

ANTIPALADIN



DE

Antipaladin
Niveau

Antipaladin
Niveau - 3 = Niveau de
Lanceur de Sort

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

Niveau **2** **CHA** Bonus to all
saving throws

AURA

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

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

Niveau **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.

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

Niveau **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

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

CHANNEL NEGATIVE ENERGY

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

ENERGY ROLL Antipaladin Niveau Divers
 $\boxed{} d6 = \left(\div 2 \right) + $
(arrondi au supérieur)

WILL JET DE SAUVEGARDE Antipaladin Niveau
 $\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$
(arrondi à l'inférieur)

FIENDISH BOON

Niveau **5** ☐ MONTURE SPECIAL ☐ ARME LIÉ
Nom

Type ☐ Summoned Today

Enhancements

SORTS

Sort DD sauvegarde		Sorts par jour	=	Base Sorts	+ Sorts supplémentaires CHA
<input type="checkbox"/>	1	<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"/>
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration $\boxed{} = \text{CHA} + $ Niveau de
Lanceur de Sort

SMITE GOOD

FOES PER DAY Antipaladin Niveau Divers Ennemis
Aujourd'hui
 $\boxed{} = \left(\div 3 \right) + $
(arrondi au supérieur)

ATTACK BONUS

$\boxed{} + = \text{CHA} + $ Divers

DEFLECTION BONUS

$\boxed{} + \text{CA} = \text{CHA} + $ Divers

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.

DAMAGE BONUS

$\boxed{} = + $ Antipaladin Niveau Divers

GOOD DAMAGE BONUS

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

TOUCH OF CORRUPTION

UTILISATIONS PAR JOUR

$\boxed{} = \left(\div 2 \right) + \text{CHA} + $ Antipaladin Niveau Divers
(arrondi à l'inférieur)

Utilisations aujourd'hui
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
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Niveau **2**

HEALING HIT POINTS

$\boxed{} d6 = \left(\div 2 \right) + $ Antipaladin Niveau Divers
(arrondi à l'inférieur)

CRUELITIES

Niveau **3**

6

9

12

15

18

SORTS PREPARES

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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Niveau **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.