

EMPYREAL KNIGHT

DEL



(PALADIN)

Liv del Paladino - 3 = 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
Liv del Paladino
 $\square = \left(\square \div 2 \right)$
(Arrotondato per difetto)

USI

PER DAY CAR

Usi oggi
☐
☐
☐

LEGAME DIVINO

Livello 5 **CAVALCATURA SPECIALE**
Nome

Tipo ☐ Evocazioni Oggi

Potenziamenti

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

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
<input type="text"/>	1	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione = CAR + Livello incantatore

PUNIRE IL MALE

NEMICI AL GIORNO

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

Altro

Nemici oggi
☐
☐
☐

BONUS

BONUS + = CAR +

BONUS

BONUS + CA = CAR +

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

BONUS

BONUS + = +

BONUS

BONUS + = $\times 2$ +

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

<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"/>
<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"/>		<input type="checkbox"/> <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"/>		<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"/>
<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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>

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.