

EMPYREAL KNIGHT

OF



(PALADIN)

Nível de
Paladino - 3 =

Nível de
Paladino

Conjurador
Nível

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

Nível
2 Learn to speak and read Celestial

AURA

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

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

Nível
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.

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

Nível
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

Nível
3 Immune to all diseases including magic.

CELESTIAL ALLY

Nível
4 Summon celestial creatures, archons and angels.

SUMMON SPELL
LEVEL

Nível de
Paladino

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

(Arredonda para Baixo)

USOS
POR DIA

CAR

Hoje
□□□
□□□
□□□

DIVINE BOND

Nível
5 **SPECIAL MOUNT**
Nome

Tipo ☐ Summoned Today

Enhancements

Nível
8 Mount gains the Celestial template

Nível
12 Gains ability to fly

MAGIAS

Teste de Resistência CD	Magias por dia	=	Base Magia	+ Bonus Spells CHA
1				□□□□
2				□□□□
3				□□□□
4				□□□□

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração $\boxed{} = \text{CAR} + \text{Conjurador Nível}$

SMITE EVIL

FOES
PER DAY

Nível de
Paladino

Outros

Foes
Today

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

(Arredonda para Cima)

□□□
□□□

ATTACK
BONUS

Outros

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

DEFLECTION
BONUS

Outros

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

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.

DAMAGE
BONUS

Nível de
Paladino

Outros

$$+ \boxed{} = \boxed{} + \boxed{}$$

EVIL DAMAGE
BONUS

Nível de
Paladino

Outros

$$+ \boxed{} = \left(\boxed{} \times 2 \right) + \boxed{}$$

CELESTIAL HEART

Nível
3 Resistance 5 against acid, cold and electricity.

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

Nível
9 Resistance 10 against acid, cold and electricity.

Nível
12 Immune to petrification.

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

Nível
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.

MAGIAS PREPARADAS

□□□	□□□
□□□	1 □□□
□□□	□□□
□□□	□□□
□□□	2 □□□
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□□□	3 □□□
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□□□	4 □□□
□□□	□□□

EMPHYREAL CHAMPION

Increase damage reduction to 10/evil.

Nível
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.