

Plague Doctor



A New Class For 5E



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Change Log

VI.2 (September 16, 2018) - Grammar correction in Targeted Injection and added the starting equipment options.

VI.1 (September 13, 2018) - Changes to initial design made. Original spells replaced with SRD applicable spells, though some will be replaced with new spells made for Plague Doctor in future version. Balance and clarification changes made from original, unpublished design.

Plague Doctor

A stranger rides into town, saddlebags packed with cloth, herbs, and tools. She looks hardened, older than she is but this women doesn't scare the townsfolk. She is their savior, the one who will try and heal every plague victim that the nobles have left for dead.

Darting across the battlefield a dwarf moves from body to body. For some it is too late but others can still be saved. One by one they bandage wounds and help up their comrades. Most dwarves hold hammer or shield, but not them. Their job, the job of medic, is just as important.

Straddled over the corpse, he inspects just what killed the poor barkeep. As he inspects the wounds a cudgel crashes over his head, but he's been hit before. Investigation is no easy job and enemies are made. But that's the other benefit of his training. The detective takes a hit and another, before sinking a blade right where it needs to be to end the encounter.

Wearing a long coat, heavy boots, and a frightening mask the human is given plenty of room. They have heard of his type before and with him comes plagues, so it is said. What they don't know, is that his plagues are not for just anybody. They are made special...

Medic, wanderer, therapist, detective, plague bringer. No matter what you call them a plague doctor plies her trade in whatever ways is required of them.

Unprofessional Medicine

Fantasy worlds are known for being paradoxically full of magic and strange creatures, but still quite medieval in many ways. Magic tends to be rare and expensive no matter which extreme you swing towards. It is something the common folk just don't have, even many wealthy folk might not have access to powerful clerics. Instead noble families and communities have doctors.

Medical training is no easy task, however, and not every one can cut it. Of course this includes lack of funds to continue apprenticeships and desiring to do good with their skills instead of catering to those with coin. Plague doctors come from a subset of doctors who, for whatever reason, did not wish to be bound by that way of life.

The plague doctor is a wanderer, going wherever life take them. You might feel restricted to the streets of the city you grew up in, wandering from ally to ally helping

the poor. Or you might wander from village to village adding the insightful and strange remedies of those in the wilds to your repertoire. Whatever the case you are a trained, intelligent, and willful individual. You know that your abilities can be used in more ways than traditionally used and you aren't afraid of exploring that potential.

Misunderstood

Plague doctors get a bad reputation and it's all found in the name. These are folks who are associated with disease, sickness, and death. When a plague sweeps through a village it is the plague doctor who is there with it and living through it. This association is often misrepresented as something they bring with them, despite the aid they provide. Of course the frightening mask and techniques that might be considered "unusual" don't help matters.

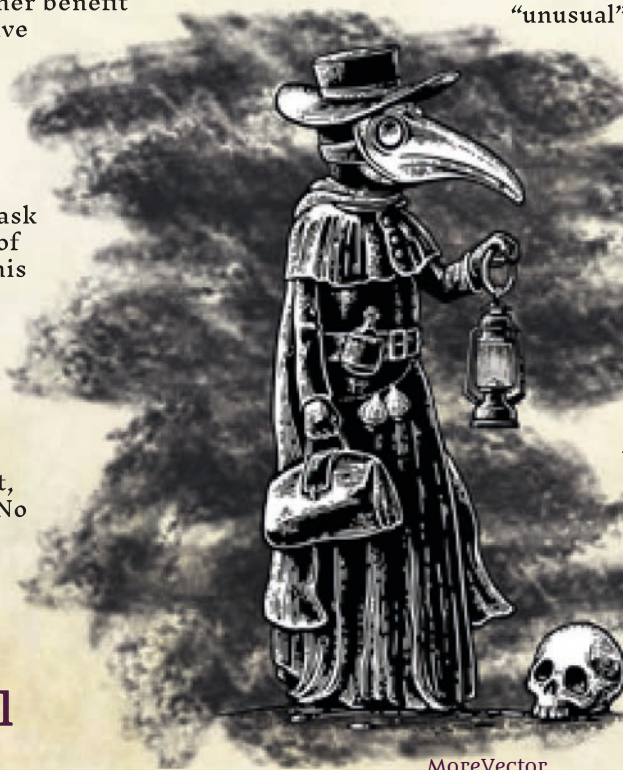
For the most part you might not find a plague doctor naming themselves as such. They are healers, medics, and scholars. They are willing to go out into the world and learn, experience. Some will never be called plague doctor, keeping to the streets or staying on as a medic in a kingdom's army. Others might be called plague bringer because of their penchant for the...grosser side of medicine.

Yours is a job of passion and necessity. Plague doctors specialize in all kinds of medicine: anatomy, psychiatry, disease, triage. Whatever yours is, a small office with a handful of rich patients is not the job for you. How can you expand your knowledge or do good in this world stuck behind a desk?? You need to travel and few understand it. Fewer still understand what you do. To them you are a frightening savior at best and a bringer of death at worst. But what do you care if a few more are saved from plague or you can spread the knowledge of a simple medicine to parts that need it?

Creating A Plague Doctor

There is a lot to consider when making a plague doctor. Remember that your character does not have to call themselves such a thing. They might be a healer, a medic, a philosopher. Whatever your choice there are a few key bits of information to consider.

Where did you learn medicine? Perhaps you were a field medic for the king's army or you spent years training



under a noble physician. Maybe you went to an academy hoping for a career as a doctor but knowing apothecary would be easy to fall back on.

Whatever your training the plague doctor is not someone who sits still for long, so something must have called you out into the world. Was it a desire to use your skills on those who needed it most? Or perhaps you found the need to expand your knowledge and add to the great medical tomes of the world. Try to decide why you turned from continuing training or beginning a career.

Another thing to consider is what type of wandering medic are you? What tools would you like to use and what skills do you specialize in. You can be the masked bringer of plagues, healing the innocent and causing the evil to suffer. Or you can be the medic for an adventuring party, bandaging wounds and encouraging their actions. Come up with a fun idea to work with!

Class Features

As a plague doctor, you gain the following class features.

Hit Points

Hit Dice: 1d8 per plague doctor level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: Healer's kit

Saving Throws: Intelligence, Charisma

Skills: Medicine and choose two from History, Insight, Investigation, Persuasion, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) leather armor or (b) a chain shirt
- (a) light crossbow or (b) sling
- dagger, 2 healer's kits, and a priest's pack
- any simple melee weapon

Medical Field

You may not have practiced medicine your whole life, Hells, you may not have finished schooling, but you did spend enough time to become versed in a specific field of study. At 1st level you must choose what type of medicine you are most interested in, which one you are best at. You can choose from the following fields of study: anatomy, psychology, or plagues. Your choice

grants you features at 1st level and then again at 7th level and 13th level. You also get access to additional spells related to that field, listed in its description.

Stimulating Procedure

Your knowledge of medicine grants you a unique understanding of the needs of the body as well as how it works. This allows you to help your allies push themselves to greater heights. By pointing out a weak spot, directing their motions, or waving vapors under their nose you can aid them in a single task. Use a bonus action on your turn to choose one creature within 20 feet of you that you can see. That creature gains a Stimulation die, a d6.

Once, within the next 5 minutes, the creature can roll a die and add that number to one ability check, saving throw, or attack it makes. The creature can use the Stimulation die after seeing the result of the d20 roll but must choose to use it before the GM announces whether or not it was a success. Once the Stimulation die is rolled it is lost. A creature can only have one Stimulation die at a time.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses after a long rest.

The Stimulation die changes as you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

First Aid

Medical training makes you more adept than most at tending to the injuries of others. Beginning at 2nd level you may use a healer's kit to tend the wounds of your adventuring party. You may spend charges to increase the amount healed during a short rest. Those who are treated and who spend one or more Hit Dice may add an additional 1d6 hit points for each charge spent.

You may use this feature a number of times equal to your Intelligence modifier (a minimum of once) during a single rest, so long as you have enough charges of a healer's kit available. Uses of First Aid may be distributed however you see fit.

As you increase in level your ministrations become more effective and the number of times this can be used during a rest increases. This feature can be used a number of times equal to your Intelligence modifier + 1 at 5th level, Intelligence modifier + 3 at 10th level, and your Intelligence +5 at 15th level.

For example, if you are a 5th level plague doctor with an Intelligence bonus of 5, you may use this ability 5 times during a short rest. These 4 uses may be used on one creature, five separate creatures, or any combination in between. This will cost 5 charges to be spent from one or more healer's kits.

The Plague Doctor

Level	Proficiency Bonus	Features	Spells Known	- 1st	- 2nd	- 3rd	- 4th	- 5th	Techniques Known
1st	+2	Medical Field, Stimulating Procedure (d6)	-	-	-	-	-	-	-
2nd	+2	First Aid, Mystic Remedies	2	2	-	-	-	-	-
3rd	+2	Medical Techniques, Equipment Specialization	3	3	-	-	-	-	3
4th	+2	Ability Score Improvement	3	3	-	-	-	-	3
5th	+3	Stimulating Procedure (d8), Always Learning	4	4	2	-	-	-	3
6th	+3	-	4	4	2	-	-	-	4
7th	+3	Field of Study Feature	5	4	3	-	-	-	4
8th	+3	Ability Score Improvement	5	4	3	-	-	-	4
9th	+4	-	6	4	3	2	-	-	5
10th	+4	Stimulating Procedure (d10)	6	4	3	2	-	-	5
11th	+4	Always Learning	7	4	3	3	-	-	5
12th	+4	Ability Score Improvement	7	4	3	3	-	-	6
13th	+5	Field of Study Feature	8	4	3	3	1	-	6
14th	+5	-	8	4	3	3	1	-	6
15th	+5	Stimulating Procedure (d12)	9	4	3	3	2	-	7
16th	+5	Ability Score Improvement	9	4	3	3	2	-	7
17th	+6	-	10	4	3	3	3	1	7
18th	+6	-	10	4	3	3	3	1	8
19th	+6	Ability Score Improvement	11	4	3	3	3	2	8
20th	+6	Secret of Life	11	4	3	3	3	2	8

Beyond Injuries

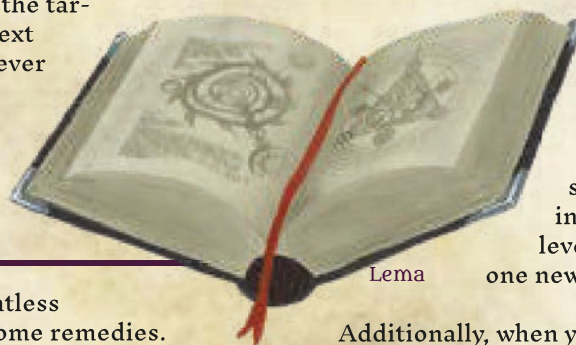
Part of medical training includes recognizing the effects of poisons and diseases, things that extend beyond basic physical injuries. Beginning at 5th level you may make an Intelligence (Healer's Kit) check to aid a creature against the effects of a single poison or disease against the saving throw DC of the effect.

Performing this form of First Aid requires 5 minutes of ministrations and expends 3 charges from a healer's kit. If the source or cause of the effect is unknown the check is made at a disadvantage, though the GM may allow the you or another qualified PC to roll to identify what it is.

A successful check is not necessarily immediate. A plague doctor's skill is that of aiding and modifying the body's own healing. If successful, the target automatically succeeds on their next saving throw against the effect, whenever that might occur.

Mystic Remedies (Spellcasting)

Your travels have exposed you to countless mystical rituals, strange cures, and home remedies. Your medical training has given you the insight as to how these work, despite their arcane nature. Beginning at 2nd level you gain the ability to cast spells. See the plague doctor spell list later in this document for a complete list of spells available to you.



Spell Slots

The Plague Doctor table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the first level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the plague doctor spell list.

The Spells Known column of the Plague Doctor table shows when you learn more spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown in the table. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the plague doctor spells you know and replace it with another spell from the plague doctor list, which also must be of a level for which you have spell slots.

Spell Casting Ability

Intelligence is your spellcasting ability for your plague doctor spells. Your ability comes less from power and more from an ability to manipulate magical energies for medical procedures that would otherwise be impossible. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a plague doctor spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast any plague doctor spell as a ritual if that spell has the ritual tag.

Medical Techniques

Beginning at 3rd level you have begun to develop and advance your medical techniques. Your choice of equipment specialization grants you the first of these techniques and you may choose two additional techniques. You will gain additional techniques as you level up in this class.

Additionally, when you gain a level in this class, you can choose one of the techniques you know and replace it with another technique that you could learn at that level.



Gary Dupuis

Equipment Specialization

No matter your area of study, you have developed a tendency to utilize specific tools of the trade. You may choose from the following tools to specialize in:

Ampule

Ampules are small, breakable containers for storing liquids, vapors, and herbs which allow you to hand out your medications ahead of time. This selection grants you the *daily dosage* technique.

Censer

The censer is a tool for burning incense and carrying it with you which allows you to spread the effects of your abilities over a larger area. This selection grants you the *stimulating vapors* technique.

Needle

Needles are often used to administer poisons but you have learned to administer stronger doses of medicine to targeted areas, intensifying the effects of your abilities. This selection grants you the *targeted injection* technique.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Always Learning

Having wandered for most of your medical career you have picked up a few things. You have been exposed to languages, skills, and trades you may never have experienced otherwise.

At 5th level, and again at 11th level, you may choose one skill, tool, or language to become proficient in so long as you have had some exposure to it. As an alternative to choosing a new proficiency with this feature, you may choose something you are already proficient in and apply twice your proficiency to checks made with that skill or tool.

The Secret of Life

After years of exposure to and experiment with techniques, magics, and medicines from all sorts of cultures you have instilled your own body with an unnatural avoidance of death. When you fall unconscious you automatically stabilize and do not need to roll death saving throws.

Additionally, you can gain 6 failed death saves from inflicted damage before you die, but the rules for unconsciousness and dying otherwise apply. Once you fall unconscious due to dropping to 0 hit points this feature automatically takes effect and it cannot be used again until you take a long rest.

Fields of Study

Medicine is not just the simple practice of stopping bleeding and cooling fevers. There are countless diseases, poisons, and types of injuries. One day you might be forced to set bones. The next you might have to mix a village worth of poultice.

While you spent time studying and learning the different arts of healing, there were different fields of study available to specialize in. You may find yourself attracted to one field over another, hoping to help people with certain problems. Or you may have just found yourself uniquely proficient in a specific area. Whatever it was, you have found a combination of talent and experience which allows you to develop interesting and new methods of treatment.

Anatomy

Of all the studies anatomy is both the most basic to learn and one of the most complex fields to specialize in. Learning the bones, muscle, and organs of the body allow you to understand much of the theory underlying medicine. But to know the extra muscles a dwarf has or where the extra tendons of elves hide is something that has taken years.

You have taken to such knowledge, fully understanding how such nuances might be manipulated. Sure, you can apply your trade to the benefit of more people than other doctors, but that's not all. The road is tough and you also know just where to hurt those who would stop you from helping others.

Anatomy Expanded Spell List

Spell Level	Spells
1st	<i>inflict wounds, faerie fire</i>
2nd	<i>blindness/deafness, blur</i>
3rd	<i>haste, slow</i>
4th	<i>stoneskin</i>
5th	<i>hold monster</i>

Weak Point

You know exactly where to hit a creature where it hurts while it cannot defend itself. Beginning at 1st level, you may use your Intelligence modifier instead of Strength or Dexterity with ranged and finesse weapons. Once per turn, you can also deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on



Daniel Comerci

the attack roll. The attack must be made with a light, finesse, or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases as you gain levels in this class. The extra damage becomes 2d6 at 4th level, 3d6 at 7th level, 4d6 at 10th level, 5d6 at 13th level, 6d6 at 16th level, and 7d6 at 19th level.

Absorb Blows

Starting at 7th level you can use your knowledge and awareness of your own body to reduce the impact of a serious blow. When you are hit with an attack you may use a reaction to add your Intelligence modifier to your Armor Class. You may also use this feature when you fail a Dexterity saving throw to add your Intelligence modifier to the save. In either case, you may use this feature after the attack is rolled but before the damage is rolled.

When you use this feature you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. You must finish a long rest before you can use this feature again.

Bleeder

Starting at 13th level you can use your insight into a creature's anatomy to nick an artery and cause it to bleed profusely. When you hit a creature with your Weak Point feature you may choose to make it a Bleeder.

The target must make a Constitution saving throw vs your spell save DC or begin bleeding from the wound. On a failed save, the creature takes 2d8 at the beginning of each turn. A Wisdom (Medicine) check may be made, as an action to end the bleeding. The bleeding automatically ends if the creature gets magical healing. You must finish a short or long rest before you can use this feature again.

Psychology

Medicine is not restricted to blood, guts, and other physical injury. A good doctor must also be concerned with the mental well-being of the patient. You have even gone so far as to specialize in what your patients are thinking and feeling.

You understand that influences of the mind can be medical in nature, solved through medication and care decision. The madness induced by aberrant monsters is not unfathomable and magics that bend the will are not insurmountable. All it takes is a little understanding and some compassion. Of course, your skills in manipulation are very useful against those who seek to harm others.

Psychology Expanded Spell List

Spell Level	Spells
1st	<i>charm person, command</i>
2nd	<i>calm emotions, enthrall</i>
3rd	<i>fear, hypnotic pattern</i>
4th	<i>confusion</i>
5th	<i>modify memory</i>

Strength of Will

Beginning at 1st level your insights into the working of the sentient mind grants you power over others that most doctors never achieve. You know the *message*, *minor illusion*, and *guidance* cantrips. Intelligence is your ability score for these spells. This insight also gives you resistance to psychic damage.

At 2nd level, you may regain some of your Mystic Remedies by going through your supplies, redistributing them, and stretching your reserves. During a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than one third your plague doctor level (rounded up), and none of the slots can be 4th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 6th-level plague doctor, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Presence of Mind

Your training in psychology allows you to understand the ways of manipulation. You gain proficiency in the Deception and Persuasion skills. If you are already proficient in one or both of these skills, you may now use twice your proficiency bonus on skill checks with that skill. Additionally, you are not easily manipulated and have advantage on saving throws against charm effects.

Seed of Doubt

Starting at 13th level you are able to quickly and efficiently place a small seed of doubt into an enemy's mind. As an action you may target one creature that can hear and understand you, pointing out yourself or an ally to it. It must then make a Wisdom saving throw against your spell save DC.

On a failed save, the creature becomes unsure of its ability to act against the individual you pointed out. For the duration the target is frightened of that individual. On a successful save, the creature is less unsure about the individual. It has disadvantage on ability checks and attacks against them, but is not frightened of the individual you pointed out.

This effect lasts for 10 minutes or until the source of their doubt is removed from sight or defeated. Affected creatures may attempt a saving throw at the end of their turns. Those who had originally failed will act as if they succeeded following a successful save and those who have already succeeded are no longer affected.

After two successful saves and removal of the effect, the creature is immune to Seed of Doubt for 24 hours. This feature may not be used again until you have completed a long rest.



Jeshieldòs

Plagues

Your profession's namesake, the plague, is one of the worst occurrences that might hit a civilization. Whether it is a mundane disease, a magical sickness, or a demonic curse the plague doctor knows the dangers and effects that plagues can have. They become known for being around sickness and death.

Some believe it follows you and others believe you bring it with you, but you know the truth of plagues. They are little different from normal disease, but some combined aspect of the sickness and the way people live create something more. Like a hurricane is both a simple storm and so much more, the plague can be put down but it requires purpose, understanding, and the occasional risk. Not everyone is willing to do what is needed. You are.

Plagues Expanded Spell List

Spell Level	Spells
1st	<i>burning hands, fog cloud</i>
2nd	<i>ray of enfeeblement, acid arrow</i>
3rd	<i>stinking cloud, bestow curse</i>
4th	<i>blight</i>
5th	<i>insect plague</i>

One With Sickness

Your exposure to filth and disease has given you a keen insight into manipulating and getting rid of it. You know the *acid splash*, *produce flame*, and *resistance* cantrips. Intelligence is your ability score for these spells. This insight also gives you resistance to poison damage.

At 2nd level, you may regain some of your Mystic Remedies by gathering and preparing whatever scraps you have left or can find. During a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than one third your plague doctor level (rounded up), and none of the slots can be 4th level or higher. You can't use this feature again until you finish a long rest.

Plague Bearer Concoction Types

Equipment Specialization	Attack Range	Defense Type	Damage On Hit / Save Failure	Damage One Miss / Save Success
ampule	10 foot radius within 60 feet	saving throw	5d6	half
censer	5 foot radius centered on you	saving throw	3d6	half
needle	piercing melee or ranged weapon	against target's AC	4d10	none

For example, when you are a 6th-level plague doctor, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.



Gary Dupuis

Plague Bearer

You are the kind of doctor who give others of your vocation problems. You have developed a plague mask to hide your face and protect you from the messier diseases. When you reach 7th level you have also developed a collection of dark concoctions which you can weaponize when the time is needed.

During a long rest, you may put together a number of these concoctions equal to your Intelligence modifier (minimum of one). You may pick psychic, poison, or necrotic damage for each of these but this must be chosen when they are created. Performing this process does not count against the requirements of benefiting from a long rest.

These creations are influenced by your Equipment Specialization to create unique weapons for your use. You may not chose to make concoctions of another specialization and the stats for each are shown in the table below.

Attacks and saving throws from this feature utilize your Intelligence ability modifier and you are considered proficient with these weapons. Saving throws against psychic-damage concoctions target Wisdom and those for poison- and necrotic-damage concoctions target Constitution.

On A Pale Horse

Beginning at 13th level, you can use your fearsome countenance and medical knowledge to create a palpable aura of impending doom. As an action on your turn, you may burn incense and invoke the fear of disease in those around you.

Enemies in a 60-foot radius around you must make a Wisdom saving throw against your spell save DC, becoming frightened of you for 1 minute on a failed save. An affected creature may make a new saving throw at the end of each of its turns to throw off the effect.

When a creature saves against the fear effect, they remain shaken from the experience. Until the end of the creature's next turn they cannot use reactions and may only use one action on that turn. Additionally, they have disadvantage on making attacks against you while still shaken.

Whenever a creature succeeds a saving throw against On A Pale Horse, they become immune to it for 24 hours. This immunity begins after the after-effects of the feature. You must complete a long rest before you may use this feature again.

Medical Techniques

It is not just a field of study from which you derive your skill, but the medical techniques that you employ. A village healer might specialize in poultices, potions, or incense. You have no such limits.

The adventures you have undergone, the oddities you have encountered, they have taught you things and given you strange insights to medicine that village healers and city doctors don't have. Some of these would be recognizable, others look like miracles. Whatever the case, you do what is needed to help those in trouble and perform the tasks at hand.

If a medical technique has prerequisites, you must meet them to learn it. You can learn the technique at the same time that you meet the prerequisites. A level prerequisite refers to your level in this class.

Adrenaline Surge

Prerequisite: needle equipment specialization feature

You can use *false life* using a plague doctor spell slot. Additionally, you may use this spell on yourself at will as a first level spell, without expending a spell slot.

Amateur Craftsman

Keeping up with the costs of medical equipment and supplies is difficult, but the odd job here and there really helps. You gain proficiency in two tools of your choice.

Bad Jokes

Prerequisite: psychology field of study

Not all jokes have to be good to be funny. They don't even have to be funny to make someone laugh, just timed right. You can cast *hideous laughter* without expending a spell slot or spell components. Once you do this you can't do so again until you finish a short rest.

Bedside Manner

Sometimes kindness and patience does not work. Desperate situations call for desperate measures. You gain proficiency in the Intimidation and Sleight of Hand skills.

Code Red

Prerequisite: 9th level

You can cast *revivify* using a plague doctor spell slot. You can't do so again until you finish a long rest.



Combat Medic

Prerequisite: 10th level, field medic technique

You can use a healer's kit to stabilize as a bonus action. Additionally, you may use your action to expend a single charge of one of your healer's kits to heal an ally. The amount healed is equal to the amount that would be healed as part of your First Aid feature. Once you use this on a creature, it cannot benefit from such use until it has taken a long rest. The creature can still benefit from your First Aid feature, however.

Daily Dosage

Prerequisite: ampule equipment specialization feature

You have specialized in the use of ampules to contain your medications. You may spend time creating ampules which contain stimulants that vaporize when broken. By spending 1 minute you can instill one use of your Stimulating Procedure into an ampule. This ampule may be handed to another individual who may use a bonus action to apply the ampule to themselves or another individual they can touch. At this point the target gains the appropriate stimulant die which acts just as if you had used this feature normally.

Creating an ampule uses up an instance of stimulating procedures, but the effects and time limits do not begin until broken. For example, if a 3rd-level plague doctor with an Intelligence modifier of +4 makes 2 ampules, they can only use the Stimulating Procedure 2 more times that day regardless of whether those ampules have been activated yet.

Depressive Measures

Prerequisite: 5th level

Stimulants aren't always the answer. Depressants can be equally effective in the right situations. You gain the ability to expend one of your uses of Stimulating Procedure as a reaction when a creature within range makes an attack roll, an ability check, or a saving throw. Roll your stimulation die and subtract that number from the target's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the check succeeds or fails.

Field Medic

Prerequisite: 5th level

Your First Aid feature's die size improves to a d8. Additionally, when you stabilize a creature using your healer's kit they also gain your Intelligence modifier + 1 hit points.

Hypnotic Suggestion

Prerequisite: 17th level, psychology field of study

You can cast *geas* using a plague doctor spell slot. You can't do so again until you finish a long rest.

Lie Detector

Prerequisite: 5th level, psychology field of study

You can cast *zone of truth* using a plague doctor spell slot. You can't do so again until you finish a long rest.

Plague Bringer

Prerequisite: 15th level, plagues field of study

You can cast *contagion* using a plague doctor spell slot. You can't do so again until you finish a long rest.

Polyglot

Nothing helps the process of figuring out symptoms than speaking and understanding the patient's language.

You gain proficiency in two languages of your choice.

Practiced Routine

Prerequisite: 5th level, anatomy field of study

You have performed similar procedures over and over before. You can attack twice, instead of once, whenever you take the attack action on your turn. You may take this technique a second time at 12th level to increase this to three.

Stimulating Vapors

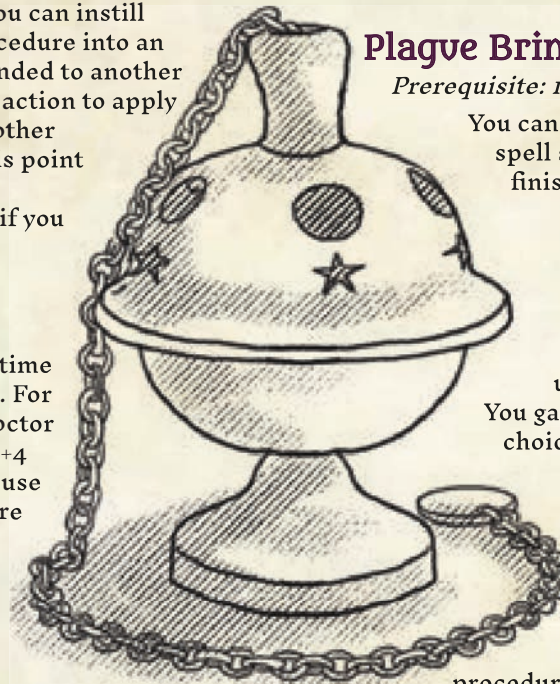
Prerequisite: censer equipment specialization feature

You have specialized in the use of vapors and incense to stimulate the body and aid your procedures. When you use the Stimulating Procedure feature you may choose to reduce the die by one size (d6 becomes d4, d8 becomes d6, etc.) and affect one additional creature within range. Both creatures gain the smaller die as a stimulation die which works as normal.

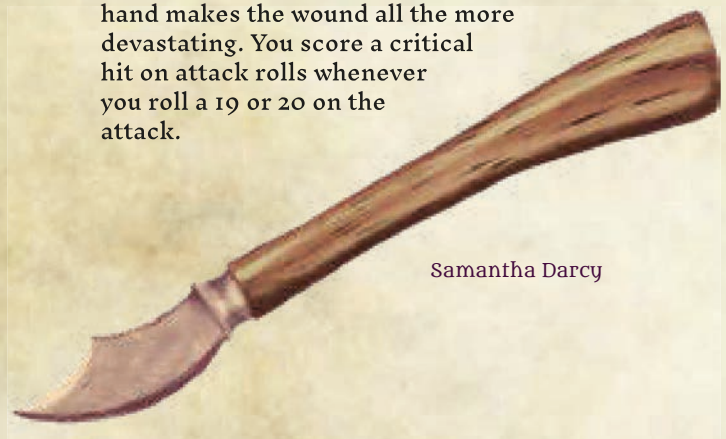
Surgical Strikes

Prerequisite: 6th level, anatomy field of study

Your expert knowledge of anatomy allows you to hit the weakest points but your steady hand makes the wound all the more devastating. You score a critical hit on attack rolls whenever you roll a 19 or 20 on the attack.



Samantha Darcy



Samantha Darcy

Targeted Injection

Prerequisite: needle equipment specialization feature

You have specialized in the use of needles to target specific areas of the body to loosen muscle, stimulate reactions, and avoid stress. When you use your stimulating procedure feature you may choose to make an attack roll against the target to increase die type by one size (d6 becomes d8, d8 becomes d10, etc.). This is often done by means of a needle syringe from your kit or through a blowgun dart, but may be done with larger piercing weapons.

Whether you make a melee attack roll or a ranged attack roll, the attack is made with your Intelligence modifier. You may add your proficiency modifier if you are using a syringe or a weapon with which you are proficient. Healers kits you have are considered to contain the needed syringe and takes away one charge from the kit.

You must hit the target to grant it the stimulation die. Doing so deals the damage of whatever weapon you are using or no damage if using a syringe. Missing the target uses up that instance of Stimulating Procedure and the stimulation die is lost.

Veterinary Medicine

Your knowledge extends beyond the average patients of the profession. The knowledge and experience you have extends beyond humanoids into that of beasts. You may cast animal friendship without expending a spell slot.

Virulent Strain

Prerequisite: 7th level, plagues field of study

Your concoctions are especially effective. In addition to any damage dealt by your Plague Bearer feature, the affected targets becomes poisoned for 1 minute. This only works on failed saving throws (in the case of ampule or censer specializations) or successful hits (in the case of needle specialization).

War Medic

Prerequisite: 15th level, combat medic technique

Your First Aid feature's die improves to a d10. When you use the healer's kit to stabilize a creature they also gain your Intelligence modifier + level in plague doctor hit points. This replaces the amount healed by the field medic technique.

Wilderness Doctor

You have been in tight spots before, but that's never stopped you. You gain proficiency in the Survival and Nature skills.

Plague Doctor Spells

The following spells are available to the plague doctor as described in the Mystic Remedies feature and the Plague Doctor Table. This list is modified by the Expanded Spell tables for each Field of Study.

1st Level

Bane
Bless
Cure Wounds
Detect Poison and Disease
Healing Word
Heroism
Hideous Laughter
Purify Food and Drink
Sleep

2nd Level

Aid
Enhance Ability
Gentle Repose
Lesser Restoration
Prayer of Healing
Protection From Poison

3rd Level

Beacon of Hope
Mass Healing Word
Protection From Energy
Tongues

4th Level

Freedom of Movement
Death Ward

5th Level

Cloudkill
Mass Cure Wounds
Greater Restoration



Liza Tretyakova

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