

ANTIPALADIN

DER DOMÄNE



Antipaladin Level - 3 =

Antipaladin Level

Zauberstufe

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

Stufe **2** **CH** Bonus to all saving throws

AURA

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

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

Stufe **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.

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

Stufe **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

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

CHANNEL NEGATIVE ENERGY

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

ENERGIE WURF

Antipaladin Level Sonst. Mod.
 $\text{W6} = \left(\text{Antipaladin Level} \div 2 \right) + \text{Sonst. Mod.}$
(aufrunden)

WIL SAVE DC

Antipaladin Level Sonst. Mod.
 $\text{WIL SAVE DC} = 10 + \left(\text{Antipaladin Level} \div 2 \right) + \text{CH}$
(abrunden)

FIENDISH BOON

Stufe **5** ☐ REITTIER ☐ WAFFE
Name

Bonuszauber ☐ Heute beschworen

Weitere Verbesserungen

ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grundzauber + Bonuszauber CH
<input type="text"/>	1	<input type="text"/>
<input type="text"/>	2	<input type="text"/>
<input type="text"/>	3	<input type="text"/>
<input type="text"/>	4	<input type="text"/>

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration = **CH** + Zauberstufe

SMITE GOOD

GEGNER PRO TAG

Antipaladin Level Sonst. Mod.
 $\text{Gegner Pro Tag} = \left(\text{Antipaladin Level} \div 3 \right) + \text{Sonst. Mod.}$
(aufrunden)

Gegner Heute ☐☐☐☐

ANGRIFF BONUS

Sonst. Mod.
 $\text{Angriff Bonus} = \text{CH} + \text{Sonst. Mod.}$

ABLENKUNG BONUS

Sonst. Mod.
 $\text{Ablenkung Bonus} = \text{CH} + \text{Sonst. Mod.}$

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.

SCHADEN BONUS

Antipaladin Level Sonst. Mod.
 $\text{Schaden Bonus} = \text{Antipaladin Level} + \text{Sonst. Mod.}$

GOOD DAMAGE BONUS

Antipaladin Level Sonst. Mod.
 $\text{Good Damage Bonus} = \left(\text{Antipaladin Level} \times 2 \right) + \text{Sonst. Mod.}$

TOUCH OF CORRUPTION

ANZAHL PRO TAG

Antipaladin Level Sonst. Mod.
 $\text{Anzahl Pro Tag} = \left(\text{Antipaladin Level} \div 2 \right) + \text{CH} + \text{Sonst. Mod.}$
(abrunden)

Heute verwendet ☐☐☐☐☐☐☐☐

Stufe **2**

HEILT HIT POINTS

Antipaladin Level Sonst. Mod.
 $\text{Heilt Hit Points} = \left(\text{Antipaladin Level} \div 2 \right) + \text{Sonst. Mod.}$
(abrunden)

CRUELITIES

Stufe **3**

6

9

12

15

18

VORBEREITETE ZAUBER

<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"/>	<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"/>	<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"/>

UNHOLY CHAMPION

Increase damage reduction to 10/good.

Stufe **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.