

EMPYREAL KNIGHT

DEL



(PALADIN)

Liv
del Paladino

Liv
del Paladino

Livello
incantatore

- 3 =

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

Livello
2 Learn to speak and read Celestial

AURA

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

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

Livello
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.

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

Livello
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

Livello
3 Immune to all diseases including magic.

CELESTIAL ALLY

Livello
4 Summon celestial creatures, archons and angels.

SUMMON SPELL
LEVEL

Liv
del Paladino

= $\left(\frac{\text{Liv del Paladino}}{2} \right)$

(Arrotondato per difetto)

USI
PER DAY

CAR

Usi oggi
☐
☐
☐

LEGAME DIVINO

Livello
5 **CAVALCATURA SPECIALE**

Nome

Tipo ☐ Evocazioni Oggi

Potenziamenti

Livello
8 Mount gains the Celestial template

Livello
12 Gains ability to fly

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
<input type="text"/>	1	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione = CAR + Livello incantatore

PUNIRE IL MALE

NEMICI
AL GIORNO

Liv
del Paladino

Altro

Nemici
oggi

☐☐
☐☐

= $\left(\frac{\text{Liv del Paladino}}{3} \right) + \text{Altro}$
(per eccesso)

ATTACCO
BONUS

Altro

+ = CAR +

DEVIAZIONE
BONUS

Altro

+ CA = CAR +

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

DANNI
BONUS

Liv
del Paladino

Altro

+ = +

DANNI MALVAGI
BONUS

Liv
del Paladino

Altro

+ = $\left(\frac{\text{Liv del Paladino}}{2} \right) +$

CELESTIAL HEART

Livello
3 Resistance 5 against acid, cold and electricity.

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

Livello
9 Resistance 10 against acid, cold and electricity.

Livello
12 Immune to petrification.

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

Livello
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.

INCANTESIMI PREPARATI

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EMPHYREAL CHAMPION

Increase damage reduction to 10/evil.

Livello
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.