

# ANTIPALADÍN



DE

Nivel de Antipaladín

Nivel de Antipaladín - 3 =

Nivel de Lanzador

## 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

Nivel 2

CAR

Bonificador a todo Salvaciones

## Aura

Nivel 3

### AURA OF COWARDICE

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

Nivel 8

### AURA OF DESPAIR

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

Nivel 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.

Nivel 14

### AURA OF SIN

Weapons considered Evil aligned for overcoming DR.

Nivel 17

### AURA OF DEPRAVITY

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

## PLAGUE BRINGER

Nivel 3

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

## CHANNEL NEGATIVE ENERGY

Nivel 4

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

### TIRADA DE ENERGÍA

Nivel de Antipaladín

Misc

$$d6 = \left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$$

(Redondear arriba)

### CD SALV VOLUNTAD

Nivel de Antipaladín

$$= 10 + \left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{CAR}$$

(Redondear abajo)

## FIENDISH BOON

Nivel 5

☐ MONTURA DIVINA ☐ ARMA VINCULADA

Nombre

Tipo

☐ Invocado Hoy

Mejoras

## CONJUROS

CD Salv de Conjuros

Conjuros al Día

Conjuro Base + Conjuros Adicionales CAR

	1		
	2		
	3		
	4		

CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro

## CASTOGAR EL BIEN

### ENEMIGOS AL DÍA

Nivel de Antipaladín

Misc

Enemigos Hoy

$$\text{Enemigos Al Día} = \left( \frac{\text{Nivel de Antipaladín}}{3} \right) + \text{Misc}$$

(Redondear arriba)

### BONUS ATAQUE

Misc

$$+ \text{CAR} = \text{CAR} + \text{Misc}$$

### BONUS DEFLECCIÓN

Misc

$$+ \text{CA} = \text{CAR} + \text{Misc}$$

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.

### BON DAÑO

Nivel de Antipaladín

Misc

$$+ \text{CAR} = \text{CAR} + \text{Misc}$$

### DAÑO BUENO BONUS

Nivel de Antipaladín

Misc

$$+ \text{CAR} = \left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$$

## TOUCH OF CORRUPTION

### USOS AL DÍA

Nivel de Antipaladín

Misc

Usos Hoy

$$\text{Usos Al Día} = \left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{CAR} + \text{Misc}$$

(Redondear abajo)

Nivel 2

### CURACIÓN PUNTOS GOLPE

Nivel de Antipaladín

Misc

$$d6 = \left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$$

(Redondear abajo)

## CRUELITIES

Nivel

3

6

9

12

15

18

## CONJUROS PREPARADOS

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## UNHOLY CHAMPION

Nivel

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.