

# ANTIPALADIN



Antipaladin  
Level

Antipaladin  
Level - 3 = Caster  
Level

PATRON



## FIENDISH BOON

☐ FIENDISH SERVANT ☐ BONDED WEAPON

Name

Type

☐ Summoned  
Today

Enhancements

## SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
	1					<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"/>
	3					<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"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = CHA + Caster Level

## CHANNEL NEGATIVE ENERGY

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

ENERGY  
ROLL

Antipaladin  
Level

Misc

☐ d6 = ( ☐ ÷ 2 ) + ☐  
(Round up)

WILL  
SAVE DC

Antipaladin  
Level

☐ = 10 + ( ☐ ÷ 2 ) + CHA  
(Round down)

## CRUELITIES

## WANDS

CHARGES # ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CHARGES # ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CHARGES # ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

## PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<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"/>		<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"/> <input type="checkbox"/>		<input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## SMITE GOOD

VICTIMS  
PER DAY

Antipaladin  
Level

Misc

Victims  
Today

☐ = ( ☐ ÷ 3 ) + ☐  
(Round up)

ATTACK  
BONUS

Misc

+ ☐ = CHA + ☐

DEFLECTION  
BONUS

Misc

+ AC = CHA + ☐

A successful strike with smite good bypasses damage reduction.

Smiting damage bonus applies double for a successful strike against good outsiders, good dragons, good Clerics and Paladins.

DAMAGE  
BONUS

Antipaladin  
Level

Misc

+ ☐ = ☐ + ☐

GOOD DAMAGE  
BONUS

Antipaladin  
Level

Misc

+ ☐ = ( ☐ × 2 ) + ☐

## TOUCH OF CORRUPTION

USES  
PER DAY

Antipaladin  
Level

Misc

Uses Today

☐ = ( ☐ ÷ 2 ) + CHA + ☐  
(Round down)

CORRUPTION  
HIT POINTS

Antipaladin  
Level

Misc

☐ d6 = ( ☐ ÷ 2 ) + ☐  
(Round down)

## SCROLLS

## POTIONS