

EMPYREAL KNIGHT

DE



(PALADIN)

Paladin Niveau - 3 = Niveau de Lanceur de Sort

Paladin Niveau

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

Niveau 2 Learn to speak and read Celestial

AURA

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

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

Niveau 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.

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

Niveau 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

Niveau 3 Immune to all diseases including magic.

CELESTIAL ALLY

Niveau 4 Summon celestial creatures, archons and angels.

SUMMON SPELL LEVEL
Paladin Niveau
 $\square = \left(\square \div 2 \right)$
(arrondi à l'inférieur)

UTILISATIONS PAR JOUR
CHA
Utilisations aujourd'hui

DIVINE BOND

Niveau 5 **MONTURE SPECIALE**
Nom

Type ☐ Summoned Today

Enhancements

Niveau 8 Mount gains the Celestial template
Niveau 12 Gains ability to fly

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	+ Sorts supplémentaires CHA
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration $\square = \text{CHA} + \square$ Niveau de Lanceur de Sort

CHÂTIMENT DU MAL

FOES PER DAY

$\square = \left(\frac{\text{Paladin Niveau}}{\div 3} \right) + \square$
(arrondi au supérieur)

Paladin Niveau

Divers

Ennemis Aujourd'hui

☐☐☐
☐☐☐

ATTACK BONUS

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

Divers

DEFLECTION BONUS

$+ \text{CA} = \text{CHA} + \square$

Divers

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

$+ \square = \square + \square$

Paladin Niveau

Divers

EVIL DAMAGE BONUS

$+ \square = \left(\square \times 2 \right) + \square$

Paladin Niveau

Divers

CELESTIAL HEART

Niveau 3 Resistance 5 against acid, cold and electricity.

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

Niveau 9 Resistance 10 against acid, cold and electricity.

Niveau 12 Immune to petrification.

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

Niveau 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.

SORTS PREPARES

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EMPHYREAL CHAMPION

Increase damage reduction to 10/evil.

Niveau 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.