

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

AURA OF COURAGE

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

AURA OF RESOLVE

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

AURA OF JUSTICE

Niveau 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

Niveau 14 Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Niveau 17 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

$$\boxed{} = \left(\frac{\text{Niveau de Paladin}}{2} \right) \text{ (arrondi à l'inférieur)}$$

UTILISATIONS PAR JOUR

CHA Utilisations aujourd'hui

LIEN DIVIN

MONTURE SPECIALE

Niveau 5 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
<input type="checkbox"/>	1			<input type="checkbox"/>
<input type="checkbox"/>	2			<input type="checkbox"/>
<input type="checkbox"/>	3			<input type="checkbox"/>
<input type="checkbox"/>	4			<input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration ☐ = CHA + Niveau de Lancer de Sort

CHÂTIMENT DU MAL

ENNEMIS PAR JOUR

$$\boxed{} = \left(\frac{\text{Niveau de Paladin}}{3} \right) + \text{Divers} \text{ (arrondi au supérieur)}$$

Ennemis Aujourd'hui

☐
☐

ATTAQUE BONUS

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

DEFLECTION BONUS

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

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

$$+ \boxed{} = \text{Niveau de Paladin} + \text{Divers}$$

BONUS AUX DOMMAGES CONTRE LE MAL

$$+ \boxed{} = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{Divers}$$

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

<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	1	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	4	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>

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.