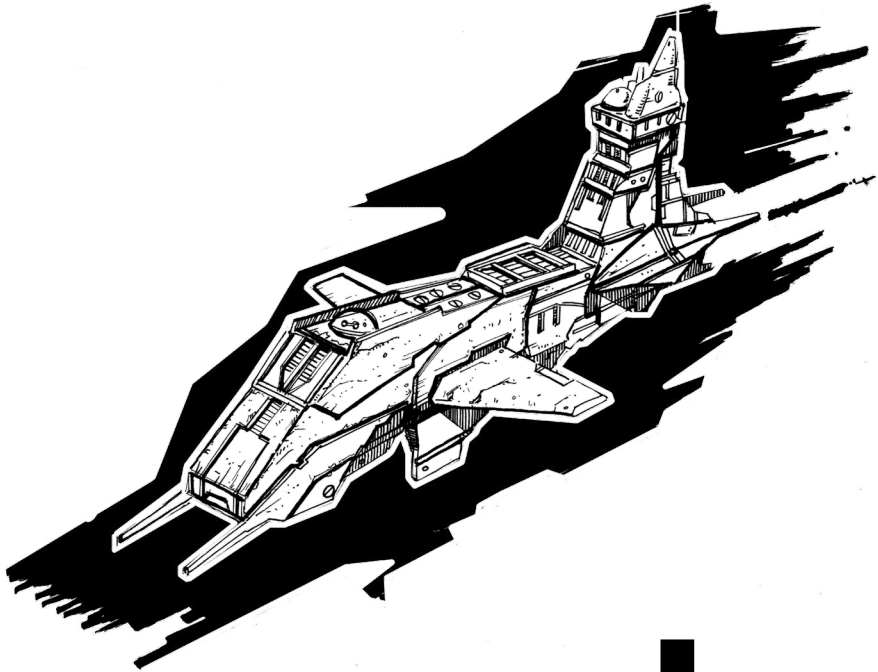


WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

PDF SUPPLEMENT



combat medic character class

JAMES M. SPAHN

II

WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING



combat medic character class

WRITTEN BY

JAMES M. SPAHN

ARTWORK

JAMES SHIELDS (JESHIELDS)

MACIEJ ZAGORSKI (THE FORGE STUDIOS)

EDITING, LAYOUT, AND TITLE DESIGN

JASON PAUL McCARTAN

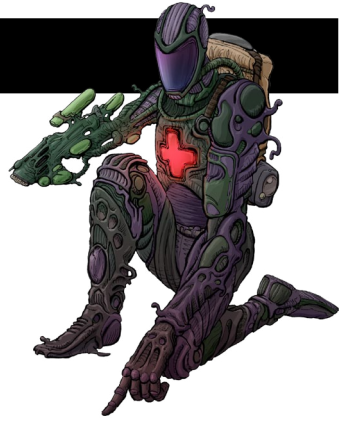


Copyright 2015 Barrel Rider Games. *White Star* and *White Star: White Box Science Fiction Roleplaying* are trademarks of Barrel Rider Games and James. M. Spahn.

Swords & Wizardry, S&W, WhiteBox, and Mythmere Games are the trademarks of Matthew J. Finch. Barrel Rider Games is not affiliated with Matthew J. Finch or Mythmere Games™.
This product is compatible with the rules of Swords & Wizardry: WhiteBox.

COMBAT MEDIC

Whether they're called corpsmen, "whiskeys" or simply just "Doc," a **Combat Medic** often means the difference between life and death on the battlefield. Battle-hardened and skilled in the art of war as well as healing, the **Combat Medic** serves as a lifeline to soldiers and mercenaries when the bloodshed begins. Their skills earn them a place of honor and respect among their comrades and as their understanding of medical technology grows, they become more than armed first aid kits with many becoming skilled field surgeons able to even perform complex cybernetic surgery.



Combat Medics fight in the front lines of battle next to their heavily armed allies, offering support and aid by patching wounds and treating laser burns. They are highly valued by anyone who chooses to face the dangers that lay hidden on the edge of the galaxy.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2,000	2	+0	14
3	4,000	3	+1	13
4	8,000	3+1	+1	12
5	16,000	4	+2	11
6	32,000	5	+3	10
7	64,000	6	+3	9
8	128,000	6+1	+4	8
9	256,000	7	+4	7
10	512,000	8	+5	6

TABLE 1: Combat Medic Advancement

HOUSE RULE: HEALING POISONS AND DISEASE

With the *Referee's* permission a *Combat Medic* can attempt to use a Med Kit to cure a character from a debilitating condition, such as being poisoned or suffering from a disease. The *Combat Medic* must spend one *round* and expend a Med Kit to do so. Using a Med Kit in this fashion restores no *Hit Points*, but does entitle the target of this ability a new *Saving Throw* to resist or overcome the negative condition with a +2 bonus.

COMBAT MEDIC CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Combat Medics* may wield any weapon in combat. They can wear Light or Medium Armor and make use of both Physical and Energy shields.

MED KIT SPECIALIST: When a *Combat Medic* binds wounds (see *White Star: White Box Science Fiction Roleplaying* page 47) he heals an additional number of extra *Hit Points* equal to his Level. This bonus applies whether using a Med Kit or not. A *Combat Medic* may bind wounds at any time, though they must still wait until combat is over if they wish to use a Med Kit. They may only bind wounds once per character during a battle.

SAVING THROW: *Combat Medics* receive a +2 bonus to all *Saving Throws* to resist the effects of *environmental hazards* and *death*.

XP BONUS FOR WISDOM: *Combat Medics* with a *Wisdom* of 13 or 14 receive a 5% *Experience Bonus*, and those with 15 or higher get 10%.

BACK FROM THE BRINK (3rd): Upon reaching 3rd Level the *Combat Medic* (or *Medical Robots* of 2nd Level) is able to revive a character who has been reduced to zero (0) *Hit Points* within 1d6-3 *rounds* (minimum 1 *round*). By using a Trauma Pack and a Med Kit together, the *Combat Medic* is brings the character to one (1) *Hit Point*, although they will remain unconscious for 1d6 hours, during which time no other mundane healing will be effective. Once the healed character wakes up, they must make a *Saving Throw*, which if successful results in no permanent injury from their brush with death. See **Table 2: Permanent Injury Results** below to determine the effects of permanent injury from a failure. In some cases, these injuries can be compensated for with cybernetic enhancements.

ROLL (1d6)	PERMANENT INJURY	EFFECT
1	Lose an eye	-2 on all ranged <i>To-Hit</i> rolls
2	Permanent Limp	-3 to Movement
3	Mangled Arm	-2 on all <i>To-Hit</i> rolls made with a two-handed weapon
4	Shell Shocked	Reduce <i>Wisdom</i> by 1 point
5	Mangled or Lost Hand	Character cannot use two-handed weapons
6	Combat Paralysis	Character becomes paralyzed with fear when entering battle and must make a <i>Saving Throw</i> during the first <i>round</i> of combat or spend the first 1d6 <i>rounds</i> cowering in fear, unable to attack or act other than moving.

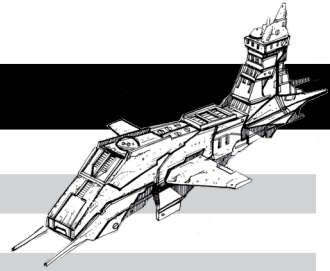
TABLE 2: Permanent Injury Results

CYBERNETIC SURGEON (7th): Beginning at 7th Level, the *Combat Medic's* (or *Medical Robot* of 4th Level) knowledge of medicine is extensive enough to go beyond the battlefield. They are capable of performing cybernetic surgery on other characters, providing they have the proper resources. They may only use this ability a maximum of three (3) times on another character that can use cybernetics. Any cybernetic augmentations they apply to another character do not count against that character's normal limit of maximum number of implants, if the *Limiting Cybernetics House Rule* is used.

technology

EMERGENCY MEDICAL TRANSPORT

ARMOR CLASS	6 [13]
HIT POINTS	60
SHIELD STRENGTH	0
MOVEMENT	9
TARGETING	+0
ATTACK	Light Laser Cannon (2d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive, Medical Bay



Built upon the frame of a *Light Freighter*, the *Emergency Medical Transport* is designed to bring medical assistance to the far reaches of the stars. Lightly armed and armored, it is not designed for combat and has little cargo space. Instead, these resources are allocated to establishing a medical bay which save lives when every second counts. More heavily armed and armored variations on these types of vessels are used for combat missions, and are equipped with shields, stronger laser cannons, and reinforced hull plating to help protect them when entering and exiting war zones.

STARSHIP MODIFICATIONS

MEDICAL BAY: This modification takes up a large portion of a ship's cargo area and cannot be installed on smaller vessels such as *Stunt Fighters*. It includes medical vats, observation chambers, and surgery facilities. Starships with a Medical Bay can treat up to six (6) individuals at the same time for each purchase/expansion. Medical Bays are considered to have the same equivalent resources in Med Kits and Trauma Packs while shipboard facilities are being used. At the *Referee's* discretion, Medical Bays allow the replenishing of Med Kits and Trauma Packs at half the normal cost of each. This **Modification** may be purchased more than once. **Base Cost: 50 credits**

EQUIPMENT

TRAUMA PACK: This advanced package of medical supplies includes stabilizers, stim patches, and other advanced medical technology. It can be used by **Combat Medics** to help save the life of a dying character. This is a one-use item and is expended when used. Any character other than a **Combat Medic** of at least 3rd Level or **Medical Robot** of at least 2nd Level who attempts to use a Trauma Pack runs a greater risk of inflicting serious harm on the person they are attempting to save; in these cases, the character receiving the Trauma Pack suffers a -5 penalty to their **Saving Throw** to avoid permanent injury. **Weight: 5lbs. Cost: 50 credits**

HOUSE RULE: MEDICAL MODEL ROBOTS

With the *Referee's* permission, players who select the *Robot* class may choose the *Medical* model instead of *Combat*, *Diplomacy*, or *Mechanical*. *Medical Robots* gain access to *Combat Medic* class abilities at Levels different from that class.

CLASS ABILITY	COMBAT MEDIC LEVEL	MEDICAL ROBOT LEVEL
<i>Med Kit Specialist</i>	1st	1st
<i>Back From The Brink</i>	3rd	2nd
<i>Cybernetic Surgeon</i>	7th	4th

TABLE 3: Medical Robot Class Abilities Advancement

Medical Robots are forbidden attacking others under any circumstances, even in self defense, due their programming. They will actively enter a combat zone to aid an injured individual, directly placing themselves in danger.

Non-player Medical Robots can be purchased for **500 x Level credits** up to a maximum of 4th Level.

DESIGNATION OF PRODUCT IDENTITY

"Barrel Rider Games™" logo and the name "Barrel Rider Games™", "White Star™", the "White Star™" logo, and the "White Star™ Compatible" logo are trademarks of James M. Spahn, 2012-2015. Licensed artwork and cartography are the copyright and Product Identity of the respective artists.

DESIGNATION OF OPEN GAME CONTENT

All other content not designated Product Identity is open content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch
Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008-2011 Matthew J. Finch.

White Star: White Box Science Fiction Roleplaying, Copyright 2015 Barrel Rider Games; Author James M. Spahn.

Combat Medic Character Class, Copyright 2015 Barrel Rider Games; Author James M. Spahn.