

# CHARACTER TYPE



## MEDIC >> A trained ally and unconventional healer

### STARTING ABILITY *(Choose 1)*

**HAPTIC LINK:** Attempts to heal allies or stabilize them while DYING are EASY

**MUTATED ADRENAL GLAND:** RECOVER using your CON + BASIC bonus

**ACCELERATION FIELD:** For 2 ROUNDS, allies who start their turn within CLOSE to you may DASH and still take an action. Recharge after D4 ROUNDS

### STARTING LOOT *(Choose 1)*

**MEDGUN:** Using DEX, heal a single ally that you can see, up to FAR, with ENERGY

**LAZURUS DEVICE:** Once per session, touch a DEAD ally whose DYING TIMER reached zero within the last ROUND, and revive them with 1 HP

**NANO DARTS:** (6), With DEX, hit an ally to inject them with nanobots. For D4 ROUNDS, add +1 to their rolls and an additional +1 for each subsequent ROUND

### MILESTONE ABILITIES *(Choose 1 when awarded by GM)*

**EVEN STRONGER:** Add 1 to any STAT or gain a customized type of dart (6 uses). Work with your GM!

**BIO-SYRINGE:** Store 1HP each round as a free action, up to 5 HP. Administer the stored HP to yourself or an ally as an action.

**HEALING BUOYS:** Place up to three buoys per session, any ally within NEAR of a buoy heals 2 HP per ROUND for 4 ROUNDS

**DYING BEACON:** Once per session, place a beacon and any ally who drops to 0 HP within NEAR of the beacon receives a 4 on their DYING TIMER

**KNOCK-OUT DARTS:** (6), Targets must make a CON save each ROUND or fall unconscious for D4 ROUNDS

**HEALING PRESENCE:** DYING allies roll a MIRACLE with an 18, 19, or 20

**LONG SHOT:** FAR ranged attacks only fail on a natural 1

### MASTERY

**HAPTIC LINK:** All of your attempts and rolls are EASY while an ally is DYING

**MUTATED ADRENAL GLAND:** RECOVER using your CON + WEAPON bonus

**ACCELERATION FIELD:** Any allies affected by your Acceleration Field may move, take an action, and then move again.

