

ANTIPALADIN



OF

Antipaladin
Level

Antipaladin
Level - 3 =

Caster
Level

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

Level
2

CHA

Bonus to all
saving throws

AURA

Level
3

AURA OF COWARDICE

Enemies within 10ft take -4 to saves against fear effects.

Level
8

AURA OF DESPAIR

Enemies within 10ft take -4 to all saving throws.

Level
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.

Level
14

AURA OF SIN

Weapons considered Evil aligned for overcoming DR.

AURA OF DEPRAVITY

Level
17

Gain damage reduction 5/good.

Immune to compulsion effects including magic.

Allies within 10ft get +4 to saves against charm effects.

PLAGUE BRINGER

Level
3

Immune to the effects of all diseases including magic.

Can still contract diseases and spread them to others.

CHANNEL NEGATIVE ENERGY

Level
4

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

ENERGY
ROLL

Antipaladin
Level

Misc

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

(Round up)

WILL
SAVE DC

Antipaladin
Level

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

(Round down)

FIENDISH BOON

Level
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type

☐ Summoned
Today

Enhancements

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells CHA
1					<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"/>
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"/>
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"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration

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

Caster
Level

SMITE GOOD

FOES
PER DAY

Antipaladin
Level

Misc

Foes
Today

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

(Round up)

ATTACK
BONUS

Misc

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

DEFLECTION
BONUS

Misc

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

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

Antipaladin
Level

Misc

$$+ \boxed{} = + $$

GOOD DAMAGE
BONUS

Antipaladin
Level

Misc

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

TOUCH OF CORRUPTION

USES
PER DAY

Antipaladin
Level

Misc

Uses Today

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

(Round down)

Level
2

HEALING
HIT POINTS

Antipaladin
Level

Misc

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

(Round down)

CRUELITIES

Level

3

6

9

12

15

18

PREPARED SPELLS

<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.

Level

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.