	Doc	Sawbone	Physician
5	White-Surgeon	Black-Surgeon	Gray-Surgeon

Class Notes:

Prime Ability: INT

The **CyberMedic™** cyberware and a **Medic's Bag** are provided upon choosing this class.

Change Notes:

Overclocking: The Medic 2.0 can opt to burn away Agility rather than Intelligence when performing Overclocking.

Medic's Bag: To clear some confusion, the class issued *Medkit* required for healing has been renamed to the *Medic's Bag* to differentiate between it and the one-use item *medkit* found in the equipment section of Issue 1.

HEALING FUMBLE TABLE

1d10

Result (Modify by Luck)

- 0 or less You make a critical error in your treatment and deal 1d6 damage to your patient! The mortification of this mistake results in a -1d to all healing rolls for the rest of the day unless a successful DC 20 Will save is made.
- 1 You make a critical error in your treatment and deal 1d4 damage to your patient. Your confidence is shook; you must make a DC 15 Will save or suffer a -4 penalty on your next healing roll.
- 2 You've made a grave mistake and deal 1d3 damage to your patient in the process.
- 3 The contents of your bag spill to the floor! You must spend your next round collecting them before performing healing of any kind.
- 4 Your medical bag is missing a vital tool or cure. You can improvise medical treatment with 10 minutes of preparation, but your skills are useless for now.
- 5 Your surgical tools shake in your hand. You quickly calm yourself, but the pressure is mounting. You take a -1d penalty on your next healing roll.
- 6 You mentally freeze but may shake it off with a DC 10 Will save; otherwise, you suffer a -2 to your next healing roll.
- 7 Your medical incompetence brings you deep, professional shame but otherwise causes no further harm.
- 8+ You miraculously cause no further harm.

