

# ANTIPALADIN

## DER DOMÄNE



Antipaladin Stufe

Antipaladin Stufe - 3 = Zauberstufe

## DETECT GOOD

As a move action, detect good in one creature or item within 60ft.  
Does not detect any other good auras nearby.

## UNHOLY RESILIENCE

Stufe **2**  Bonus auf alle Rettungswürfe

## AURA

Stufe **3** **AURA OF COWARDICE**  
Enemies within 10ft take -4 to saves against fear effects.

Stufe **8** **AURA OF DESPAIR**  
Enemies within 10ft take -4 to all saving throws.

Stufe **11** **AURA OF VENGEANCE**  
Spend two uses of Smite Good to grant allies the ability to smite good. The bonus lasts 1 minute, but must be used in the first round.

Stufe **14** **AURA OF SIN**  
Weapons considered Evil aligned for overcoming DR.

Stufe **17** **AURA OF DEPRAVITY**  
Gain damage reduction 5/good.  
Immun gegen Zauber der Schule Verzauberung: Zwang.  
Verbündete innerhalb von 3m erhalten +4 auf ihre Rettungswürfe gegen Bezauberungseffekte.

## PLAGUE BRINGER

Stufe **3** Immune to the effects of all diseases including magic.  
Can still contract diseases and spread them to others.

## CHANNEL NEGATIVE ENERGY

Stufe **4** Channelling negative energy uses up two of today's uses of Touch of Corruption.

**ENERGIE WURF** Antipaladin Stufe Sonstiges

W6 =  $\left( \frac{\text{Antipaladin Stufe}}{2} \right) + \text{Sonstiges}$  (aufrunden)

**WIL SG RETTUNGSWURF** Antipaladin Stufe

= 10 +  $\left( \frac{\text{Antipaladin Stufe}}{2} \right) + \text{CH}$  (abrunden)

## FIENDISH BOON

Stufe **5** ☐ REITTIER ☐ WAFFE  
Name

Art  ☐ Heute beschworen

Weitere Verbesserungen

## ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grundzauber	+ Bonuszauber CH
<input type="text"/>	<b>1</b>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>2</b>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>3</b>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>4</b>	<input type="text"/>	<input type="text"/>

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

## SMITE GOOD

**GEGNER PRO TAG** Antipaladin Stufe Sonstiges

=  $\left( \frac{\text{Antipaladin Stufe}}{3} \right) + \text{Sonstiges}$  (aufrunden)

Gegner Heute

## ANGRIFF BONUS

= **CH** + Sonstiges

## ABLENKUNG BONUS

**RK** = **CH** + Sonstiges

A successful strike with smite good bypasses damage reduction.

Smiting damage bonus applies double for the first successful strike against good-aligned outsiders, dragons, clerics and paladins.

## SCHADEN BONUS

= Antipaladin Stufe + Sonstiges

## GOOD DAMAGE BONUS

=  $\left( \frac{\text{Antipaladin Stufe}}{2} \right) + \text{Sonstiges}$

## TOUCH OF CORRUPTION

**ANZAHL PRO TAG** Antipaladin Stufe Sonstiges

=  $\left( \frac{\text{Antipaladin Stufe}}{2} \right) + \text{CH} + \text{Sonstiges}$  (abrunden)

Stufe **2** **HEILT TREFFERPUNKTE** Antipaladin Stufe Sonstiges

W6 =  $\left( \frac{\text{Antipaladin Stufe}}{2} \right) + \text{Sonstiges}$  (abrunden)

Heute verwendet

## CRUELITIES

Stufe **3**

**6**

**9**

**12**

**15**

**18**

## VORBEREITETE ZAUBER

<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>1</b> <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>2</b> <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>3</b> <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>4</b> <input type="text"/>
<input type="text"/>	<input type="text"/>

## UNHOLY CHAMPION

Increase damage reduction to 10/good.  
On using Smite Good to successfully hit an outsider, that outsider is subject to Banishment. The effect of Smite Good ends after this attack.  
On using Channel Negative Energy or Touch Of Corruption, deal the maximum possible damage.