

DEL

Antipaladin
Level

(ANTIPALADIN)

Antipaladin
Level - 3 = Livello
incantatore

As a move action, detect good in one creature or item within 60ft.
Does not detect any other good auras nearby.

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

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

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

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

TIRO ROLL

d6 = ($\frac{\text{Antipaladin Level}}{\text{-----}} \div 2$) + Altro

(Arrotond. per eccesso)

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

(Arrotondato per difetto)

Livello	Bonus Tiri Salvezza	Critical and Sneak Evasion	
5	2	25%	Bonus to saving throws against mind-affecting effects, death effects and poisons.
10		50%	
11	4		
15		75%	

5 Harmed by positive energy and healed by negative energy
(but still vulnerable to energy drain and enervation)

8 Immune to poison.
Darkvision 60ft.

10 Immune to energy drain and harmful negative energy.

Livello 15 Immune to death effects, sleep effects, paralysis and stunning.
No longer sleeps.
Immune to becoming fatigued or exhausted.

17 Damage reduction 5/bludgeoning and good.

Livello
14 Weapons evil-aligned for overcoming damage reduction.t

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
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Concentrazione = **CAR** + Livello incantato

NEMICI AL GIORNO	Antipaladin Level	Altro	Nemici oggi
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	(Arrottond.per eccesso)		

BONUS + = CAR + Altro

BONUS + CA = CAR + Altro

$$\text{BONUS} + \text{Antipodum Level} = \text{Altro} \quad \text{BONUS} + \text{Antipodum Level} \times 2 = \text{Altro}$$

USI

Antipaladin
Level

Altro

Usi oggi

PER DAY

=

(

÷ 2

)

+

CAR

+

Livello

(Arrotondato per difetto)

2

GUARIRE

HIT POINTS

Antipaladin
Level

Altro

d6

=

(

÷ 2

)

+

(Arrotondato per difetto)

Livello	
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18	

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Livello 20 Increase damage reduction to 10/bludgeoning and good.
Becomes undead, acquires all undead traits. No longer has a Constitution score; use Charisma score for calculating hit points, fortitude save and other abilities.
Immune to disease, but can still act as plague carrier.