

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

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

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

Poziom 11 **AURA SPRAWIEDLIWOŚCI**
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.

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

Poziom 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

Poziom 3 Immune to all diseases including magic.

CELESTIAL ALLY

Poziom 4 Summon celestial creatures, archons and angels.

SUMMON SPELL LEVEL

Poziom Paladyna

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

(Zaokrąglane w dół)

UŻYCIA NA DZIEŃ

CHA

Użycia Dzisiaj
□□□
□□□
□□□

BOSKA WIĘŻ

Poziom 5 **SPECJALNY WIERZCHOWIEC**
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
1					□□□□
2					□□□□
3					□□□□
4					□□□□

ST Rz. Obr. = 10 + CHA + Poziom CZaru

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

UGODZENIE ZŁA

WROGOWIE NA DZIEŃ

Poziom Paladyna

Inne

Wrogowie Dzisiaj
□□□
□□□

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

(Zaokrąglane w górę)

ATAK PREMIA

Inne

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

ODBICIE PREMIA

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

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

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.