F	EMPYREAL KNIGHT	SMITE EVIL	1
GBP ◆	OF Paladin Level  Paladin Level  Caster Level  Caster Level	FOES PER DAY PER DAY    Compare the compar	
Does no	DETECT EVIL  ove action, detect evil in one creature or item within 60ft.  ot detect any other evil auras nearby.	ATTACK BONUS  Misc  DEFLECTION BONUS  Misc  + AC = CHA +	
Level 2	VOICES OF THE SPHERES  Learn to speak and read Celestial	A successful strike with smite evil bypasses damage reduction.  Smiting damage bonus applies double for the first successful strike against evil outsiders,	_
Level 3	AURA  AURA OF COURAGE  Immune to fear effects including magic.  Allies within 10ft get +4 to saves against fear effects.	evil dragons and the undead.  DAMAGE BONUS Paladin Level Misc  EVIL DAMAGE BONUS Level Misc  + = + = ( × 2) +	С
Level	AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	CELESTIAL HEART  Level  Resistance 5 against acid, cold and electricity.	*
Level <b>11</b>	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.	Level 6 +4 racial bonus to saving throws against poison.	
Level	AURA OF FAITH Weapons considered Good aligned for overcoming DR.	Programme 10 against acid, cold and electricity.	
Level	AURA OF RIGHTEOUSNESS Gain damage reduction 5/evil. Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects.	Level  Level Able to communicate with any creature as if using Tongues	
``	DIVINE HEALTH	15	_
Level	Immune to all diseases including magic.	Level As a swift action create an aura of protection from evil for allies within 20ft.  18 Grants +4 deflection bonus to AC, +4 resistance bonus to saving throws.	
3	CELESTIAL ALLY	PREPARED SPELLS	,
Level	Summon celestial creatures, archons and angels.  SUMMON SPELL Paladin LEVEL Level  = ( ÷ 2)	000 000 1 000	
	USOS PER DAY Uses Today CHA	2 000 000	_
Level 5	DIVINE BOND  SPECIAL MOUNT Name	3 000 000	
Туре	Summoned Today		_
Enhanc			
Level 8	Mount gains the Celestial template  Level 12  Gains ability to fly  SPELLS	Increase damage reduction to 10/evil.  Level  20  Cain 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.	-
	pell pell sper day = Base Spells CHA  1		

4 Spell Save DC = 10 + CHA + Spell Level

Concentration

3

= CHA + Caster Level