

# EMPYREAL KNIGHT

## DER DOMÄNE



### (PALADIN)

Paladin-  
stufe - 3 =

Paladin-  
stufe

Zauber-  
stufe

## 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

Stufe  
**2** Learn to speak and read Celestial

## AURA

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

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

Stufe  
**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.

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

Stufe  
**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

Stufe  
**3** Immune to all diseases including magic.

## CELESTIAL ALLY

Stufe  
**4** Summon celestial creatures, archons and angels.

**SUMMON SPELL**  
LEVEL

Paladin-  
stufe

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right)$$

(abrunden)

**ANZAHL**

**PRO TAG**

**CH**

Heute verwendet

☐  
☐  
☐  
☐

## GÖTTLICHER BUND

Stufe  
**5** **REITTIER**  
Name

Bonuszauber

☐ Heute  
beschworen

Weitere Verbesserungen

Stufe  
**8** Mount gains the  
Celestial template

Stufe  
**12** Gains ability to fly

## ZAUBER

RW gegen  
Zauber

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonuszauber  
CH

	<b>1</b>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	<b>3</b>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>4</b>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

☐ = **CH** +

Zauber-  
stufe

## BÖSES NIEDERSTRECKEN

**GEGNER**  
**PRO TAG**

Paladin-  
stufe

Sonst. Mod.

Gegner  
Heute

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00}$$

(aufrunden)

☐☐  
☐☐

**ANGRIFF**  
**BONUS**

Sonst. Mod.

$$+ \boxed{\phantom{00}} = \text{CH} + \phantom{00}$$

**ABLENKUNG**  
**BONUS**

Sonst. Mod.

$$+ \text{RK} = \text{CH} + \phantom{00}$$

Ein erfolgreicher Angriff mit Böses niederstrecken umgeht jedwede Schadensreduzierung

Beim ersten niederstreckenden Angriff gegen einen bösen Externar, bösen Drachen oder Untoten wird der Bonus Böses niederstrecken verdoppelt

**SCHADEN**  
**BONUS**

Paladin-  
stufe

Sonst. Mod.

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

**SCHADEN GEGEN BÖSES**  
**BONUS**

Paladin-  
stufe

Sonst. Mod.

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## CELESTIAL HEART

Stufe  
**3** Resistance 5 against acid, cold and electricity.

Stufe  
**6** +4 racial bonus to saving throws against poison.

Stufe  
**9** Resistance 10 against acid, cold and electricity.

Stufe  
**12** Immune to petrification.

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

Stufe  
**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.

## VORBEREITETE ZAUBER

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☐☐☐

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**1**

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## EMPYREAL CHAMPION

Increase damage reduction to 10/evil.

Stufe  
**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.