

DE

Nivel de Antipaladin

(ANTIPALADIN)

Nivel de Antipaladin - 3 = Nivel de Lanzador

As a move action, detect good in one creature or item within 60ft.  
Does not detect any other good auras nearby.

Nivel <b>2</b>	<b>CAR</b>	Bonus to all saving throws
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**Nivel 3 AURA OF COWARDICE**  
Enemies within 10ft take -4 to saves against fear effects.

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

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

**TIRADA DE ENERGÍA**

d6 = ( Nivel de Antipaladín ÷ 2 ) + Misc

(Redondear arriba)

**VOL** **SAVE DC** **Nivel de Antipaladín** **(Redondear arriba)**

= 10 + (  ÷ 2 ) + **CAR**

**(Redondear abajo)**

Nivel	Bonus Tiros Salv.	Critical and Sneak Evasion	
<b>5</b>	<b>2</b>	<b>25%</b>	Bonus to saving throws against mind-affecting effects, death effects and poisons.
<b>10</b>		<b>50%</b>	
<b>11</b>	<b>4</b>		
<b>15</b>		<b>75%</b>	

**5** Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)

**8** Immune to poison.  
Darkvision 60ft.

**10** Immune to energy drain and harmful negative energy.

**Nivel** Immune to death effects, sleep effects, paralysis and stunning.  
**15** No longer sleeps.  
 Immune to becoming fatigued or exhausted.

**17** Damage reduction 5/bludgeoning and good.

Nivel  
**14** Weapons evil-aligned for overcoming damage reduction.t

$$\text{CD Salv de Coniuros} = \text{Coniuros al Día} = \text{Coniuros Base} + \text{Coniuros Adicionales CAB}$$

Category	1	2	3	4
Category 1				
Category 2				
Category 3				
Category 4				

Concentración	<input type="text"/>	=	CAR	+	Nivel de Lanzado
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**ENEMIGOS**  
**AL DÍA**

Nivel de Antipaladín      Misc      Enemigos Hoy

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

(Redondear arriba)

**BONUS**  
**BONUS**

Misc

+ = CAR + \_\_\_\_\_

**BONUS**  
**BONUS**

Misc

+ CA = CAR + \_\_\_\_\_

<b>BONUS</b> <b>BONUS</b>	Nivel de Antipaladín		Misc		<b>DAÑO BUENO</b> <b>BONUS</b>	Nivel de Antipaladín		Misc	
+	=		+		+	=	(      × 2 )	+	

**USOS PER DAY** = ( Nivel de Antipaladín  $\div 2$  ) + **CAR** + Misc

Nivel  = (   $\div 2$  ) + **CAR** +

(Redondear abajo)

Usos Hoy

**2 CURACIÓN**  
**PUNTOS GOLPE**      Nivel de Antipaladín      Misc

d6 = (  ÷ 2 ) +

(Redondear abajo)

Nivel	
3	
6	
9	
12	
15	
18	

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**Level 20** Increase damage reduction to 10/bludgeoning and good.  
Becomes undead, acquires all undead traits. No longer has a Constitution score; use Charisma score for calculating hit points, fortitude save and other abilities.  
Immune to disease, but can still act as plague carrier.