

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

Paladin
Level

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

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

Spell Save DC = 10 + CHA + Spell Level

SMITE EVIL

FOES
PER DAY

Paladin
Level

Misc

Foes
Today

$$\boxed{} = \left(\div 3 \right) + $$

(Round up)

☐
☐
☐

ATTACK
BONUS

Misc

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

DEFLECTION
BONUS

Misc

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

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

Paladin
Level

Misc

$$+ \boxed{} = + $$

EVIL DAMAGE
BONUS

Paladin
Level

Misc

$$+ \boxed{} = \left(\times 2 \right) + $$

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"/>
<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"/>	2	<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"/>
<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"/>	3	<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"/>
<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"/>

EMPYREAL 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.