

ANTIPALADIN

DEL



Livello
Antipaladino

Livello Antipaladino - 3 = Livello incantatore

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

Livello **2** Bonus a tutti i tiri salvezza

AURA

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

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

Livello **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.

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

Livello **17** **AURA OF DEPRAVITY**
Gain damage reduction 5/good.
Immune ad effetti di compulsione, anche magici.
Gli alleati entro 3m ottengono +4 ai TS contro charme.

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

**TIRO
ENERGIA**

Livello Antipaladino Varie
 $\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $
(per eccesso)

**VOLONTÀ
CD SALVEZZA**

Livello Antipaladino Varie
 $\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CAR}$
(per difetto)

FIENDISH BOON

Livello **5** ☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA
Nome

Tipo ☐ Evocazioni Oggi

Potenziamenti

INCANTESIMI

CD TS Incantesimi	Inc. al Giorno	Inc. Base	Inc. bonus CAR
<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

SMITE GOOD

**NEMICI
AL GIORNO**

Livello Antipaladino Varie
 $\boxed{} = \left(\frac{}{} \div 3 \right) + $
(per eccesso)

Nemici
oggi

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**ATTACCO
BONUS**

Varie
 $\boxed{+} = \text{CAR} + $

**DEVIAZIONE
BONUS**

Varie
 $\boxed{+ \text{CA}} = \text{CAR} + $

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.

**DANNI
BONUS**

Livello Antipaladino Varie
 $\boxed{+} = + $

**GOOD DAMAGE
BONUS**

Livello Antipaladino Varie
 $\boxed{+} = \left(\times 2 \right) + $

TOUCH OF CORRUPTION

**USI
QUOTIDIANI**

Livello Antipaladino Varie
 $\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CAR} + $
(per difetto)

Usi oggi

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Livello **2**

**GUARIRE
PUNTI FERITA**

Livello Antipaladino Varie
 $\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $
(per difetto)

CRUELITIES

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Livello

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.