

MERCENARY SURGEON

In every mercenary company there is the guy with the knife. The one to put your miserable body together again, after its been mauled by the company's enemies. This man can also tend your bleeding cuts during battle, so that you can defend yourself. He is a precious man, to be cared for and looked after, because one day or another, your life will depend on him.



Hit Die: d10

REQUIREMENTS

To qualify to become a Mercenary Surgeon, a character must fulfill all the following criteria.

Alignment: Any

Base Attack Bonus: +2

Skills: Heal 2 ranks

CLASS SKILLS

The Mercenary Surgeon's class skills (and the key ability for each skill) are Climb

(Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Int), Jump (Str), Knowledge Nature (Int), Profession (Wis), Ride (Dex), Swim (Str) and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the Mercenary Surgeon prestige class.

Weapon and Armor proficiency: A Mercenary Surgeon is proficient with all simple and martial weapons, and with all armors and shields.

Defensive Healing (Ex): The mercenary surgeon can mend wounds during battle as a standard action and still regain his Dex modifier to AC. He does not, however, gain the benefit of a shield, if he is wearing one. Use your Heal skill as normal.

Patient First (Ex): If you are hit during your attempt to heal a comrade, you can take a Concentration check against a DC of 10 + the damage dealt to you, with a +2 bonus. If this check is successful your heal attempt isn't ruined.

Improved Heal (Ex): When the Mercenary Surgeon uses his Heal skill on a subject, the subject gains back a quarter of the lost hit points if the Heal check is successful. This action takes half an hour to complete.

Bonus Feat: You gain a bonus feat. This bonus feat must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack),

Improved Critical, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Sprited Charge), Point Blank Shot (Far Shot, Precise Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus, Weapon Specialization. Note that all prerequisites for all feats must be met.

Field Hospital (Ex): You know how to treat your patients and what they need to heal. With this knowledge and more you know how to set up a field hospital. All

who are treated here heals 2 extra hit points per day per class level of the Mercenary Surgeon. The capacity of the field hospital is your class level times your ranks in the heal skill.

Experienced Battle Healer (Ex):

The mercenary Surgeon is very good at healing men in the field, and experience lets him quickly see what needs to be done. The mercenary surgeon can take 10 on all heal checks to mend battle wounds, also in stressful situations. In addition mending a wound is now only a move equivalent action. This ability applies only to Heal checks.

| Class Level | Base Attack bonus | Fort Save | Ref Save | Will Save | Special |
|-------------|-------------------|-----------|----------|-----------|---------------------------|
| 1st | +1 | +2 | +0 | +0 | Defensive Healing |
| 2nd | +2 | +3 | +0 | +0 | Patient First |
| 3rd | +3 | +3 | +1 | +1 | Improved Heal, Bonus Feat |
| 4th | +4 | +4 | +1 | +1 | Field Hospital |
| 5th | +5 | +4 | +1 | +1 | Experienced Battle Healer |