

ANTIPALADIN

DE



Antipaladin Niveau - 3 = Niveau de Lancement de Sort

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

Niveau 2 **CHA** Bonus sur tous les jets de sauvegarde

AURA

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

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

Niveau 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.

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

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

JET D'ÉNERGIE

Antipaladin Niveau Divers $\boxed{} d6 = \left(\frac{}{\div 2} \right) + $ (arrondi au supérieur)

DD DE SAUVEGARDE DE VOLONTÉ

Antipaladin Niveau $\boxed{} = 10 + \left(\frac{}{\div 2} \right) + \text{CHA}$ (arrondi à l'inférieur)

FIENDISH BOON

Niveau 5 ☐ MONTURE SPECIAL ☐ ARME LIÉE Nom

Type ☐ Convoqués Aujourd'hui

Améliorations

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	Sorts supplémentaires CHA
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<input type="checkbox"/>	2			<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"/>	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

SMITE GOOD

ENNEMIS PAR JOUR

Antipaladin Niveau Divers $\boxed{} = \left(\frac{}{\div 3} \right) + $ (arrondi au supérieur)

Ennemis Aujourd'hui
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BONUS D'ATTAQUE

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

BONUS DE PARADE

Divers $\boxed{} + \text{CA} = \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.

BONUS DE DÉGÂTS BONUS

Antipaladin Niveau Divers $\boxed{} + + $

GOOD DAMAGE BONUS

Antipaladin Niveau Divers $\boxed{} = \left(\frac{}{\div 2} \right) + $

TOUCH OF CORRUPTION

UTILISATIONS PAR JOUR

Antipaladin Niveau Divers $\boxed{} = \left(\frac{}{\div 2} \right) + \text{CHA} + $ (arrondi à l'inférieur)

Utilisations aujourd'hui
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Niveau 2

SOINS POINTS DE VIE

Antipaladin Niveau Divers $\boxed{} d6 = \left(\frac{}{\div 2} \right) + $ (arrondi à l'inférieur)

CRUELITIES

Niveau

3

6

9

12

15

18

SORTS PRÉPARÉS

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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Niveau

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.