

EMPYREAL KNIGHT

DEL



(PALADIN)

Livello da Paladino - 3 =

Livello da Paladino

Livello incantatore

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

Livello da Paladino

$\square = \left(\square \div 2 \right)$
(Arrotondato per difetto)

USI PER DAY

CAR

Usi oggi
□□□□

LEGAME DIVINO

Livello 5 **CAVALCATURA SPECIALE**
Nome

Tipo ☐ Evocati oggi

Potenziamenti

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

INCANTESIMI

| CD salvezza incantesimi | | Incantesimi al giorno | Incantesimi Base | Inc. bonus CHA |
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CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione $\square = \text{CAR} + \square$ Livello incantatore

PUNIRE IL MALE

NEMICI AL GIORNO

Livello da Paladino

Varie

Nemici oggi
□□□□

$\square = \left(\square \div 3 \right) + \square$
(Arrotond. per eccesso)

ATTACCO BONUS

Varie

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

DEVIAZIONE BONUS

Varie

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

Un attacco riuscito con punire il male oltrepassa la Riduzione del Danno

Il danno bonus contro esterni malvagi, draghi malvagi e non morti si applica al primo attacco riuscito

DANNI BONUS

Livello da Paladino

Varie

$+ \square = \square + \square$

DANNI ai MALVAGI BONUS

Livello da Paladino

Varie

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

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.