

MEDICAL OFFICER

Apply Medical Knowledge and Official Triage

You were a doctor, nurse, or worked with emergency services in some way. You are fascinated with medicine and the various anatomies of different creatures. Rather than divine magic or natural remedies, a Medical Officer relies on both traditional and modern medical practices to get back into fighting shape. Ambassadors that serve as Medical Officers are effective marksmen, capable of dealing damage that rivals their healing capabilities.

LEVEL 3: ORBITAL DEPLOYMENT: EMERGENCY HEALING DRONE

As a Utilize action, you call down a squadron of Emergency Healing Drones equipped with various medical supplies. Choose a number of creatures equal to your Intelligence modifier (minimum 1) that are not a Construct, Ooze, or Undead. A drone becomes assigned to the creature, hovering in an unoccupied space within 5 feet of them.

For the next minute, the first time a creature with a drone assigned to them is reduced to 0 Hit Points, you can use your Reaction to allow the drone to save them. The target drops to 1 Hit Point instead of 0 and gains Temporary Hit Points equal to your Ambassador level. The drone's medical supplies are then expended, and it returns to your Dropship.

You can use your Bonus Action on each of your subsequent turns to move one drone to another creature that does not currently have a drone assigned to them.

Starting at level 10, creatures also gain the effects of the *Haste* spell until the end of their next turn and do not suffer the lethargy at the conclusion of the effect.

Once you have used this Orbital Deployment, you cannot do so again until you finish a Long Rest.

LEVEL 7: MEDICAL EQUIPMENT MASTER

You know how to utilize medical equipment to a far greater degree than others in your field. You gain the following benefits.

- The first time you call in a First-Aid Kit from your Dropship Supplies, it has twice as many charges.
- When you take the Attack action on your turn, you can replace one of the attacks with a use of a First-Aid Kit.
- You can use a First-Aid Kit on a creature that has more than 0 Hit Points, and creatures can gain healing from a First-Aid Kit that you administer to them even if they have gained the benefits of a First-Aid Kit already.

- When you use a First-Aid Kit on a creature, you can also end one magical contagion or one of the following conditions affecting the creature: Blinded, Deafened, Paralyzed, Poisoned, or Stunned.
- You can treat a Healer's Kit as if it were a First-Aid Kit, but the healing is reduced to $2d4 + 2$.

LEVEL 15: GUARDIAN BOTS

You have created a protective guardian for either yourself or any ally. You gain an HB-2249 Guardian Integration. This integration can be worn by any creature regardless of armor type, but must wear the accompanying backpack if it is not integrated normally.

The turret comes with a special magazine, which can be loaded as a Utilize action with up to ten charges of a First-Aid Kit or Healer's Kit. When the turret makes an attack, you can choose for it to instead target an Unconscious ally. If the creature is within the turret's range, the creature is shot with healing injections, regaining $2d8 + 2$ Hit Points.

If your Guardian is ever destroyed, you can call in a new one with your Dropship Supplies without expending a use of your Dropship Supplies.

LEVEL 20: MEDIC MASTER

You have become a master of aiding the wounded and keeping the injured alive in the heat of battle. You gain the following benefits.

- You can use a First-Aid Kit as a Bonus Action instead of a Utilize action.
- When you use a First-Aid Kit, you can expend one or more of the additional charges to increase the healing received by $2d8 + 2$ per charge expended.
- When you heal an Unconscious creature that has 0 Hit Points, the creature gains the effects of the *Haste* spell until the end of their next turn and does not suffer the lethargy at the conclusion of the effect.



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