

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

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4

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☐☐☐

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