

# ROGUE

## SURGEON VI.2

A different cut entirely, a surgeon is a rogue that has come from the bloodiest walk of life possible... that of the medic. Few things phase a rogue that has spent time seeing the worst that the battlefield has to offer - roper bites, dragon burns, acid sprays and worse - and their in depth knowledge of anatomy can cut both ways on the battlefield. Unwise would be the one that underestimates the deadly precision of a surgeon, for cutting things open was never the hard part of their job.

Surgeons tend to be fastidious and educated, but where their moral compass points can vary widely on what brought them to their calling.

### PARAMEDIC PROCEDURES

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill. If you already have proficiency with Medicine, you can choose to gain proficiency in one of History, Nature, or tool proficiency with an Herbalism Kit.

Additionally, you can use the bonus action granted by your Cunning Action to make a Wisdom (Medicine) check, to administer or consume a Healing Potion, or use a Healer's Kit. When you use a Healer's Kit, the target regains additional hit points equal to your Wisdom modifier.

### ANATOMICAL ASSESSMENT

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Wisdom (Medicine) check targeting a creature with a DC equal to its AC to analyze its weak points. You have advantage on this roll against humanoid creatures, and disadvantage against constructs and elementals.

On success, you can use Sneak Attack against that target even if you don't have advantage on the attack roll. Additionally, if you deal Sneak Attack damage with a dagger, you can reroll a number of the Sneak Attack damage dice up to your Wisdom modifier (minimum 1). You must use the new rolls.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.

### FIELD CARE

Starting at 9th level, during a short rest, you can assist up to six beasts or humanoids recover by properly binding wounds and treating ailments. If a creature you assist spends a Hit Die during this rest, the first Hit Die it expends is replaced by the maximum value of that die.

### MEDICAL PRODIGY

Beginning at 13th level, you've incorporated a wider range of solutions to cures, to the point where your ability to cure patients borders on supernatural. As an action, you can make a Wisdom (Medicine) check on a creature within 5 feet to cure it of one instance of the blinded, deafened, paralyzed, or poisoned conditions.

If the condition was the result of failing a saving throw, the DC of the check is equal to the DC of the saving throw. Otherwise the DC is 10.

### ANATOMICAL EXPERTISE

When you reach 17th level, when you attack a target that you have succeeded on an Anatomical Assessment of, you can use that knowledge of their weakness to identify where stabbing them would do the most damage.

When you make a melee weapon attack against the target, you can cripple it inflicting one of the following conditions:

- **Hamstring.** You cripple the creature's locomotion, reducing its movement speed by half.
- **Artery.** You open a critical artery, causing it to take 4d4 piercing damage at the start of its turns.
- **Larynx.** You attack the creature's vocal apparatus. The target is muted and cannot speak or perform verbal components.
- **Eyes.** You strike the creature's eyes. The target is Blinded.

At the end of a crippled creature's turns, it makes a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus). On success, the effect of the crippling wound ends.

You can do this a number of times equal to your Wisdom modifier. You regain expended all uses when you complete a long rest. Once a creature has saved against a wound type, they are immune to that wound type for 24 hours.

### VARIANT: INTELLIGENT DOCTORS

You can run a variant of this subclass that replaces Wisdom with Intelligence for all Medicine checks and class features, if you prefer your doctors to be more Intelligent than Wise.

### SURGEON ROGUE QUIRKS

The following are some optional quirks for a player of this Archetype to choose from - these can be either preexisting, signaling their fated path toward this Archetype.

d6	Quirk
1	You refer to people by their abilities and their biologically enabled functions.
2	You speculate what conditions people you meet suffer from. At length.
3	You take meticulous care of your tools. Ominously meticulous.
4	You have little time for the superstitions quack healing magic of Clerics and their grandstanding.
5	You give people prescriptions for good health that involve detailed and absurd lifestyle changes.
6	You frequently talk about the academic opportunities of dissecting things.

### CREDITS

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