

COMBAT MEDIC



2017



WWII OPERATION
WHITEBOX
COMPATIBLE

COMBAT MEDIC

Combat medics are military personnel who are responsible for providing first aid and frontline trauma care on the battlefield.

According to the Geneva Conventions, it is considered a war crime to fire upon a medic wearing insignia (usually a red cross on a white background). While the Germans typically respected these provisions, Imperial Japanese forces did not, and often targeted combat medics on purpose to reduce Allied morale and troop effectiveness.

Combat Medics are trained in the use of small arms (rifles, handguns, etc.), but lack practice in heavier weapons such as rocket-propelled grenades, submachineguns, machineguns, and explosives.



LEVEL	XP	HD	BHB	ST
1	0	1	+0	12
2	1,500	2	+0	11
3	3,000	3+1	+1	10
4	6,000	4	+1	9
5	12,000	5	+2	8

TABLE 9: Combat Medic Advancement

COMBAT MEDIC CLASS ABILITIES

WEAPON UNFAMILIARITY: Combat Medics suffer a -2 To-Hit when operating heavy weapons and explosives.

TRAUMA CARE: A Combat Medic is trained in advanced first aid and heals 1d2+1 Hit Points per application instead of the normal 1d2. If equipped with a Medical Kit, the Combat Medic heals 1d3+1 Hit Points, regardless of how many points were lost during the combat (up to the character's total).

EXTENDED CARE: Injured characters recover 1d3+1 Hit Points per day of uninterrupted rest under the care of a Combat Medic. If the Combat Medic is

equipped with a Medical Kit, the character recovers 1d3+1 Hit Points, plus an additional Hit Point for every Combat Medic Level.

GRIM DETERMINATION: The Combat Medic receives an Armor Class bonus of +1 per Experience Level when foregoing an attack in order to rescue or provide care to an injured person. The Combat Medic loses this bonus if he engages in combat.

ALLIED OUTRAGE: If a Combat Medic has not engaged in combat and is targeted and attacked, his allies receive a +1 To-Hit and +1 Damage for the remainder of the combat. At 3rd level, this bonus increases to +2 To-Hit and +2 Damage. At 5th level, this bonus increases to +3 To-Hit and +3 Damage.

SAVING THROW: Combat Medic characters receive a +2 bonus to all Saving Throws made to resist the effects of fear, poisons, or disease.

XP BONUS FOR WISDOM: Combat Medic characters with an Intelligence of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

WOUND CARE SPECIALIST (3rd): At 3rd level, the Combat Medic heals the maximum amount of damage during Trauma Care and Extended Care for a number of characters equal to the Combat Medic's Experience Level.

CREDITS

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