

ANTIPALADIN



OF

Antipaladin
Level

Antipaladin
Level - 3 =

Conjurador
Nível

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

Nível
2

CAR

Bonus to all
saving throws

AURA

Nível
3

AURA OF COWARDICE

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

Nível
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.

Nível
14

AURA OF SIN

Weapons considered Evil aligned for overcoming DR.

AURA OF DEPRAVITY

Nível
17

Gain damage reduction 5/good.

Immune to compulsion effects including magic.

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

PLAGUE BRINGER

Nível
3

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

CHANNEL NEGATIVE ENERGY

Nível
4

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

ENERGIA ROLAGEM

Antipaladin
Level

Outros

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

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Antipaladin
Level

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

(Arredonda para Baixo)

FIENDISH BOON

Nível
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Nome

Tipo

☐ Summoned
Today

Enhancements

MAGIAS

Teste de Resistência CD	Magias por dia	=	Base Magia	+	Bonus Spells CHA
<input type="checkbox"/>	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"/>	3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração ☐ = CAR + ☐ Conjurador Nível

SMITE GOOD

FOES PER DAY

Antipaladin
Level

Outros

Foes
Today

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

(Arredonda para Cima)

☐☐
☐☐

ATTACK BONUS

Outros

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

DEFLECTION BONUS

Outros

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

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.

DAMAGE BONUS

Antipaladin
Level

Outros

$$+ \boxed{} = + $$

GOOD DAMAGE BONUS

Antipaladin
Level

Outros

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

TOUCH OF CORRUPTION

USOS PER DAY

Antipaladin
Level

Outros

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

(Arredonda para Baixo)

Hoje
☐☐☐
☐☐☐
☐☐☐

Nível
2

HEALING HIT POINTS

Antipaladin
Level

Outros

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

(Arredonda para Baixo)

CRUELITIES

Nível
3

6

9

12

15

18

MAGIAS PREPARADAS

<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.

Nível
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.