

EMPYREAL KNIGHT

OF



(PALADIN)

Paladin
Level - 3 =

Paladin
Level

Caster
Level

DETECT EVIL

As a move action, detect evil in one creature or item within 60ft.
Does not detect any other evil auras nearby.

VOICES OF THE SPHERES

Level
2 Learn to speak and read Celestial

AURA

Level
3 **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Level
8 **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Level
11 **AURA OF JUSTICE**
Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.

Level
14 **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Level
17 **AURA OF RIGHTEOUSNESS**
Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Level
3 Immune to all diseases including magic.

CELESTIAL ALLY

Level
4 Summon celestial creatures, archons and angels.

SUMMON SPELL
LEVEL

$$\boxed{} = \left(\frac{}{} \div 2 \right)$$

(Round down)

USES
PER DAY

CHA

Uses Today
☐☐☐
☐☐☐

DIVINE BOND

Level
5 **SPECIAL MOUNT**
Name

Type ☐ Summoned Today

Enhancements

Level
8 Mount gains the Celestial template

Level
12 Gains ability to fly

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

SMITE EVIL

FOES
PER DAY

$$\boxed{} = \left(\frac{\text{Paladin Level}}{} \div 3 \right) + \text{Misc}$$

(Round up)

Foes
Today
☐☐☐
☐☐☐

ATTACK
BONUS

$$+ \boxed{} = \text{CHA} + \text{Misc}$$

DEFLECTION
BONUS

$$+ \text{AC} \boxed{} = \text{CHA} + \text{Misc}$$

A successful strike with smite evil
bypasses damage reduction.

Smiting damage bonus applies double for the
first successful strike against evil outsiders,
evil dragons and the undead.

DAMAGE
BONUS

$$+ \boxed{} = \text{Paladin Level} + \text{Misc}$$

EVIL DAMAGE
BONUS

$$+ \boxed{} = \left(\text{Paladin Level} \times 2 \right) + \text{Misc}$$

CELESTIAL HEART

Level
3 Resistance 5 against acid, cold and electricity.

Level
6 +4 racial bonus to saving throws against poison.

Level
9 Resistance 10 against acid, cold and electricity.

Level
12 Immune to petrification.

Level
15 Able to communicate with any creature as if using *Tongues*

Level
18 As a swift action create an aura of protection from evil for allies within 20ft.
Grants +4 deflection bonus to AC, +4 resistance bonus to saving throws.

PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

EMPHYREAL CHAMPION

Increase damage reduction to 10/evil.

Level
20 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.