

EMPYREAL KNIGHT

DE



(PALADIN)

Nivel de
Paladín - 3 =

Nivel de
Paladín

Nivel de
Lanzador

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

Nivel
2 Learn to speak and read Celestial

AURA

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

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

Nivel
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.

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

Nivel
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

Nivel
3 Immune to all diseases including magic.

CELESTIAL ALLY

Nivel
4 Summon celestial creatures, archons and angels.

SUMMON SPELL
LEVEL

Nivel de
Paladín

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

USOS
PER DAY

CAR

Usos Hoy
☐
☐
☐

VÍNCULO DIVINO

Nivel
5 **MONTURA DIVINA**
Nombre

Tipo ☐ Invocado
Hoy

Mejoras

Nivel
8 Mount gains the
Celestial template

Nivel
12 Gains ability to fly

CONJUROS

CD Salv de Conjuros		Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales CAR
<input type="checkbox"/>	1	<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"/>
<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"/>

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

Concentración $\boxed{} = \text{CAR} +$ Nivel de
Lanzador

CASTIGAR AL MAL

ENEMIGOS
AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

$\boxed{} = \left(\frac{}{\div 3} \right) +$
(Redondear arriba)

☐
☐
☐

BON
BONUS

Misc

$+ \boxed{} = \text{CAR} +$

BON
BONUS

Misc

$+ \text{CA} \boxed{} = \text{CAR} +$

Un golpe que acierta con Castigar el Mal
sobrepasa la reducción del daño

El bon de daño por castigo se aplica el doble
para el primer golpe exitoso contra ajenos malignos,
dragones malignos y muertos vivientes.

BON
BONUS

Nivel de
Paladín

Misc

$+ \boxed{} = +$

BON DAÑO
BONUS

Nivel de
Paladín

Misc

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

CELESTIAL HEART

Nivel
3 Resistance 5 against acid, cold and electricity.

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

Nivel
9 Resistance 10 against acid, cold and electricity.

Nivel
12 Immune to petrification.

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

Nivel
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.

CONJUROS PREPARADOS

<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"/>
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EMPHYREAL CHAMPION

Increase damage reduction to 10/evil.

Nivel
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.