

# ANTIPALADIN



OF

Antipaladin  
Level

Antipaladin  
Level - 3 =

Caster  
Level

## 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

Level  
2

CHA

Bonus to all  
saving throws

## AURA

Level  
3

### AURA OF COWARDICE

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

Level  
8

### AURA OF DESPAIR

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

Level  
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.

Level  
14

### AURA OF SIN

Weapons considered Evil aligned for overcoming DR.

Level  
17

### AURA OF DEPRAVITY

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

## PLAGUE BRINGER

Level  
3

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

## CHANNEL NEGATIVE ENERGY

Level  
4

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

ENERGY  
ROLL

Antipaladin  
Level

Misc

$$\boxed{\phantom{00}} d6 = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$$

(Round up)

WILL  
SAVE DC

Antipaladin  
Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA}$$

(Round down)

## FIENDISH BOON

Level  
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON  
Name

Type

☐ Summoned  
Today

Enhancements

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells  
CHA

	1						
	2						
	3						
	4						

Spell Save DC = 10 + CHA + Spell Level

## SMITE GOOD

FOES  
PER DAY

Antipaladin  
Level

Misc

Foes  
Today

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00}$$

(Round up)

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ATTACK  
BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

DEFLECTION  
BONUS

Misc

$$+ \text{AC} = \text{CHA} + \phantom{00}$$

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.

DAMAGE  
BONUS

Antipaladin  
Level

Misc

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

GOOD DAMAGE  
BONUS

Antipaladin  
Level

Misc

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## TOUCH OF CORRUPTION

USES  
PER DAY

Antipaladin  
Level

Misc

Uses Today

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA} + \phantom{00}$$

(Round down)

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Level  
2

HEALING  
HIT POINTS

Antipaladin  
Level

Misc

$$\boxed{\phantom{00}} d6 = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$$

(Round down)

## CRUELITIES

Level

3

6

9

12

15

18

## PREPARED SPELLS

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## UNHOLY CHAMPION

Level Increase damage reduction to 10/good.

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.