

# 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

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right)$$

(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

☐☐  
☐☐

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(Round up)

**ATTACK**  
BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{000}$$

**DEFLECTION**  
BONUS

Misc

$$+ \boxed{\phantom{00}} \text{ AC} = \text{CHA} + \phantom{000}$$

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

$$+ \boxed{\phantom{00}} = \phantom{000} + \phantom{000}$$

**EVIL DAMAGE**  
BONUS

Paladin  
Level

Misc

$$+ \boxed{\phantom{00}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## 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"/>

## 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.