

ANTIPALADIN



OF

Poziom
Antypaladyna

Poziom Antypaladyna - 3 = Poziom Czarującego

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

Poziom **CHA** Premia do wszystkich rz. obr.

AURA

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

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

Poziom **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.

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

Poziom **17** **AURA OF DEPRAVITY**
Gain damage reduction 5/good.
Enemies within 10ft take -4 to saves against compulsion.

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIA
RZUT

Poziom Antypaladyna Inne

$\boxed{} k6 = \left(\div 2 \right) + $

(Zaokrąglane w górę)

WOLA
ST Rz. Obr

Poziom Antypaladyna

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

FIENDISH BOON

Poziom ☐ **SPECJALNY WIERZCIE** ☐ **WŁASNA BROŃ**
5 Imię

Rodzaj ☐ Przywołań
Dziś

Wzmocnienia

CZARY

ST Rzutu Obronnego		Czary Dziennie	= Czary Bazowe + Czary Premiowe CHA	
<input type="checkbox"/>	1	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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ST Rz. Obr. = 10 + CHA + Poziom Czaru

SMITE GOOD

WROGOWIE
NA DZIEŃ

Poziom
Antypaladyna

Inne

Wrogowie
Dzisiaj

$\boxed{} = \left(\div 3 \right) + $
(Zaokrąglane w górę)

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☐☐

ATAK
PREMIA

Inne

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

ODBICIE
PREMIA

Inne

$+ \text{KP} \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.

OBRAŻENIA
PREMIA

Poziom
Antypaladyna

Inne

$+ \boxed{} = + $

GOOD DAMAGE
BONUS

Poziom
Antypaladyna

Inne

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

TOUCH OF CORRUPTION

UŻYCIA
NA DZIEŃ

Poziom
Antypaladyna

Inne

Użycia Dzisiaj

$\boxed{} = \left(\div 2 \right) + \text{CHA} + $
(Zaokrąglane w dół)

☐☐☐
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Poziom

2

LECZENIE
PW

Poziom
Antypaladyna

Inne

$\boxed{} k6 = \left(\div 2 \right) + $
(Zaokrąglane w dół)

CRUELITIES

Poziom

3

6

9

12

15

18

PRZYGOTOWANE CZARY

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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Poziom

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.