

## Medic

CHARACTER NAME

Bard 3

CLASS & LEVEL

PLAYER NAME

Lightfoot Halfling  
SPECIES

FIELD MEDIC  
BACKGROUND

(Milestone)  
EXPERIENCE POINTS

**STRENGTH**

8

-1

**DEXTERITY**

16

+3

**CONSTITUTION**

14

+2

**INTELLIGENCE**

12

+1

**WISDOM**

13

+1

**CHARISMA**

18

+4

- 1 Strength
- +5 Dexterity
- +2 Constitution
- +1 Intelligence
- +1 Wisdom
- +6 Charisma

Saving Throw Modifiers

**Advantage against being frightened**

SAVING THROWS

- +4 Acrobatics DEX
- +2 Animal Handling WIS
- +2 Arcana INT
- +0 Athletics STR
- +5 Deception CHA
- +2 History INT
- +3 Insight WIS
- +5 Intimidation CHA
- +5 Investigation INT
- +5 Medicine WIS
- +3 Nature INT
- +3 Perception WIS
- +5 Performance CHA
- +6 Persuasion CHA
- +2 Religion INT
- +4 Sleight of Hand DEX
- +4 Stealth DEX
- +2 Survival WIS

SKILLS

+4

INITIATIVE

ARMOR

14

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

24

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HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===  
Light Armor

=== WEAPONS ===  
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===  
Fiddle, Flute, Hand Drum, Herbalism Kit

=== LANGUAGES ===  
Common, Common Sign Language, Halfling, Sylvan

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions  
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===  
Bardic Inspiration • 4 / Long Rest  
As a bonus action, a creature (other than yourself) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Bedside Manner  
When you use Bardic Inspiration, the creature that receives the inspiration also gains one of the following benefits (your choice):  
It gains temporary hit points equal to your Charisma modifier (minimum of 1), or  
It has advantage on the next saving throw it makes before the end of its next turn  
You choose the benefit when you grant the Bardic Inspiration die.

ACTIONS

13 PASSIVE PERCEPTION

13 PASSIVE INSIGHT

15 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Aether-Honed Survival Blade	+5	1d4+3 Piercing	1 Charge, Simple, Finesse, Light, Thrown, Nick, Range (20/80)
Crossbow, Light	+5	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Slow, Range (80/320)
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Starry Wisp	+6	1d8 Radiant	V/S
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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### === BARD FEATURES ===

\* Hit Points • PHB 52

\* Proficiencies • PHB 52

\* Spellcasting • PHB 52

You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 14, Spell Attack +6) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.

\* Bardic Inspiration • PHB 53

As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

| 4 / Long Rest • 1 Bonus Action

\* Jack of All Trades • PHB 54

You can add half your proficiency bonus, rounded down (+1), to any ability check you make that doesn't already include it.

\* Song of Rest • PHB 54

If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

\* Bard College • PHB 54

| Collage of Medicine

\* Expertise • PHB 54

Your proficiency bonus is doubled for any ability check you make with chosen proficiencies (2 at 3rd and 10th level).

\* Bonus Proficiencies •

you gain proficiency in Medicine and Herbalism Kit.

\* Bedside Manner •

When you use Bardic Inspiration, the creature that receives the inspiration also gains one of the following benefits (your choice):

It gains temporary hit points equal to your Charisma modifier (minimum of 1), or

It has advantage on the next saving throw it makes before the end of its next turn

You choose the benefit when you grant the Bardic Inspiration die.

\* Medical Cantrip •

You learn the Spare the Dying cantrip.

### === LIGHTFOOT HALFLING SPECIES TRAITS ===

\* Ability Score Increase • BR 28

Your Dexterity score increases by 2.

\* Lucky • BR 28

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

\* Brave • BR 28

You have advantage on saving throws against being frightened.

\* Halfling Nimbleness • BR 28

You can move through the space of any creature that

is of a size larger than yours.

\* Ability Score Increase • BR 28

Your Charisma score increases by 1.

\* Naturally Stealthy • BR 28

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Aether-Honed Survival Blade	1	1 lb.		
		Leather	1	10 lb.		
SP	0	Dagger	1	1 lb.		
		Crossbow, Light	1	5 lb.		
EP	0	Backpack	1	5 lb.		
		Clothes, Common	1	3 lb.		
GP	15	Lute	1	2 lb.		
		Vestments	1	--		
PP	0	Book	1	5 lb.		
		Bedroll	1	7 lb.		
		Candle	5	--		
		Clothes, Costume	2	8 lb.		
		Rations (1 day)	5	10 lb.		
		Waterskin	1	5 lb.		
		Disguise Kit	1	3 lb.		
	WEIGHT CARRIED					
	65 lb.					
	ENCUMBERED					
	120 lb.					
	PUSH/DRAG/LIFT					
	240 lb.					
				ATTUNED MAGIC ITEMS	QTY	WEIGHT
				Aether-Honed Survival Blade	1	1 lb.

### EQUIPMENT

		Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

**Medic**  
 CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Bard

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===								
	(At Will)							
<input type="radio"/> Prestidigitation	Bard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
<input type="radio"/> Starry Wisp	Bard	+6	1A	60 ft.	V,S	Instantaneous	PHB-2024 320	V/S
<input type="radio"/> Mending	Aether-Honed Survival Blade	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
<input type="radio"/> Spare the Dying	Medical Cantrip	--	1A	Touch	V,S	Instantaneous	PHB 277	V/S
=== 1st LEVEL ===								
	4 Slots OOOO							
<input type="radio"/> Cure Wounds	Bard	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
<input type="radio"/> Feather Fall	Bard	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
<input type="radio"/> Sleep	Bard	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
=== 2nd LEVEL ===								
	2 Slots OO							
<input type="radio"/> Aid	Bard	--	1A	30 ft.	V,S,M	8 hours	PHB-2024 239	D: 8h, V/S/M
<input type="radio"/> Enlarge/Reduce	Bard	CON 14	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 288	D: 1m, V/S/M
<input type="radio"/> Heat Metal	Bard	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
<input type="radio"/> Gentle Repose	Aether-Honed Survival Blade	--	1A	Touch	V,S,M	10 days	PHB 245	1 Charge, D: 10d, V/S/M

SPELLS

# Doctor / Ship's Medic

**Role on the Ship:** Triage, Stabilization, Medical Judgment

**Class:** Bard (College of Medicine) — Level 3

**Descriptor:** Often relied upon to keep people alive when things go wrong.

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## Who You Are

You are not holy, and you are not a miracle worker.

You are usually the person others look to when blood is on the deck, someone is unconscious, or panic is about to spread. You tend to act quickly, speak clearly, and make decisions that not everyone likes — because delay often costs lives.

You do not command the crew. You offer medical judgment, and others decide how to act on it.

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## Background & History

You learned medicine in places where mistakes were visible and permanent. Training meant repetition, pressure, and learning to work while people were screaming, bleeding, or dying.

Your education included formal study with the **College of Medicine**, a bardic tradition that treats healing as a practiced discipline rather than a miracle. Its members study anatomy, trauma response, alchemy, and the psychology of panic. Music, cadence, and voice are used as tools — to steady breathing, focus attention, and keep injured minds from spiraling.

You came to sky work because altitude, speed, and violence create injuries that don't wait for perfect conditions. This crew values someone who will say what is possible, what is not, and who needs help first.

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## What You Can Do (In the World)

- **Stabilize the Wounded:** You can keep people alive long enough for things to improve — or for hard choices to be made.
- **Manage Pain and Panic:** Through training, reassurance, and technique, you help others function under stress.
- **Set Priorities:** When resources are limited, you decide what injuries must be addressed immediately.

## Mechanical Framing (Player Guidance)

- Bardic Inspiration is commonly understood as calm direction, reassuring cadence, or sharply delivered instruction — the trained use of voice and presence under stress.

- Healing magic represents technique, preparation, and controlled arcane practice taught by the College of Medicine, not divine miracles.
  - *Spare the Dying* reflects emergency stabilization and triage training drilled into every graduate of the college.
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## Your Role on the Ship

You are often expected to: - Treat injuries during and after combat - Decide who can keep going and who cannot - Advise when evacuation or withdrawal is medically necessary - Track limited medical supplies

You do not decide the mission. You define the physical cost of continuing it.

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## How Others See You

Others commonly view you this way: - **Captain:** Looks to you when deciding whether the crew can endure more. - **Enforcer:** Trusts you to keep them standing — or to say when they shouldn't be. - **Machanic:** Coordinates timing around your assessments of injury and fatigue. - **Lookout:** Adjusts expectations when you warn that someone is compromised. - **Quartermaster:** Plans resupply around what you say is running low.

They may argue with your calls, but they rarely ignore them.

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## Roleplay Anchors

- Who did you fail to save, and why does it still matter?
  - What injury or condition worries you more than you admit?
  - When do you stop treating and start preparing people for loss?
  - How do you cope when your best effort isn't enough?
- 

## Playing the Doctor

Some medics are gentle and reassuring. Others are blunt, darkly humorous, or emotionally distant. You are not required to be compassionate or comforting — only competent.

How you deliver bad news, calm panic, or handle guilt is entirely up to you.

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## Player Freedom Note

This sheet describes how others commonly perceive the Doctor's role and how medical training often manifests.

You are encouraged to bend, challenge, or subvert any of this in play. Your version of this character is the canon one at the table.

## AETHER-HONED SURVIVAL BLADE

Weapon (dagger), uncommon (requires attunement)

This slender dagger is forged from storm-tempered steel and stabilized with Azure Aetherite.

Moon-wire filaments run along the fuller. The blade never dulls, rusts, stains, or retains residue.

It is always clean and sterile.

### Precision Tool

You gain a +2 bonus to ability checks made using this dagger for precise cutting tasks such as harvesting materials,

preparing food, carving, field dressing game, or performing surgical procedures.

The blade cuts through mundane rope, leather, netting, and similar materials as if they were soft cloth.

### Field Maintenance

You can cast Mending at will, but only on objects you touch with the blade.

### Preservation Edge

Once per long rest, you can cast Gentle Repose through the dagger without material components.

### Weapon Properties

Finesse, Light, Thrown (20/60).

**Nick Mastery:** When you make the extra attack of the Light property, you can make it as part of the Attack action

instead of as a Bonus Action. You can make this extra attack only once per turn.