

ANTIPALADÍN



DE

Nivel de Antipaladín
 Nivel de Antipaladín - 3 = Nivel de Lanzador

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

Nivel **2** **CAR** Bonificador a todo Salvaciones

Aura

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

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

Nivel **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.

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

Nivel **17** **AURA OF DEPRAVITY** Gain damage reduction 5/good. Immune a efectos y conjuros de compulsión. Aliados a 10' obtienen +4 vs efectos de encantamiento.

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

TIRADA ENERGÍA

Nivel de Antipaladín Misc
 $\text{d6} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$ (Redondear arriba)

CD SALV VOLUNTAD

Nivel de Antipaladín
 $\text{CD Salv} = 10 + \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{CAR}$ (Redondear abajo)

FIENDISH BOON

Nivel **5** ☐ MONTURA DIVINA ☐ ARMA VINCULADA
 Nombre

Tipo ☐ Invocado Hoy

Mejoras

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales + CAR
<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>

CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro

Concentración = **CAR** + Nivel de Lanzador

CASTOGAR EL BIEN

ENEMIGOS AL DÍA

Nivel de Antipaladín Misc
 $\text{Enemigos Al Día} = \left(\frac{\text{Nivel de Antipaladín}}{3} \right) + \text{Misc}$ (Redondear arriba)

BONUS ATAQUE

Misc
 $\text{Bonus Ataque} = \text{CAR} + \text{Misc}$

BONUS DEFLECCIÓN

Misc
 $\text{Bonus Deflección} = \text{CAR} + \text{Misc}$

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.

BON DAÑO

Nivel de Antipaladín Misc
 $\text{Bon Daño} = \text{Nivel de Antipaladín} + \text{Misc}$

DAÑO BUENO BONUS

Nivel de Antipaladín Misc
 $\text{Daño Bueno Bonus} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$

TOUCH OF CORRUPTION

USOS AL DÍA

Nivel de Antipaladín Misc
 $\text{Usos Al Día} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{CAR} + \text{Misc}$ (Redondear abajo)

Usos Hoy

☐☐☐ ☐☐☐ ☐☐☐

Nivel **2**

CURACIÓN PUNTOS GOLPE

Nivel de Antipaladín Misc
 $\text{Curación Puntos Golpe} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$ (Redondear abajo)

CRUELITIES

Nivel **3**

6

9

12

15

18

CONJUROS PREPARADOS

<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.

Nivel **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.