

ANTIPALADIN



DEL

Livello
Antipaladino

Livello Antipaladino - 3 = Livello incantatore

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

Livello **2** **CAR** Bonus to all saving throws

AURA

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

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

Livello **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.

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

Livello **17** **AURA OF DEPRAVITY**
Gain damage reduction 5/good.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

TIRO ROLL

Livello Antipaladino Varie
 $\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $

(Arrotond.per eccesso)

VOLONTÀ CD SALVEZZA

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

(Arrotondato per difetto)

FIENDISH BOON

Livello **5** ☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA
Nome

Tipo ☐ Evocati oggi

Potenziamenti

INCANTESIMI

CD salvezza incantesimi		Incantesimi al giorno	Incantesimi Base	Inc. bonus CHA
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CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione $\boxed{} = \text{CAR} + \text{Livello incantatore}$

SMITE GOOD

NEMICI AL GIORNO

Livello Antipaladino Varie
 $\boxed{} = \left(\frac{}{} \div 3 \right) + $
(Arrotond.per eccesso)

Nemici oggi

☐☐☐
☐☐☐

ATTACCO BONUS

Varie
 $\boxed{} + \text{CAR} + $

DEVIAZIONE BONUS

Varie
 $\boxed{} + \text{CA} = \text{CAR} + $

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.

DANNI BONUS

Livello Antipaladino Varie
 $\boxed{} = + $

GOOD DAMAGE BONUS

Livello Antipaladino Varie
 $\boxed{} = \left(\times 2 \right) + $

TOUCH OF CORRUPTION

USI PER DAY

Livello Antipaladino Varie
 $\boxed{} = \left(\div 2 \right) + \text{CAR} + $
(Arrotondato per difetto)

Usi oggi

☐☐☐☐
☐☐☐☐
☐☐☐☐

Livello **2**

GUARIRE HIT POINTS

Livello Antipaladino Varie
 $\boxed{} d6 = \left(\div 2 \right) + $
(Arrotondato per difetto)

CRUELITIES

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Livello **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.