

ANTIPALADIN



DEL

Antipaladin
Level

Antipaladin
Level - 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

Antipaladin
Level

Altro

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

(Arrotond.per eccesso)

CD Salvezza

Antipaladin
Level

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

(Arrotondato per difetto)

FIENDISH BOON

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

Tipo ☐ Evocazioni
Oggi

Potenziamenti

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
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CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione ☐ = CAR + ☐ Livello
incantatore

SMITE GOOD

NEMICI
AL GIORNO

Antipaladin
Level

Altro

Nemici
oggi

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

(Arrotond.per eccesso)

BONUS

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

BONUS

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

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.

BONUS

$$\boxed{} + = + $$

GOOD DAMAGE
BONUS

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

TOUCH OF CORRUPTION

USI

Antipaladin
Level

Altro

Usi oggi

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

(Arrotondato per difetto)

Livello **2**

GUARIRE
HIT POINTS

Antipaladin
Level

Altro

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

(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.