

ANTIPALADÍN



DE

Nivel de Antipaladín

Nivel de Antipaladín - 3 = Nivel de Lanzador

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

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

AURA

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

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

Nivel 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.

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

Nivel 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

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

CHANNEL NEGATIVE ENERGY

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

TIRADA DE ENERGÍA

Nivel de Antipaladín Misc

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

VOL SAVE DC

Nivel de Antipaladín Misc

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

FIENDISH BOON

Nivel 5 ☐ MONTURA DIVINA ☐ ARMA VINCULADA
 Nombre

Tipo ☐ Invocado Hoy

Mejoras

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales + CAR
1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración $\boxed{} = \text{CAR} + \text{Nivel de Lanzador}$

CASTOGAR EL BIEN

ENEMIGOS AL DÍA

Nivel de Antipaladín Misc

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

Enemigos Hoy

☐☐
☐☐

BONUS BONUS

Misc

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

BONUS BONUS

Misc

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

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 BONUS

Nivel de Antipaladín Misc

$$+ \boxed{} = + $$

DAÑO BUENO BONUS

Nivel de Antipaladín Misc

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

TOUCH OF CORRUPTION

USOS PER DAY

Nivel de Antipaladín Misc

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

Usos Hoy

☐☐☐
☐☐☐
☐☐☐

Nivel 2

CURACIÓN PUNTOS GOLPE

Nivel de Antipaladín Misc

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

CRUELITIES

Nivel 3

6

9

12

15

18

CONJUROS PREPARADOS

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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Nivel 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.