ANTIPALADIN	SMITE GOOD
OF	FOES Antipaladin Foes
Antipaladin Level	PER DAY Level Misc Today
Antipaladin - 3 = Caster Level	(Round up)
DETECT GOOD	ATTACK BONUS Mice BONUS Mice BONUS Mice
As a move action, detect good in one creature or item within 60ft.	WISC
Does not detect any other good auras nearby.	+ AC = CHA +
▼ UNHOLY RESILIANCE ▼	A successful strike with smite good Smiting damage bonus applies double for the
2 CHA Bonus to all saving throws	bypasses damage reduction. first successful strike against good-aligned outsiders, dragons, clerics and paladins.
AURA	DAMAGE Antipaladin GOOD DAMAGE Antipaladin
AURA OF COWARDICE Enemies within 10ft take -4 to saves against fear effects.	BONUS Level Misc BONUS Level Misc
Level AURA OF DESPAIR	+ = + = (× 2) +
8 Enemies within 10ft take -4 to all saving throws.	TOUCH OF CORRUPTION
AURA OF VENGEANCE Level Spend two uses of Smite Good to grant allies the shillity to	USES Antipaladin PER DAV Lavel Mice Uses Today
smite good. The bonus lasts 1 minute, but must be used in	Level Wist
the first round.	= (÷ 2) + CHA +
Level AURA OF SIN 14 Weapons considered Evil aligned for overcoming DR.	Level (Round down)
AURA OF DEPRAVITY	2 HEALING Antipaladin HIT POINTS Level Misc
Level Gain damage reduction 5/good.	-()+
17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects.	(Round down)
PLAGUE BRINGER	CRUELTIES
Level Immune to the effects of all diseases including magic.	Level
3 Can still contract diseases and spread them to others.	3
Level of the state	6
Channeling negative energy uses up two of today's uses of Touch of Corruption.	0
ENERGY Antipaladin	9
ROLL Level Misc	12
do (15
(Round up) WILL Antipaladin	18
SAVE DC Level	PREPARED SPELLS
= 10 + (÷ 2) + CHA	
(Round down)	1 000
FIENDISH BOON	
Level SPECIAL MOUNT D BONDED WEAPON Name	2
5 Name	
Type Summoned	
Enhancements	3 000
Limancements	
	4 000
	UNHOLY CHAMPION
SPELLS	Increase damage reduction to 10/good.
Spell Save DC Spells = Base Spells CHA 1 PPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPP	Level 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.
2 0000	
3	

Spell Save DC = 10 + CHA + Spell Level