

# ANTIPALADIN



OF

Poziom  
Antypaladyna

Poziom Antypaladyna - 3 = Poziom Czarującego

## 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

Poziom **CHA** Premia do wszystkich rz. obr.

## AURA

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

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

Poziom **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.

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

Poziom **17** **AURA OF DEPRAVITY**  
Gain damage reduction 5/good.  
Enemies within 10ft take -4 to saves against compulsion.

## PLAGUE BRINGER

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

## CHANNEL NEGATIVE ENERGY

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

ENERGIA  
RZUT

Poziom Antypaladyna Inne  
 $\boxed{\phantom{000}} k6 = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \phantom{000}$

(Zaokrąglane w górę)

WOLA

ST Rz. Obr

Poziom Antypaladyna Inne  
 $\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CHA}$   
(Zaokrąglane w dół)

## FIENDISH BOON

Poziom ☐ **SPECJALNY WIERZCIE** ☐ **WŁASNA BROŃ**  
**5** Imię

Rodzaj ☐ Przywołań  
Dziś

Wzmocnienia

## CZARY

ST Rzutu Obronnego		Czary Dziennie	= Czary Bazowe + Czary Premiowe CHA	
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ST Rz. Obr. = 10 + CHA + Poziom Czaru

## SMITE GOOD

WROGOWIE  
NA DZIEŃ

Poziom Antypaladyna Inne  
 $\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{\phantom{000}} \div 3 \right) + \phantom{000}$   
(Zaokrąglane w górę)

Wrogowie  
Dzisiaj

☐☐☐  
☐☐☐

ATAK  
PREMIA

Inne  
 $\boxed{\phantom{000}} + \text{CHA} + \phantom{000}$

ODBICIE  
PREMIA

Inne  
 $\boxed{\phantom{000}} + \text{KP} = \text{CHA} + \phantom{000}$

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.

OBRAŻENIA  
PREMIA

Poziom Antypaladyna Inne  
 $\boxed{\phantom{000}} = \phantom{000} + \phantom{000}$

GOOD DAMAGE  
BONUS

Poziom Antypaladyna Inne  
 $\boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$

## TOUCH OF CORRUPTION

UŻYCIA  
NA DZIEŃ

Poziom Antypaladyna Inne  
 $\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CHA} + \phantom{000}$   
(Zaokrąglane w dół)

Użycia Dzisiaj

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

Poziom **2**

LECZENIE  
PW

Poziom Antypaladyna Inne  
 $\boxed{\phantom{000}} k6 = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \phantom{000}$   
(Zaokrąglane w dół)

## CRUELITIES

Poziom

**3**

**6**

**9**

**12**

**15**

**18**

## PRZYGOTOWANE CZARY

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## UNHOLY CHAMPION

Increase damage reduction to 10/good.

Poziom **20** 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.