

# 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** Paladin Level

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

(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
1					□□□□
2					□□□□
3					□□□□
4					□□□□

Spell Save DC = 10 + CHA + Spell Level

## SMITE EVIL

**FOES PER DAY**

$$\boxed{\phantom{000}} = \left( \frac{\text{Paladin Level}}{\phantom{000}} \div 3 \right) + \text{Misc}$$

(Round up)

Foes Today

□□□□

**ATTACK BONUS**

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

**DEFLECTION BONUS**

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

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**

$$+ \boxed{\phantom{00}} = \text{Paladin Level} + \text{Misc}$$

**EVIL DAMAGE BONUS**

$$+ \boxed{\phantom{00}} = \left( \text{Paladin Level} \times 2 \right) + \text{Misc}$$

## 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

□□□		□□□
□□□	1	□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□

## 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.