

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

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

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

Spell Save DC = 10 + CHA + Spell Level

Concentration $\boxed{} = \text{CHA} + \text{Caster Level}$

SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

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

(Round up)

□□□
□□□

ATTACK BONUS

Misc

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

DEFLECTION BONUS

Misc

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

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

Paladin Level

Misc

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

EVIL DAMAGE BONUS

Paladin Level

Misc

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

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

□□□		□□□
□□□	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.