

# ANTIPALADIN



DE

Antipaladin  
Level

Antipaladin  
Level - 3 =

Conjurador  
Nível

## 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.

### AURA DE DEPRAVAÇÃO

Nível  
17

Ganha de redução de dano 5/bom.

Imune à efeitos de compulsão incluindo magicos.

Allies within 10ft get +4 to saves against charm effects.

## 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

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Arredonda para Cima)

### VONTADE CD DE RESISTÊNCIA

Antipaladin  
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$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR}$$

(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

Inimigos hoje

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00}$$

(Arredonda para Cima)

☐☐☐  
☐☐☐

### 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

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CAR} + \phantom{00}$$

(Arredonda para Baixo)

Usado Hoje

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

Nível  
2

### CURA PONTOS DE VIDA

Antipaladin  
Level

Outros

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Arredonda para Baixo)

## CRUELITIES

Nível

3

6

9

12

15

18

## MAGIAS PREPARADAS

☐☐☐

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1

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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.