

EMPYREAL KNIGHT

OF



(PALADIN)

Poziom Paladyna - 3 =

Poziom Paladyna

Poziom Czarującego

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

Poziom 2 Learn to speak and read Celestial

AURA

AURA OF COURAGE

Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

AURA OF RESOLVE

Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

AURA SPRAWIEDLIWOŚCI

Poziom 11 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.

AURA OF FAITH

Poziom 14 Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Poziom 17 Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Poziom 3 Immune to all diseases including magic.

CELESTIAL ALLY

Poziom 4 Summon celestial creatures, archons and angels.

SUMMON SPELL LEVEL

Poziom Paladyna

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

(Zaokrąglane w dół)

UŻYCIA NA DZIEŃ

CHA

Użycia Dzisiaj
□□□
□□□
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BOSKA WIĘŹ

SPECJALNY WIERZCHOWIEC

Poziom 5 Imię

Rodzaj ☐ Przywołań Dziś

Wzmocnienia

Poziom 8 Mount gains the Celestial template

Poziom 12 Gains ability to fly

CZARY

| ST Rzutu Obronnego | | Czary na dzień | = | Czary Bazowe | + Premiowe Czary CHA |
|--------------------|--|----------------|---|--------------|----------------------|
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ST Rz. Obr. = 10 + CHA + Poziom CZaru

Koncentracja $\boxed{} = \text{CHA} + \text{Poziom Czarującego}$

UGODZENIE ZŁA

WROGOWIE NA DZIEŃ

Poziom Paladyna

Inne

Wrogowie Dzisiaj
□□□
□□□

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

(Zaokrąglane w górę)

ATAK BONUS

Inne

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

ODBICIE BONUS

Inne

$$+ \text{KP} \boxed{} = \text{CHA} + \text{Inne}$$

Udane ugodzenie zła ignoruje redukcje obrażeń.

Premia do obrażeń od ugodzeń podwaja się dla pierwszego udanego

OBRAŻENIA PREMIA

Poziom Paladyna

Inne

$$+ \boxed{} = \text{Poziom Paladyna} + \text{Inne}$$

ZŁE OBRAŻENIA PREMIA

Poziom Paladyna

Inne

$$+ \boxed{} = \left(\text{Poziom Paladyna} \times 2 \right) + \text{Inne}$$

CELESTIAL HEART

Poziom 3 Resistance 5 against acid, cold and electricity.

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

Poziom 9 Resistance 10 against acid, cold and electricity.

Poziom 12 Immune to petrification.

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

Poziom 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.

PRZYGOTOWANE CZARY

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EMPHYREAL CHAMPION

Increase damage reduction to 10/evil.

Poziom Treated as an outsider for the purposes of spells and magical effects.

Poziom 20 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.