

Player Paraphernalia

#74

HOSPITALLAR
CAVALIER/CLERIC
HYBRID

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 © 2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. ©2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Anger of Angels. ©2003, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Hallowed Might. ©2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. ©2003, Monte J. Cook.

Path of the Magi. ©2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. ©2002, Sean K Reynolds.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsey, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Frogemoth from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Ice Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Marid from the Tome of Horrors III. ©2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Nabasu Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Sandman from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Wood Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Player Paraphernalia #74 The Hospitallar (Hybrid Class) ©2016, The Knotty-Works; Author: John Buckley

d20pfsrd.com. Copyright 2010, John Reyst.

PLAYER PARAPHERNALIA #74

BY THE KNOTTY-WORKS

Welcome to issue seventy-four of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces the Hospitallar, a cavalier/cleric hybrid that focuses on the special connection between the character and his mount.

The Hospitallar

Known for both their chivalry and piety, hospitallars step up to the line for the cause of their faith. Raised in the service of nobility and the dogma of their faith, hospitallars are trained in the knightly arts of mounted combat and cooperative martial skills. As part of this service, hospitallars must commit to a chivalrous order, ascribing to the order's edicts and beliefs, which must align with their chosen deity or mythos.

As part of his training, the hospitallar becomes especially close with his chosen mount, the two becoming emotionally and spiritually linked in the process. This bond signifies the divine connection with the hospitallar's deity or mythos and is just as important to the hospitallar than any other relationships he may forge with others, including those of his order.

Role The hospitallar is a competent combatant, though not truly as effective as many of the knightly brothers. However, his ability to manifest the strength and power of his deity or mythos provides an equally effective means of assistance to his allies or irritation to his foes. The true value of the hospitallar shines when working in conjunction with others of the same cause

or faith, whether they be of his order or not. The hospitallar prefers to direct and inspire just as much as he does diving into the depths of battle, but he may hold his own regardless of the role he is called upon to perform.

Alignment: The hospitallar may be of any alignment.

Hit Die: d8

Starting Gold: 5d6 X 10 gp (average 175 gp) and one outfit worth 10 gp or less.

Parent Classes: Cavalier and Cleric

Class Skills

Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int)

Skills per Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiencies: The hospitallar is proficient with simple and martial weapons. He is proficient with light, medium, and heavy armor and shields (except the tower shield).

Aura (Ex): The hospitallar's aura of chaos, evil, good, or law is particularly powerful, based on his Deity's alignment. The hospitallar's aura strength is based on his class level (see the *Detect Evil* spell).

Domains: The hospitallar may choose two domain belonging to his chosen deity or

Hospitallar Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells Per Day						
						0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+2	+0	+2	Aura, domains, mount, order, orisons	3	1	—	—	—	—	—
2	+1	+3	+0	+3	Hand of faith 1d6, order ability	4	2	—	—	—	—	—
3	+2	+3	+1	+3	Knightly stance	4	3	—	—	—	—	—
4	+3	+4	+1	+4	Stable master	4	3	1	—	—	—	—
5	+3	+4	+1	+4	Hand of faith 2d6	4	4	2	—	—	—	—
6	+4	+5	+2	+5	Knightly stance	4	4	3	—	—	—	—
7	+4	+5	+2	+5	Guiding faith I	4	4	3	1	—	—	—
8	+6/+1	+6	+2	+6	Hand of faith 3d6, order ability	4	4	4	2	—	—	—
9	+6/+1	+6	+3	+6	Knightly stance	4	5	4	3	—	—	—
10	+7/+2	+7	+3	+7	Guiding faith II	4	5	4	3	1	—	—
11	+8/+3	+7	+3	+7	Hand of faith 4d6	4	5	4	4	2	—	—
12	+9/+4	+8	+4	+8	Knightly stance	4	5	5	4	3	—	—
13	+9/+4	+8	+4	+8	Guiding faith III	4	5	5	4	3	1	—
14	+10/+5	+9	+4	+9	Hand of faith 5d6	4	5	5	4	4	2	—
15	+11/+6/+1	+9	+5	+9	Knightly stance , order ability	4	5	5	5	4	3	—
16	+12/+7/+2	+10	+5	+10	Guiding faith IV	4	5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+10	Hand of faith 6d6	4	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+11	Knightly stance	4	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+11	Guiding faith V	4	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12	Grand Precept	4	5	5	5	5	5	5

mythos at 1st level. The hospitallar gains no bonus spells from the domain, but he does gain any associated domain powers. He treats his class level as his effective cleric level in regards to the abilities granted by the domain power.

Once chosen, the hospitallar may not change the either domain. Domain powers that modify the cleric's channel energy ability do not grant the hospitallar the ability to channel energy, but may apply to the hospitallar's hand of faith ability granted at 2nd level (as adjudicated by the GM). If the channel related power that cannot be used with his hand in faith class feature, the hospitallar gains a bonus 1st level spell per day instead. If the channel related power is granted to a higher level cleric power, the hospitallar

gains a bonus 3rd level spell per day instead.

Mount (Ex): At 1st level, the hospitallar bonds herself with a natural animal that he may ride in his travels. This mount may be any normal animal that is typically used as a mount and at least one size category larger than the hospitallar. Typically, this bond occurs between a hospitallar and a horse (or pony with a small hospitallar), but other animals have been bonded as well (with GM approval). This bond is treated as the druid's Animal Companion class feature, treating the hospitallar's class level as the effective druid level.

The hospitallar does not suffer any armor check penalties on Ride skill checks while astride his mount. The mount automatically gains all tricks associated with Combat Training and gains Light Armor Proficiency

as a bonus feat. The hospitallar does gain the Share Spells special ability for any spells granted by his hospitallar class, but not with spells from other classes he may possess, unless that class also grants the hospitallar an **animal companion**.

If the hospitallar's mount should be permanently lost (including death), the hospitallar may find another animal to serve as his mount after a week of his previous companion. The new mount does not gain any of the special abilities attributed to the **animal companion** until the hospitallar achieves a new level.

Order (Ex): At 1st level, the hospitallar joins a religious order to which he ascribes to their beliefs and edicts. This is nearly identical to the **cavalier's** order, except that the hospitallar gains no benefit from the Challenge feature granted by the order. The hospitallar does gain any other order related abilities including additional class skills. The hospitallar treats his class level as his effective **cavalier** level in regards to when order abilities are granted and any ability that has a class level driven aspect.

If the hospitallar violates any edicts of the order, he loses any order abilities he has achieved until he atones for the violation.

Spells (Sp): The hospitallar gains the ability to cast spells from the **Cleric/Oracle Spell List** beginning at 1st level. The hospitallar must prepare his spells each day through an hour of shared bonding and contemplation with his mount. If the hospitallar loses his mount, he loses the connection to his spells and it cannot be regained until the mount is replaced with another.

The hospitallar must have a Wisdom of 10 + the spell level being cast in order to be able to prepare the spell. The Difficulty Class for any spells cast by the hospitallar is equal to 10 + the spell level + the hospitallar's Wisdom modifier. The total number of spells per day that the hospitallar may prepare is listed on

the Hospitallar Progression Table. The hospitallar does receive bonus spells per day if he has a high Wisdom score (see Table 1-3: Ability Modifiers and Bonus Spells in the Pathfinder Core Rule Book™).

The hospitallar may not cast spells with an alignment descriptor in the title or description that is the opposite of his own alignment or his deity's alignment.

Orisons: The hospitallar does gain access to 3 0-level spells at 1st level. He may prepare a number of orisons (0-level spells) per day as listed on the Hospitallar Progression Table. When he casts a 0-level spell, he does not consume the spell, and may cast it as desired.

Hand of Faith (Sp): At 2nd level, the hospitallar gains the ability to channel positive or negative energy through his touch as a **standard action**, based on his alignment. Good hospitallars may channel positive energy, evil hospitallars may channel negative energy, and neutral hospitallars may choose which type of energy he wants to channel (though once chosen, it cannot be changed). Positive energy may be used to heal living creatures or damage undead while negative energy may be used to heal undead or damage living creatures.

The hospitallar may choose to heal an ally's damage with his touch or damage a foe as a melee **touch attack**. His touch causes 1d6 points of damage. This amount increases by an additional 1d6 points at 5th level and every three levels thereafter with a maximum of 6d6 at 17th level. If used to damage an opponent

The hospitallar may use this ability a number of times per day equal to ½ his class level + his Charisma modifier.

Knightly Stance: Beginning at 3rd level and every three levels thereafter, the hospitallar may choose a knightly stance. These stances grants bonuses to both himself and his allies or denigrate his opponents. Unless otherwise noted, a single knightly stance

may only be chosen once. The hospitallar may have to meet some minimal requirements before he may choose certain stances. Once chosen, a knightly stance may not be changed.

Cavalry Trained (Ex): The hospitallar gains **Mounted Combat** as a bonus feat, even if he does not have any ranks in the **Ride** skill. The hospitallar adds his Wisdom modifier to any **Ride** skill checks to negate an attack against his mount.

Greater Challenge (Ex): The hospitallar must have the Hospitallar's Challenge stance and be at least 12th level before he may choose this stance. When issuing a challenge, the target suffers a -2 to its **AC** while the hospitallar is threatening him when attacked by anyone other than the hospitallar. The hospitallar also gains a second use of the challenge per day.

Hospitallar's Challenge (Ex): The hospitallar must be at least 6th level before he may choose this knightly stance. Once per day, the hospitallar may challenge a single opponent to combat as the **cavalier's** Challenge class feature. Initiating the challenge is a **swift action** and remains in effect until the combat ends, the target is **helpless**, dead, or **unconscious**, or the hospitallar becomes **helpless**, dead, or **unconscious**.

The target of the challenge suffers damage equal to the hospitallar's class level when successfully struck by the hospitallar's melee attack. Once a challenge is initiated, the hospitallar suffers a -2 penalty to his **AC** when attacked by anyone other than the target of the challenge.

This knightly stance grants the hospitallar access to the challenge bonus granted by his order and any feats that require the Challenge class feature. If the hospitallar gains additional uses of his challenge (from either a feat, spell, or magic item), he may only have one designated target at a time. He may not challenge another until the previous challenge ends.

Hospitallar's Charge (Ex): The hospitallar must have the **Cavalry Trained** knightly stance before he may choose this stance. If the hospitallar **charges** while astride his mount, he gains a +4 bonus on melee attack rolls for the **charge** (rather than the normal +2) and he does not suffer any penalties to his **AC** after the **charge** has been made.

Maneuver Proficiency (Ex): The hospitallar must have the **Martial Proficiency** knightly stance before he may choose this stance. He may choose a bonus feat from **Improved Dirty Trick**, **Improved Disarm**, **Improved Feint**, **Improved Reposition**, or **Improved Trip**. The hospitallar adds his Wisdom modifier to his **CMB** when performing the combat maneuver associated with the feat taken. The hospitallar may choose this knightly stance multiple times, choosing a different feat each time.

Martial Proficiency (Ex): The hospitallar may choose **Combat Expertise** as a bonus feat and does not need to meet the minimum Intelligence prerequisite. The hospitallar uses his class level as his effective base attack bonus in regards the attack penalty to **dodge bonus** granted by the feat.

Master Strategist (Ex): The hospitallar must have the **Strategist** knightly stance and be at least 9th level before he may choose this stance. This knightly stance has identical effects as the **Strategist** stance, including the addition of another bonus teamwork feat and the ability to grant one of these feats to an ally. In addition, the hospitallar may grant the effects of the feat to an ally as a **swift action** rather than a **standard action**.

Saddle Born (Ex): The hospitallar must have the **Cavalry Trained** knightly stance before he may choose this stance. He may choose **Mounted Archery**, **Mounted Shield**, **Ride-By Attack**, or **Trample** as a bonus feat. He does not need to meet any prerequisites for the feat chosen. The

hospitallar may choose this knightly stance multiple times, selecting a different feat each time.

Strategist (Ex): The hospitallar may choose a bonus teamwork feat when selecting this knightly stance. He must meet any prerequisites for the feat before he may choose it.

The hospitallar may grant the effects of this feat to an ally within 30 feet who can both see and hear him as a **standard action**. The chosen ally retains the effect of the feat for the duration of an encounter to a maximum number of rounds equal to the hospitallar's class level. However, the hospitallar may only grant this effect to a single ally at a time. If the hospitallar chooses to grant this feat to another ally, the effect is immediately lost to the previous ally.

The Hospitallar may choose this knightly stance multiple times, selecting a different teamwork feat each time. The hospitallar gains the ability to use this knightly stance once per day each time he takes this stance.

Strategist Supreme (Ex): The hospitallar must have the Master Strategist knightly stance and be at least 15th level before he may choose this stance. This stance is identical to the Strategist and Master Strategist stances, except the hospitallar may share the effects of the teamwork feat to all allies within 30 feet that can see and hear the hospitallar.

Stable Master(Ex): Beginning at 4th level, the hospitallar learns to connect with domesticated animals preternaturally. As a result, he gains a bonus to any **Handle Animal** skill checks equal to ½ his class level when dealing with animals used as mounts. While training mounted animals, he can reduce the amount of time required to 1 day per week while increasing the DC by +5. The hospitallar may train multiple animals at one time, adding +2 to the DC for each animal after the first being trained.

Guiding Faith: Beginning at 7th level, the hospitallar faith manifests itself in one of two possible ways. The hospitallar may choose which type of manifestation is guided by his faith at 7th level, and once chosen it cannot be changed.

Faith Healer (Su): The hospitallar may spend one of his daily uses of his Hand of Faith to channel the energy to either heal or harm those within 30 feet. The energy is the same type manifested by his Hand of Faith, so good hospitallars would channel positive energy, evil hospitallars would channel negative energy, and neutral hospitallars would choose their energy type when the Hand of Faith ability is gained. The amount of damage caused or healed is equal to 1d6 points.

This effect is identical to the cleric's channel energy class feature, and may be used to either heal or harm those of the appropriate type (living or undead based on the energy manifested) as a **standard action**. The energy affects everyone within 30 feet of the hospitallar, and those that suffer damage may make a **Will** save with a DC of 10 + ½ the hospitallar's class level + his Charisma modifier to reduce the damage by half.

At 10th level and every three levels thereafter, the hospitallar may expend an additional use of his Hand of Faith to increase the damage caused or healed by an additional 1d6 points (maximum of 5d6 points at 19th level). This ability is treated as the Channel Energy class feature in regards to possible feats that the hospitallar that apply to channeling energy.

Rally the Troops (Ex): The hospitallar generates an aura of confidence or dread (based on alignment) that affects either his allies or opponents within 30 feet of him while he is engaged in combat. Good hospitallars exude an aura of confidence, granting allies a +1 **morale bonus** to attack rolls and saving throws versus fear effects. Evil hospitallars exude an aura of dread, causing enemies to suffer a -1 penalty

to attack rolls and a -1 penalty to any saving throws versus fear effects. Neutral hospitallars may choose which aura he wishes to generate, but once chosen cannot be changed.

At 10th level and every three levels thereafter, this bonus or penalty increases by 1 point with a maximum of +5 or -5 granted at 19th level.

If the hospitallar is **helpless**, **unconscious**, or **dead**, then this effect immediately ends. This does require those affected to be able to see and hear the hospitallar to gain the benefits or penalties of his aura.

Grand Precept (Sp): At 20th level, the hospitallar may choose a number of spells from the **Cleric/Oracle Spell List** whose total spell level equals his Wisdom modifier. He may cast these spells as a **spell-like ability** once a day per spell. The hospitallar uses his class level as the effective caster level for these **spell-like abilities**. He may not apply metamagic feats to these **spell-like abilities**.

Ex-Hospitallars

A hospitallar that violates the maxims of his deity or mythos loses access to all of his spells, his hand of faith, guiding faith, and grand precept class features. The hospitallar may or may not lose the powers associated with his order, depending on if the violations also break the edicts of the order. He does retain his mount unless he does something to purposely endanger it, in which case the mount will attempt to flee from the hospitallar. He may not progress any further as a hospitallar until he atones for his violations (see the **Atonement** spell).

New Feats

The following feats are unique to the hospitallar.

Extra Knightly Stance

Your skills of knighthood and chivalry are vastly improved.

Prerequisites: Knightly Stance class feature.

Benefits: You may choose an additional knightly stance. You must meet any requirements for the blessing before you may choose it.

Special: You may take this feat multiple times, choosing a different knightly stance each time.

Ordained

You can share your spiritual gifts with another.

Prerequisites: Hand of Faith class feature.

Benefits: You may transfer one use of your Hand of Faith to another ally by touch. The ally may then use the Hand of Faith as a hospitallar of equal level to your own class level for a single use. If the ally does not release the energy of the Hand of Faith after a number of rounds equal to your class level, the energy is lost and cannot be used.

Note: The ally must be good or neutral in alignment in order to use positive energy or evil or neutral in order to use negative energy. If the ally does not meet the alignment requirement for the energy you empower your Hand of Faith, the transfer has no effect and you still lose one of your daily uses of this class feature.

OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

