

# ANTIPALADIN



DE

Antipaladin  
Level

Antipaladin Level - **Nível do Conjurador** =

## 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

Nível **2** **CAR** Bônus para todos os testes de resistência

## AURA

Nível **3** **AURA DE COVARDIA**  
Enemies within 10ft take -4 to saves against fear effects.

Nível **8** **AURA DE DESESPERO**  
Enemies within 10ft take -4 to all saving throws.

Nível **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.

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

Nível **17** **AURA DE DEPRAVAÇÃO**  
Ganha de redução de dano 5/bom.  
Enemies within 10ft take -4 to saves against compulsion.

## PLAGUE BRINGER

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

## CHANNEL NEGATIVE ENERGY

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

## ENERGIA ROLAGEM

Antipaladin Level Outros  
 $\boxed{\phantom{00}} d6 = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$   
(Arredonda para Cima)

## VONTADE CD DE RESISTÊNCIA

Antipaladin Level  
 $\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CAR}$   
(Arredonda para Baixo)

## FIENDISH BOON

Nível **5** ☐ MONTARIA ESPECIAL ☐ ARMA VINCULADA  
Nome

Tipo ☐ Summoned Today

Melhorias

## MAGIAS

Teste de Resistência CD Magias por dia = Base Magia + Magia Bônus CAR

	1			
	2			
	3			
	4			

Resistência a Magia CD = 10 + CAR + Nível da Magia

## DESTRUIR O BEM

### INIMIGO POR DIA

Antipaladin Level Outros  
 $\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00}$   
(Arredonda para Cima)

Inimigos hoje

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### ATAQUE BÔNUS

Outros  
 $+ \boxed{\phantom{00}} = \text{CAR} + \phantom{00}$

### DEFLEXÃO BÔNUS

Outros  
 $+ \text{CA} = \text{CAR} + \phantom{00}$

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.

### DANO BÔNUS

Antipaladin Level Outros  
 $+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$

### GOOD DAMAGE BONUS

Antipaladin Level Outros  
 $+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$

## TOQUE DE CORRUPÇÃO

### USOS POR DIA

Antipaladin Level Outros  
 $\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CAR} + \phantom{00}$   
(Arredonda para Baixo)

Hoje

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Nível **2**

### CURA PONTOS DE VIDA

Antipaladin Level Outros  
 $\boxed{\phantom{00}} d6 = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$   
(Arredonda para Baixo)

## CRUELITIES

Nível **3**

**6**

**9**

**12**

**15**

**18**

## MAGIAS PREPARADAS

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## UNHOLY CHAMPION

Increase damage reduction to 10/good.

Nível

**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.