

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
2 **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

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

(Zaokrąglane w górę)

WOLA
ST Rz. Obr

Poziom
Antypaladyna

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

(Zaokrąglane w dół)

FIENDISH BOON

Poziom
5 ☐ SPECJALNY WIERZCIEC ☐ ZWIĘKSZONA BROŃ
Imię

Rodzaj ☐ Przywołań
Dziś

Wzmocnienia

CZARY

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

SMITE GOOD

WROGOWIE
NA DZIEŃ

Poziom
Antypaladyna Inne

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

(Zaokrąglane w górę)

Wrogowie
Dzisiaj

☐☐
☐☐

ATAK
PREMIA

Inne

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

ODBICIE
PREMIA

Inne

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

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

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

(Zaokrąglane w dół)

Użycia Dzisiaj

☐☐☐
☐☐☐
☐☐☐

Poziom
2

LECZENIE
PW

Poziom
Antypaladyna Inne

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

(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.