

# ANTIPALADIN



DEL

Livello  
Antipaladino

Livello  
Antipaladino - 3 =

Livello  
Incant.

## 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

Livello **2** **CAR** Bonus a tutti i tiri salvezza

## AURA

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

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

Livello **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.

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

Livello **17** **AURA OF DEPRAVITY**  
Gain damage reduction 5/good.  
Immune ad effetti di compulsione, anche magici.  
Gli alleati entro 3m ottengono +4 ai TS contro charme.

## PLAGUE BRINGER

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

## CHANNEL NEGATIVE ENERGY

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

## TIRO ENERGIA

Livello Antipaladino Altro  
 $\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \phantom{000}$   
(per eccesso)

## VOLONTÀ CD SALVEZZA

Livello Antipaladino  
 $\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CAR}$   
(per difetto)

## FIENDISH BOON

Livello **5** ☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA  
Nome

Tipo ☐ Evocazioni Oggi

Potenziamenti

## INCANTESIMI

| CD TS Incantesimi        |   | Inc. al Giorno           | = | Inc. Base | + | Inc. Bonus CAR   |
|--------------------------|---|--------------------------|---|-----------|---|--|
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| <input type="checkbox"/> | 2 | <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"/> | 4 | <input type="checkbox"/> |   |           |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione  $\boxed{\phantom{000}} = \text{CAR} + \frac{\phantom{000}}{\phantom{000}}$  Livello Incant.

## SMITE GOOD

### NEMICI AL GIORNO

Livello Antipaladino Altro  
 $\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{\phantom{000}} \div 3 \right) + \phantom{000}$   
(per eccesso)

Nemici oggi  
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### ATTACCO BONUS

Altro  
 $\boxed{\phantom{000}} + \text{CAR} + \phantom{000}$

### DEVIAZIONE BONUS

Altro  
 $\boxed{\phantom{000}} + \text{CAR} + \phantom{000}$

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.

### DANNI BONUS

Livello Antipaladino Altro  
 $\boxed{\phantom{000}} = \phantom{000} + \phantom{000}$

### GOOD DAMAGE BONUS

Livello Antipaladino Altro  
 $\boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$

## TOUCH OF CORRUPTION

### USI AL GIORNO

Livello Antipaladino Altro  
 $\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CAR} + \phantom{000}$   
(per difetto)

Usi oggi

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Livello **2**

### GUARIRE PUNTI FERITA

Livello Antipaladino Altro  
 $\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \phantom{000}$   
(per difetto)

## CRUELITIES

Livello

**3**

**6**

**9**

**12**

**15**

**18**

## INCANTESIMI PREPARATI

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## UNHOLY CHAMPION

Increase damage reduction to 10/good.

Livello

**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.