

# EMPYREAL KNIGHT

DEL



(PALADIN)

Livello da Paladino - 3 =

Livello da Paladino

Livello Incant.

## 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 DI CORAGGIO**  
Immune alla paura, anche magica.  
Gli alleati entro 3m ottengono +4 ai TS contro paura.

Livello 8 **AURA OF RESOLVE**  
Immune allo charme, anche magico.  
Gli alleati entro 3m ottengono +4 ai TS contro charme.

Livello 11 **AURA DI GIUSTIZIA**  
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 ad effetti di compulsione, anche magici.  
Gli alleati entro 3m ottengono +4 ai TS contro charme.

## SALUTE DIVINA

Livello 3 Immune a tutte le malattie, anche magiche.

## CELESTIAL ALLY

Livello 4 Summon celestial creatures, archons and angels.

**SUMMON SPELL LEVEL**  
Livello da Paladino  
 $\square = \left( \frac{\square}{2} \right)$   
(per difetto)

USI AL GIORNO

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 CAR
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CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione  $\square = \text{CAR} + \square$  Livello Incant.

## PUNIRE IL MALE

NEMICI AL GIORNO

Livello da Paladino  
 $\square = \left( \frac{\square}{3} \right) + \square$   
(per eccesso)

Altro

Nemici oggi  
☐☐  
☐☐

ATTACCO BONUS

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

Altro

DEVIAZIONE BONUS

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

Altro

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

DANNI BONUS

Livello da Paladino  
 $+ \square = \square + \square$

Altro

DANNI MALVAGI BONUS

Livello da Paladino  
 $+ \square = \left( \square \times 2 \right) + \square$

Altro

## 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.