

ANTIPALADIN



OF

Antipaladin Level - 3 =

Antipaladin Level

Caster Level

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

Level 2

CHA

Bonus to all saving throws

AURA

Level 3

AURA OF COWARDICE

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

Level 8

AURA OF DESPAIR

Enemies within 10ft take -4 to all saving throws.

Level 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.

Level 14

AURA OF SIN

Weapons considered Evil aligned for overcoming DR.

AURA OF DEPRAVITY

Level 17

Gain damage reduction 5/good.

Immune to compulsion effects including magic.

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

PLAGUE BRINGER

Level 3

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

CHANNEL NEGATIVE ENERGY

Level 4

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

ENERGY ROLL

Antipaladin Level

Misc

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

(Round up)

WILL SAVE DC

Antipaladin Level

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

(Round down)

FIENDISH BOON

Level 5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type

☐ Summoned Today

Enhancements

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells CHA
<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"/>
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Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

SMITE GOOD

FOES PER DAY

Antipaladin Level

Misc

Foes Today

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

(Round up)

ATTACK BONUS

Misc

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

DEFLECTION BONUS

Misc

$$+ \text{AC} \boxed{} = \text{CHA} + $$

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.

DAMAGE BONUS

Antipaladin Level

Misc

$$+ \boxed{} = + $$

GOOD DAMAGE BONUS

Antipaladin Level

Misc

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

TOUCH OF CORRUPTION

USES PER DAY

Antipaladin Level

Misc

Uses Today

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

(Round down)

Level 2

HEALING HIT POINTS

Antipaladin Level

Misc

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

(Round down)

CRUELITIES

Level

3

6

9

12

15

18

PREPARED SPELLS

<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"/>
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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Level

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.