

HOSPITALLER

Hospitallers are always Good aligned, and serve as the soldiers of the church along with Templars, dedicated to a specific deity which must be chosen at first rank.

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	FIRST AID	LAY ON HANDS	WEAPON TYPE	STRESS RESIST	SKILL PTS	CLASS ABILITIES
1	34 :30	9	6	6	2	Single	1S	1	Discern Nature Of Wounds Faith Healing First Aid Lay On Hands Utilise Any Weapon Utilise Med Armour Utilise Shield
2	38 :33	10	12	12	4		1S		Utilise Healing Miracles Up To Level
3	42 :36	12	18	18	6		2S	1	Discern Disease Discern Poison
4	46 :39	13	24	24	8	Missile Double-Handed	2S/3D	2	Discern Curse
5	50 :42	15	30	30	10		3S/SD	1	Utilise Temp Bless
6	54 :45	16	36	36	12		3S/3D	1	Utilise Prot. From Evil
7	58 :48	18	42	42	14		3S/4D	1	
8	62 :51	19	48	48	16		4S/5D	2	First Aid (Necrotic)
9	66 :54	21	54	54	18		4S/5D	1	Set Bone
10	70 :57	22	60	60	20		4S/5D	2	Utilise Perm Bless Vicarious Atonement 1/Month
11	76 :62	25	69	69	23		5S/6D	1	Sacrifice 1/Ever
12	82 :67	27	78	78	26		6S/7D	1	First Aid (Perm)

A HUMAN HOSPITALLER GAINS 27:3 LIFE POINTS

AN ELVEN HOSPITALLER GAINS 25:2 LIFE POINTS

Skill picks are chosen from the standard Warrior tables.

At 8th level or above, a Hospitaller may choose to undertake a quest to become a Knight Hospitaller. See a Referee for further details.

Class Abilities

Discern Nature of Wounds – This allows the priest to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

Faith Healing – The Hospitaller may upon touching the subject transfer life points from himself to the injured person in order to heal wounds that they have suffered. Life points are transferred on a one-for-one basis.

First Aid – The Hospitaller has a number of points of First Aid (effectively applying special bandages, dressings etc) which they can use upon an injured person. The Hospitaller may administer as much or as little of this healing potential as desired.

Lay on Hands – The Hospitaller has a number of points of spiritual healing which may be used by laying hands upon an injured person. The Hospitaller may administer as much or as little of this healing potential as desired.

Utilise Any Weapon – Hospitallers are able to utilise any weapon type.

Utilise Medium Armour – This allows the Hospitaller to be able to use armour of up to a maximum of 8 AC.

Utilise Shield – This allows the Hospitaller to use Shields of any size.

Utilise Healing Miracles Up To Level – this skill allows the Hospitaller to cast Healing Miracles to their level for power.

Level	Miracle	Level	Miracle
1	Heal Self	7	Cure Grievous Wounds
2	Cure Light Wounds	8	Total Heal
3	Cure Serious Wounds	8	Regeneration
4	Cure Disease	9	Raise Dead
5	Remove Poison	10	Resurrection
6	Cure Genetic Disease		

Discern Disease – This allows the Hospitaller to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

Discern Poison – This allows the Hospitaller to discern the presence and nature of any poison which is currently afflicting the target, including poisons with no current physical symptoms.

Discern Curse – This allows the Hospitaller to discern the presence of any Curses on the target and also to gain an insight into their relative power and nature.

Utilise Temp Bless – This allows the Hospitaller to cast the miracle *Bless 24 Hr* for 5 power.

Utilise Protection from Evil – This allows the Hospitaller to cast the miracle *Protection from Evil* for 1 Power.

First Aid (Necrotic) - At 8th Rank, the Hospitallers First Aid points can be used to heal necrotic damage.

Set Bone - allows an Hospitaller to set broken bones so they heal in 3 days. If a bone is set before healing is applied to the location, no necrotic damage is taken. Ref's discretion applies.

Utilise Permanent Bless - This allows the Hospitaller to cast the miracle *Bless Permanent* for 8 power.

Vicarious Atonement – allows the Hospitaller to take on the touched target's affliction (or afflictions) without suffering the affliction(s) . This ability is Spiritual in nature and will not affect Magical afflictions.

Sacrifice – This is the ultimate power of the Hospitaller, choosing to sacrifice their life for another. This will stop the subject dying, it will not cost a level and can work on any subject not normally able to be resurrected (e.g. Death due to spiritual annihilation, Elves, High Elves with a spirit shield up etc). This does not stop the Hospitaller from being resurrected afterwards as normal. This ability must be used when the Hospitaller is within the area where the subject would have died and within the time of the encounter (i.e. encounter battle board) to work.

First Aid (Perm) - At 12th Rank, the Hospitallers First Aid points can be used to heal permanent damage.