

# EMPYREAL KNIGHT

OF



(PALADIN)

Poziom Paladyna - 3 =

Poziom Paladyna

Poziom Czarującego

## 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

Poziom 2 Learn to speak and read Celestial

## AURA

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

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

Poziom 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.

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

Poziom 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

Poziom 3 Immune to all diseases including magic.

## CELESTIAL ALLY

Poziom 4 Summon celestial creatures, archons and angels.

**SUMMON SPELL**  
LEVEL

Poziom Paladyna

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

(Zaokrąglane w dół)

**UŻYCIA**  
**NA DZIEŃ**

**CHA**

Użycia Dzisiaj  
□□□  
□□□  
□□□

## BOSKA WIĘŻ

Poziom 5 **SPECJALNY WIERZCHOWIEC**  
Imię

Rodzaj □ Przywołań Dziś

Wzmocnienia

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

## CZARY

ST Rzutu Obronnego		Czary na dzień	=	Czary Bazowe	+ Premiowe Czary CHA
1					□□□□
2					□□□□□□
3					□□□□□□
4					□□□□□□

ST Rz. Obr. = 10 + CHA + Poziom CZaru

Koncentracja  $\boxed{\phantom{000}} = \text{CHA} + \boxed{\phantom{000}}$  Poziom Czarującego

## UGODZENIE ZŁA

**WROGOWIE**  
**NA DZIEŃ**

Poziom Paladyna

Inne

Wrogowie Dzisiaj  
□□□  
□□□

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 3 \right) + \boxed{\phantom{000}}$$

(Zaokrąglane w górę)

**ATAK**  
**BONUS**

Inne

$$+ \boxed{\phantom{000}} = \text{CHA} + \boxed{\phantom{000}}$$

**ODBICIE**  
**BONUS**

Inne

$$+ \text{KP} \boxed{\phantom{000}} = \text{CHA} + \boxed{\phantom{000}}$$

Udane ugodzenie zła ignoruje redukcje obrażeń.

Premia do obrażeń od ugodzeń podwaja się dla pierwszego udanego

**OBRAŻENIA**  
**PREMIA**

Poziom Paladyna

Inne

$$+ \boxed{\phantom{000}} = \boxed{\phantom{000}} + \boxed{\phantom{000}}$$

**ZŁE OBRAŻENIA**  
**PREMIA**

Poziom Paladyna

Inne

$$+ \boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \times 2 \right) + \boxed{\phantom{000}}$$

## CELESTIAL HEART

Poziom 3 Resistance 5 against acid, cold and electricity.

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

Poziom 9 Resistance 10 against acid, cold and electricity.

Poziom 12 Immune to petrification.

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

Poziom 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.

## PRZYGOTOWANE CZARY

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

## EMPHYREAL CHAMPION

Increase damage reduction to 10/evil.

Poziom Treated as an outsider for the purposes of spells and magical effects.

Poziom 20 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.