

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

HOSPITALER

Similar to paladins and war clerics, the knights hospitalers mix divine magic and holy powers with combat skill and fortitude. Unlike their more pious or devoted brethren, hospitalers are rarely devoted to a single god or ideal, and rarely gather in proper temples. Rather, they spread out across the land, joining up in small bands or with other, good-hearted adventurers, and work earnestly to keep the roads and lands free of banditry and strife.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

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

You prepare the list of hospitaller spells that are available for you to cast, choosing from the abjuration and evocation spells on the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + half your fighter level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you prepare them through prayer and meditation. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

HOSPITALER SPELLCASTING

Fighter Level	Cantrips Known	1st	2nd	3rd	4th
3rd	2	2	-	-	-
4th	2	3	-	-	-
5th	2	3	-	-	-
6th	2	3	-	-	-
7th	2	4	2	-	-
8th	2	4	2	-	-
9th	2	4	2	-	-
10th	3	4	3	-	-
11th	3	4	3	-	-
12th	3	4	3	-	-
13th	3	4	3	2	-
14th	3	4	3	2	-
15th	3	4	3	2	-
16th	3	4	3	3	-
17th	3	4	3	3	-
18th	3	4	3	3	-
19th	3	4	3	3	1
20th	3	4	3	3	1

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

BLESSED BLADE

At 3rd level, you perform a complex rite on one of your weapons, binding it to your soul and turning it into a powerful force against evil. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Your weapon is considered magical for the purposes of overcoming resistance and immunity to non-magical attacks and damage. As well, if it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Should a creature other than you attempt to wield your Blessed Blade, you can use a bonus action to burn the creature wielding it with holy power, causing it to take 1d10 radiant damage at the beginning of each of its turns while it is holding the weapon.

You can only have one Blessed Blade at a time. Should you perform the ritual on a second weapon, your bond with the initial weapon breaks immediately.

SACRED WARRIOR

At 7th level, you learn to imbue your strikes with divine power. When you hit a creature with a weapon attack on your turn, you can use a bonus action to deal that creature an additional 1d8 radiant damage.

At 18th level, this bonus damage increases to 2d8 radiant damage.

PROTECTIVE AURA

Starting at 10th level, you can channel holy energy to protect yourself and others in battle. When either you or a creature you can see within 30 feet of you is hit by an attack or forced to make a saving throw, you can use your reaction to add your Wisdom modifier to either their AC for that attack, potentially causing it to miss, or to that saving throw.

HEALING SURGE

Starting at 15th level, as an action on your turn, you can release a burst of restorative energy, healing your allies. All creatures you choose within 30 feet of you heal a number of hit points equal to your fighter level + your Wisdom modifier.

Once you use this ability, you must take a short or long rest before you can do so again.

