

ANTIPALADIN



OF

Poziom
Antypaladyna

Poziom Antypaladyna - 3 = Poziom Czarującego

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

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

AURA

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

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

Poziom **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.

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

Poziom **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

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

CHANNEL NEGATIVE ENERGY

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

ENERGIA RZUT

Poziom Antypaladyna Inne
 $\boxed{} k6 = \left(\frac{}{} \div 2 \right) + $
(Zaokrąglane w górę)

WOLA SAVE DC

Poziom Antypaladyna Inne
 $\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$
(Zaokrąglane w dół)

FIENDISH BOON

Poziom **5** ☐ SPECJALNY WIERZĄCY CZARUJĄCA BROŃ Imię

Rodzaj ☐ Przywołań Dziś

Wzmocnienia

CZARY

ST Rzutu Obronnego	Czary na dzień	Czary Bazowe + Premiowe Czary CHA
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<input type="checkbox"/>	2	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>

ST Rz. Obr. = 10 + CHA + Poziom CZaru

Koncentracja $\boxed{} = \text{CHA} + $ Poziom Czarującego

SMITE GOOD

WROGOWIE NA DZIEŃ

Poziom Antypaladyna Inne
 $\boxed{} = \left(\frac{}{} \div 3 \right) + $
(Zaokrąglane w górę)

Wrogowie Dzisiaj
☐☐
☐☐

ATAK BONUS

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

ODBICIE BONUS

Inne
 $\boxed{} + \text{KP} = \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.

OBRAŻENIA PREMIA

Poziom Antypaladyna Inne
 $\boxed{} = + $

GOOD DAMAGE BONUS

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

TOUCH OF CORRUPTION

UŻYCIA NA DZIEŃ

Poziom Antypaladyna Inne
 $\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + $
(Zaokrąglane w dół)

Użycia Dzisiaj
☐☐☐
☐☐☐
☐☐☐

Poziom **2**

LECZENIE PW

Poziom Antypaladyna Inne
 $\boxed{} k6 = \left(\frac{}{} \div 2 \right) + $
(Zaokrąglane w dół)

CRUELITIES

Poziom **3**

6

9

12

15

18

PRZYGOTOWANE CZARY

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Poziom **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.