

ANTIPALADIN



VON

Antipaladin
Level

Antipaladin
Level - 3 =

Zauber-
stufe

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.

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.

AURA OF DEPRAVITY

Stufe

17

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

Sonstiges

$$\boxed{} W6 = \left(\div 2 \right) + $$

(aufrunden)

WILLEN RETTUNGS SG

Antipaladin
Level

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

(abrunden)

FIENDISH BOON

Stufe

5

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute
beschworen

Eigenschaften

ZAUBER

Zauber
Rettungs SG

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CHA

	1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration

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

Zauber-
stufe

SMITE GOOD

GEGNER PRO TAG

Antipaladin
Level

Sonstiges

Gegner
Heute

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

(aufrunden)

☐☐
☐☐

ANGRIFF BONUS

Sonstiges

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

ABLENKUNG BONUS

Sonstiges

$$+ \text{RK} \boxed{} = \text{CH} + $$

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

Sonstiges

$$+ \boxed{} = + $$

GOOD DAMAGE BONUS

Antipaladin
Level

Sonstiges

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

TOUCH OF CORRUPTION

EINSETZBAR PRO TAG

Antipaladin
Level

Sonstiges

Heute eingesetzt

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

(abrunden)

☐☐☐
☐☐☐
☐☐☐

Stufe

2

HEILT HIT POINTS

Antipaladin
Level

Sonstiges

$$\boxed{} W6 = \left(\div 2 \right) + $$

(abrunden)

CRUELITIES

Stufe

3

6

9

12

15

18

VORBEREITETE ZAUBER

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4

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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.