

## Hospitaler (Paladin)

**Role:** Defender

**Power Source:** Martial and Divine

**Key Abilities:** Constitution and Wisdom

**Armor Proficiency:** Cloth, leather, hide, chainmail, scale, plate.

**Shield Proficiency:** Heavy shields, light shields.

**Weapon Proficiency:** Simple melee, military melee, simple ranged.

**Defense Bonus:** +1 Fortitude, +1 Will

**Base Hit Points:** 15 + Constitution Score

**Bonus Hit Points:** +6 per level gained

**Healing Surges:** 10 + Constitution Modifier

**Trained Skills:** Choose four from your list of class skills.

**Class Skills:** Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int).

**Class Features:** Ardent shield, bless weapon, divine health, shield of sacrifice, staunch defender, zealous fervor.

Level 1:

### ARDENT SHIELD

While you're using a shield, you gain a +1 bonus to saving throws.

### BLESS WEAPON

You gain the **bless weapon** power.

#### Bless Weapon

[Divine, Weapon]

**Standard action**

**Melee weapon**

**Target:** One creature.

**Attack:** Constitution vs. AC

**Hit:** 1[W] + Constitution modifier damage, and allies adjacent to you gain a power bonus to damage rolls with weapon attacks until the end of your next turn. The bonus is equal to 1 + your Wisdom modifier.

Level 21: 2d10 + Constitution modifier damage.

**Special:** You can use this power in place of a basic melee attack.

## DIVINE HEALTH

You gain a bonus to your healing surge value equal to your Wisdom modifier.

## SHIELD OF SACRIFICE

You gain the **shield of sacrifice** power.

#### Shield of Sacrifice

[Divine, Healing]

**Immediate reaction**

**Close burst 5**

**Requirement:** You must have at least 1 healing surge remaining.

**Trigger:** An ally within 5 squares takes damage from an attack.

**Hit:** You lose a healing surge. The triggering ally gains temporary hit points equal to your healing surge value.

## STAUNCH DEFENDER

You gain the **shield deflection** and **stand fast** powers.

#### Shield Deflection

[Martial]

**Opportunity action**

**Personal**

**Requirement:** You must be using a shield.

**Trigger:** You are hit by an attack.

**Effect:** You gain a +3 power bonus to AC and Reflex against the triggering attack, and you can slide the attacker 1 square.

#### Stand Fast

[Martial]

**Opportunity action**

**Personal**

**Trigger:** You are pushed, pulled, slid, grabbed, or knocked prone.

**Effect:** Make a saving throw. If you save, you ignore the triggering effect.

## ZEALOUS FERVOR

While you or an ally is bloodied, you gain a +1 bonus to attack rolls.

**Level 2:**

**GET THEM UP**

You can use a minor action to stand a prone ally adjacent to you.

**Level 3:**

**LEVEL 3 EXTRA SHIELD OF SACRIFICE**

You gain an additional use of shield of sacrifice per encounter.

**Level 5:**

**KNIGHT'S DEMAND**

Once per turn, when an enemy within 10 squares of you misses you or an ally with an attack, you can pull the attacker 1 square as a free action.

**Level 6:**

**AURA OF COURAGE**

You are immune to fear effects. Allies within 3 squares of you gain a +2 bonus to defense against attacks with the fear keyword.

**Level 7:**

**LEVEL 7 EXTRA SHIELD OF SACRIFICE**

You gain an additional use of shield of sacrifice per encounter.

**Level 9:**

**SHINING EXAMPLE**

Once per turn when you save against an ongoing condition or effect, one ally within 5 squares of you can make a saving throw.

**Level 10:**

**GOOD HOPE**

Allies within 5 squares can spend your healing surges in place of their own.