

HOSPITALLER



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By: Robert Buckley

COMPATIBLE FOR



HOSPITALLER- PG 5

NEW SPELLS - PG 11

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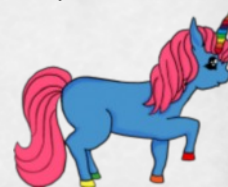
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HOSPITALLER

Dedicated to the well being and protection of others, Hospitallers are known as the medics of warfare. While they rush into battle seeking the wounded, they keep their wits about them, casting offensive spells with one shield-bearing arm and wielding their deadly weapons with another. Their bravery on the battlefield is legendary, and their presence in camp is known to ease the suffering of the wounded.

Role: Excelling in both combat and spellcasting, Hospitallers are the perfect class for those who seek to save others, even if it requires harming someone else. Hospitallers are not only involved during combat, they play an important role after, as well. Many can be seen combing the battlefield for survivors, offering the mercy of death to wounded opponents or a healing spell for fallen allies.

QUICK BUILD

You can make a hospitaller quickly by following these suggestions. First, Charisma should be your highest ability score because your special abilities and spellcasting come from your deep rooted convictions and need to help others. Strength or Constitution should be your next highest ability score, to help you defend those around you. Second, choose the acolyte, soldier, or folk hero background.

CLASS FEATURES

Hit Points

Hit Dice: 1d8 per hospitaller level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per hospitaller level after 1st

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: All simple weapons, flail, longsword, morningstar, shortsword, war pick, warhammer, heavy crossbow, hand crossbow, longbow

Tools: none

Saving Throws: Charisma and Strength

Skills: Choose two skills from Athletics, History, Insight, Investigation, Intimidation, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a dagger (b) or any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- (a) a warhammer or (b) a longsword and a shield
- Chain shirt, light crossbow with 20 crossbow bolts, holy symbol

LEVEL	PROFICIENCY BONUS	FEATURE	CANTRIPS KNOWN
1	+ 2	Trauma Sense, Spellcasting	3
2	+ 2	Restoring Touch (one use), Soothing Aura	3
3	+ 2	Drain/Restore Stamina (one use)	3
4	+ 2	Ability Score Improvement	4
5	+ 3	Extra Attack	4
6	+ 3	Radiant Shield	4
7	+ 3	Restoring Touch (two uses)	4
8	+ 3	Ability Score Improvement	4
9	+ 4	Drain/Restore Stamina (two uses)	4
10	+ 4	Healthy Glow	5
11	+ 4	Deflection Aura	5
12	+ 4	Ability Score Improvement	5
13	+ 5	Retribution Strike	5
14	+ 5	Restoring Touch (three uses)	5
15	+ 5	Drain/Restore Stamina (three uses)	5
16	+ 5	Ability Score Improvement	5
17	+ 6	Second Chance	5
18	+ 6	Healing Aura	5
19	+ 6	Ability Score Improvement	5
20	+ 6	Prismatic Dome	5

TRAUMA SENSE

Beginning at 1st level, you may use your action to open your awareness and detect any critically wounded creatures. Until the end of your next turn, you are aware of the location of any living creature that has suffered more than 50% hit point damage from any source that is within 60 feet of your position. At level 9, the radius increases by 30 feet and includes any living being suffering from poison or disease. You can use this ability a number of times equal to 1 + your Charisma modifier per day. When you finish a long rest, you regain all expended uses.

SPELLCASTING

Beginning at 1st level, you learn to draw on divine magic through meditation and prayer to cast spells as a cleric does.

Cantrips

At 1st level, you know three cantrips of your choice from the hospitaller spell list. You learn additional hospitaller cantrips of your choice from this list at higher levels, as shown in the Cantrips Known column of the Hospitaller table.

Preparing and Casting Spells

The Hospitaller table shows how many spells slots you have available 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.

– SPELL SLOTS PER SPELL LEVEL –

LEVEL	1 ST	2 ND	3 RD	4 TH	5 TH
1	2	–	–	–	–
2	3	–	–	–	–
3	3	1	–	–	–
4	3	2	1	–	–
5	4	3	2	–	–
6	4	3	3	–	–
7	4	3	3	1	–
8	4	3	3	2	–
9	4	3	3	3	–
10	4	3	3	3	1
11	4	3	3	3	2
12	4	3	3	3	3
13	4	3	3	3	3
14	4	4	4	3	3
15	4	4	4	3	3
16	4	4	4	4	3
17	4	4	4	4	4
18	5	4	4	4	4
19	5	5	4	4	4
20	5	5	5	4	4

You prepare the list of hospitaller spells that are available for you to cast, choosing from the hospitaller spell list. When you do so, choose a number of hospitaller spells equal to your Charisma modifier + half of your hospitaller 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 hospitaller spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is the spellcasting ability used for your hospitaller spells, as their power is derived from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a hospitaller spell you cast, as well as when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a holy symbol as spellcasting focus to cast your hospitaller spells.

HOSPITALLER SPELL LIST

Cantrips - Guidance, Light, Mending, Resistance, Sacred Flame, Spare the Dying, Thaumaturgy

1st level - Bane, Bless, Command, Create or Destroy Water, Cure Wounds, Detect Poison and Disease, Divine Favor, Healing Word, Inflict Wounds, Searing Smite, Shield of Faith, Thunderous Smite, Wrathful Smite

2nd level - Branding Smite, Enhance Ability, *Fluid Movement, Gentle Repose, Lesser Restoration, Magic Weapon, Prayer of Healing, *Radiant Burst, Silence, Warding Bond

3rd level - Blinding Smite, Create Food and Water, Crusader's Mantle, Daylight, Dispel Magic, Mass Healing Word, Protection from Energy, Remove Curse, Revivify

4th level - Banishment, Death Ward, Freedom of Movement, *Heroic Surge, *Life Shield, Locate Creature, Staggering Smite

5th level - Banishing Smite, Circle of Power, Destructive Smite, Dispel Evil and Good, Greater Restoration, Mass Cure Wounds, Raise Dead, *Tranquil Thoughts

***New Spell**

RESTORING TOUCH

At 2nd level, you are able to heal others through touch. As an action, you can touch a creature and heal their wounds. The healing is equal to $2d4 +$ your Charisma modifier. At level 7, the healing increases to $4d4 +$ your Charisma modifier, and your touch now cures the target of one disease or poison. Upon reaching level 14, your restoring touch can now heal $6d4 +$ your Charisma modifier. Additionally, your touch can bring back the newly deceased, as per the *revivify* spell. You can use this ability once before a short or long rest. You gain additional uses at levels 7 and 14. You cannot use this ability on yourself.

SOOTHING AURA

At 2nd level, your presence becomes soothing to others. As an action, you can activate a 30-foot aura, centered on yourself that grants any ally within its boundary $+2$ to any save against fear. If they already have the frightened condition, they are granted another saving throw, with the bonus, to attempt to shake the effects. Upon reaching level 9, your soothing aura can now calm hostilities in others. Any creatures hostile to you or to a creature designated as your ally must roll a Wisdom saving throw against $8 +$ your proficiency bonus $+$ your Charisma modifier. On a failed save, the can take no hostile actions on their next turn. They must make a successful saving throw each round they stay within the aura. At level 16, the save for allies is now made at an advantage, and the save for hostile creatures is made at a disadvantage. The aura lasts for a number of rounds equal to $2 +$ your Charisma modifier. You can use this ability once before a short or long rest.

DRAIN/RESTORE STAMINA

Beginning at 3rd level, you are able to drain or restore a creature's stamina through touch. As an action, you can choose to remove one level of exhaustion in a creature or to give them one level of exhaustion. A Constitution save against $8 +$ your proficiency bonus $+$ your Charisma modifier is required after a successful melee attack. On a failed save, the creature gains one level of exhaustion. You can do this once before a long rest and gain additional uses at levels 9 and 15.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RADIANT SHIELD

At level 6, you are able to use your action to create a magical shield to protect you and your allies. The shield does not impede spellcasting and has no noticeable weight. It is usable by yourself or another, without requiring the shield proficiency. At level 10, the shield is able to absorb $10 +$ your Charisma modifier in necrotic damage every round, to a maximum 50 points before it is destroyed. At level 14, the shield grants the wielder immunity to the following conditions: poison, disease, paralyzed, blindness, deafness, charmed, frightened, and petrified. The shield remains conjured for a number of rounds equal to your level $+$ your Charisma modifier. The rounds do not need to be used consecutively, and you regain all expended rounds after a long rest. If the shield is destroyed by absorbing necrotic damage, you cannot conjure it again until you finish a long rest, regardless of how many more rounds the shield had left when it was destroyed. You may dismiss the shield as a bonus action.



HEALTHY GLOW

Upon reaching level 10, you gain a supernatural resistance to disease and other toxins. You gain a +4 to saving throws to resist poison and diseases. You gain advantage on the save upon reaching level 16.

DEFLECTION AURA

Beginning at level 11, you are able to use your action to activate a 30-foot aura extending from yourself that makes you and your allies harder to hit with ranged weapons. You and your allies gain +3 to your AC against all ranged attacks while within the radius of this aura. The aura lasts for a number of rounds equal to 2 + your Charisma modifier. You can use this once before a short or long rest. You may not have more than one Aura active at one time.

RETRIBUTION STRIKE

At level 13, you are able to make a melee attack with your reaction if you, or an ally who is adjacent to you, is struck in melee. You may do this as many times as equal to your Charisma modifier before a long rest.

SECOND CHANCE

Upon reaching level 17, you can use your action to grant a creature under your protection a second chance at life. While under this effect, they gain advantage on every roll for the duration of the ability. If they should ever fall to 0 hit points, they immediately stabilize and gain hit points equal to your level or, if your level is higher than their hit point total, full hit points. This ability lasts for a number of rounds equal to 4 + your Charisma modifier. You are able to use this ability once before a long rest.

HEALING AURA

At level 18, you can use your action to activate a 30-foot aura that heals anyone within its radius for 8 + your Charisma modifier hit points per round. The aura lasts for a number of rounds equal to 2 + your Charisma modifier. You can use this ability once before a short or long rest. You may not have more than one Aura active at one time.

PRISMATIC DOME

Upon reaching level 20, you are able to use your action to summon an immobile, translucent dome of shimmering, multicolored light that surrounds you and any creatures who are adjacent to you. The dome is made of solid light and stops all incoming projectiles. Only you are able to leave the dome and return; if anyone else inside the dome leaves, they cannot re-enter. The dome protects you from all forms of attack and flashes in all colors of the visible spectrum. The dome can be dismissed before the end of its duration as a bonus action. Anyone inside the dome is immune to all damage types and has advantage on all saving throws. The dome filters out all airborne toxins and gasses. Anyone touching the outside of the dome must make a Constitution saving throw against 10 + your proficiency + your Charisma modifier. On a failed save, the creature takes 10d8 force damage and is stunned for 1d4 rounds. On your turn, and using your action, you are able to shoot a beam of color from inside the dome at any creature within 60 feet and in your line of sight. A Dexterity saving throw against 10 + your proficiency bonus + your Charisma modifier is required to avoid the beam. The dome lasts for a number of rounds equal to 4 + your Charisma modifier. You may conjure the dome once before a long rest.

Red - 10d8 Fire damage	Green - 10d8 Necrotic damage
Blue - 10d8 Cold damage	Indigo - 10d8 Psychic damage
Orange - 10d8 Acid damage	Violet - 10d8 Thunder damage

NEW SPELLS

FLUID MOVEMENT

2nd level abjuration

Casting Time: 1 action

Range: Self

Components: S, V

Duration: 1 minute

Until the end of the spell's duration, you do not provoke opportunity attacks when leaving melee combat. In essence, you act as though you have taken the disengage action whenever you move around the battlefield.

HEROIC SURGE

4th level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Your touch can fill creatures with holy power. A creature under the effects of the *heroic surge* increases their Strength, Dexterity, and Constitution ability scores by 4 for the duration of the spell. Additionally, they gain +6 to saving throws to resist the frightened condition. If they are already frightened, this spell banishes that effect. They can also use their bonus action to make one additional attack.

LIFE SHIELD

4th level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

By means of this spell, you can surround a creature with a field of positive energy that

damages undead opponents and keeps their life force safe from harm. The shield deals 4d8 radiant damage to any undead creature that successfully hits the recipient of the spell in melee combat. Additionally, the shield grants resistance to necrotic and psychic damage for its duration.

RADIANT BURST

2nd level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A sudden and intense light erupts from a point of your choice within range. Each creature in a 10 foot-radius sphere of the chosen point must make a Constitution saving throw. Each creature that fails takes 2d8 radiant damage and is considered stunned for 1 round. On a successful save, the creature only takes half damage. Undead and light-sensitive creatures have a disadvantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.



TRANQUIL THOUGHTS

5th level enchantment

Casting Time: 1 action

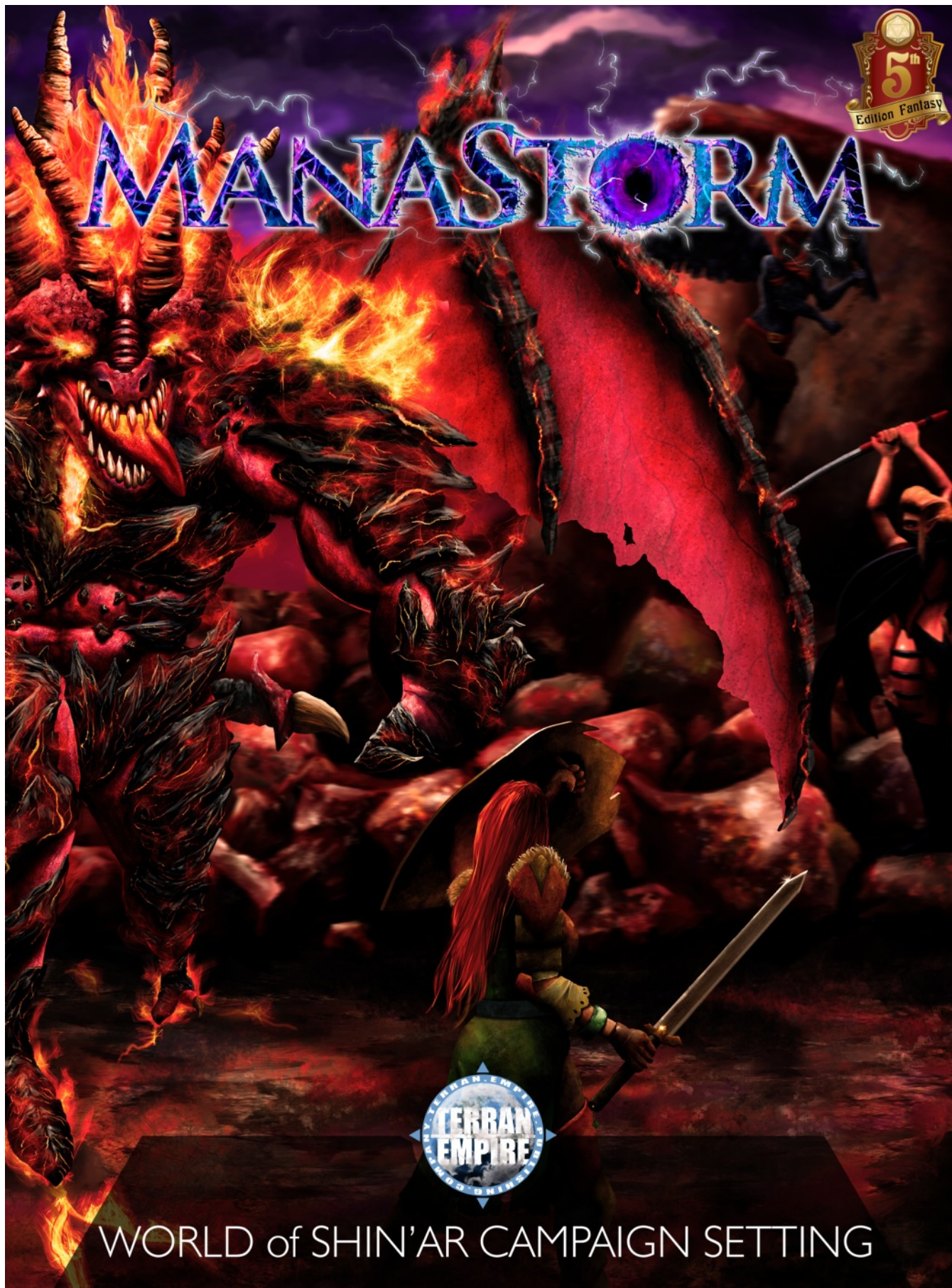
Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

This spell fills a creature's mind with feelings of tranquility. Any attempt to commit violence by those under the spell's effects cause them to be stricken with wracking pain and take 5d8 psychic damage on a failed Wisdom saving throw. If attacked, affected creature can defend themselves and may participate in Combat, so long as they take no hostile actions against the spellcaster or those designated as the spellcaster's ally.





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