

EMPYREAL KNIGHT

DE



(PALADIN)

Niveau de Paladin - 3 = Niveau de Lancer de Sort

Niveau de Paladin

Niveau de Lancer de Sort

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

Niveau 2 Learn to speak and read Celestial

AURA

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

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

Niveau 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.

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

Niveau 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

Niveau 3 Immune to all diseases including magic.

CELESTIAL ALLY

Niveau 4 Summon celestial creatures, archons and angels.

SUMMON SPELL LEVEL

Niveau de Paladin

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

(arrondi à l'inférieur)

UTILISATIONS PAR JOUR

Utilisations aujourd'hui

CHA

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LIEN DIVIN

Niveau 5 **MONTURE SPECIALE**
Nom

Type ☐ Convoqués Aujourd'hui

Améliorations

Niveau 8 Mount gains the Celestial template

Niveau 12 Gains ability to fly

SORTS

| Sort DD sauvegarde | Sorts par jour | = | Base Sorts | + Sorts supplémentaires |
|--------------------|----------------|---|------------|-------------------------|
| | | | | CHA |
| 1 | | | | □ □ □ □ |
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration $\boxed{} = \text{CHA} + \text{Niveau de Lancer de Sort}$

CHÂTIMENT DU MAL

ENNEMIS PAR JOUR

Niveau de Paladin

Divers

Ennemis Aujourd'hui

$$\boxed{} = \left(\frac{}{\div 3} \right) + \text{Divers}$$

(arrondi au supérieur)

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ATTAQUE BONUS

Divers

$$+ \boxed{} = \text{CHA} + \text{Divers}$$

DEFLECTION BONUS

Divers

$$+ \boxed{} \text{ CA} = \text{CHA} + \text{Divers}$$

A successful strike with smite evil bypasses damage reduction.

Les dommages de Châtiment sont doublés pour le premier coup touché contre les extérieurs mauvais, dragons mauvais et morts vivants.

DOMMAGES BONUS

Niveau de Paladin

Divers

$$+ \boxed{} = \text{Divers} + \text{Divers}$$

BONUS AUX DOMMAGES CONTRE LE MAL

Niveau de Paladin

Divers

$$+ \boxed{} = \left(\frac{}{\div 2} \right) + \text{Divers}$$

CELESTIAL HEART

Niveau 3 Resistance 5 against acid, cold and electricity.

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

Niveau 9 Resistance 10 against acid, cold and electricity.

Niveau 12 Immune to petrification.

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

Niveau 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.

SORTS PREPARES

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EMPHYREAL CHAMPION

Increase damage reduction to 10/evil.

Niveau 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.