

ANTIPALADIN



OF

Antipaladin
Level

Antipaladin
Level - 3 =

Caster
Level

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

Level

2

CHA

Bonus to all
saving throws

AURA

Level

3

AURA OF COWARDICE

Enemies within 10ft take -4 to saves against fear effects.

Level

8

AURA OF DESPAIR

Enemies within 10ft take -4 to all saving throws.

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.

Level

14

AURA OF SIN

Weapons considered Evil aligned for overcoming DR.

Level

17

AURA OF DEPRAVITY

Gain damage reduction 5/good.
Enemies within 10ft take -4 to saves against compulsion.

PLAGUE BRINGER

Level

3

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

CHANNEL NEGATIVE ENERGY

Level

4

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

ENERGY
ROLL

Antipaladin
Level

Misc

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

(Naar boven afgerond)

WILL
SAVE DC

Antipaladin
Level

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$$

(Naar beneden afgerond)

FIENDISH BOON

Level

5

☐ SPECIAL MOUNT ☐ BONDED WEAPON
Name

Type

☐ Summoned
Today

Enhancements

SPELLS

Spell
Save DC

Spells
per day

= Basis
Spreuken

+ Bonus Spells
CHA

	1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

SMITE GOOD

FOES
PER DAY

Antipaladin
Level

Misc

Foes
Today

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

(Naar boven afgerond)

☐☐
☐☐

ATTACK
BONUS

Misc

$$+ \boxed{} = \text{CHA} + $$

DEFLECTION
BONUS

Misc

$$+ \text{PK} \boxed{} = \text{CHA} + $$

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.

DAMAGE
BONUS

Antipaladin
Level

Misc

$$+ \boxed{} = + $$

GOOD DAMAGE
BONUS

Antipaladin
Level

Misc

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

TOUCH OF CORRUPTION

USES
PER DAY

Antipaladin
Level

Misc

Uses Today

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + $$

(Naar beneden afgerond)

☐☐☐
☐☐☐
☐☐☐

Level

2

HEALING
HIT POINTS

Antipaladin
Level

Misc

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

(Naar beneden afgerond)

CRUELITIES

Level

3

6

9

12

15

18

PREPARED SPELLS

☐☐☐

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1

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UNHOLY CHAMPION

Level

20

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.