

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

= (÷ 2)
(abrunden)

ANZAHL

PRO TAG

CH

Heute eingesetzt

☐
☐
☐
☐

GÖTTLICHER BUND

Stufe
5 **REITTIER**
Name

Art ☐ 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
CHA

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Zauberrettungs SG = 10 + CH + Zaubergrad

Konzentration = **CH** + Zauber-
stufe

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

= (÷ 3) +
(aufrunden)

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☐
☐

ANGRIFF
BONUS

Sonst. Mod.

+ = **CH** +

ABLENKUNG
BONUS

Sonst. Mod.

+ **RK** = **CH** +

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.

+ = +

HÖHERER SCHADEN
BONUS

Paladin-
stufe

Sonst. Mod.

+ = (× 2) +

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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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.