EMPYREAL KNIGHT		SMITE EVIL				
		FOES	Paladin		Foes	
GOO 🔷	Paladin Level	PER D		Misc	Today	
CHAOTIC	Paladin _ 2 _ Caster		= ( ÷ 3 ) +	+	_	
NA.	DETECT EVIL	ATTA	(Round up) ACK	D	DEFLECTION	
As a mo	ove action, detect evil in one creature or item within 60ft.	BONU	JS Misc	В	GONUS Misc	
Does not detect any other evil auras nearby.		+	= CHA +		+ AC = CHA +	
*	VOICES OF THE SPHERES	Λ εμοοί	essful strike with smite evil	c	miting damage bonus applies double for the	
Level 2	Learn to speak and read Celestial		es damage reduction.	fi	rst successful strike against evil outsiders, vil dragons and the undead.	
×	AURA AURA OF COURAGE	DAMA BONU	Palaulli		VIL DAMAGE Paladin	
Level	Immune to fear effects including magic.		Level	Г	Level	
	Allies within 10ft get +4 to saves against fear effects.	+	=+	Ľ	+ = ( × 2 ) +	
Level	AURA OF RESOLVE Immune to charm effects including magic.	CELESTIAL HEART				
0	Allies within 10ft get +4 to saves against charm effects.		Resistance 5 against acid, cold and electricity.			
Level	AURA OF JUSTICE Spend two uses of Smite Evil to grant allies the ability to	Level				
11	smite evil. The bonus lasts 1 minute, but must be used in the first round.	6	+4 racial bonus to saving throws agai	inst poison	i.	
Level <b>14</b>	<b>AURA OF FAITH</b> Weapons considered Good aligned for overcoming DR.	Property Resistance 10 against acid, cold and electricity.				
Level	AURA OF RIGHTEOUSNESS	Level <b>12</b>	Immune to petrification.			
17	Gain damage reduction 5/evil. Immune to compulsion effects including magic.	Level	1			
	Allies within 10ft get +4 to saves against charm effects.	15	Able to communicate with any creatu	ire as if usi	ng Tongues	
Level	DIVINE HEALTH  Immune to all diseases including magic.	Level As a swift action create an aura of protection from evil for allies within 20ft.  18 Grants +4 deflection bonus to AC, +4 resistance bonus to saving throws.				
3	CELESTIAL ALLY	PREPARED SPELLS				
Level	Summon celestial creatures, archons and angels.					
4	SUMMON SPELL Paladin			1		
	LEVEL Level ; 2)					
	(Round down)					
	USES PER DAY USes Today			2		
	CHA OSC TOURY					
					000	
	DIVINE BOND SPECIAL MOUNT			3	3	
Level <b>5</b>	Name					
					000	
Type	Summoned Today			4		
Enhance	ements					
		``		YREAL (	CHAMPION	
			Increase damage reduction to 10/evil.  Treated as an outsider for the purposes of spells and magical effects.  Gain darkvision 60ft. and low-light vision.  As a standard action, sprout wings allowing you to fly at twice your base land speed.  Retract these wings as a free action.			
Level	Mount gains the Celestial template Level <b>12</b> Gains ability to fly					
SPELLS  Spell Spells Base Bonus Spells Save DC per day Spells CHA						

Spell Save DC = 10 + CHA + Spell Level