

ANTIPALADIN



DE

Antipaladin
Niveau

Antipaladin
Niveau - 3 = Niveau de
Lanceur de Sort

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

Niveau 2 **CHA** Bonus to all saving throws

AURA

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

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

Niveau 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.

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

Niveau 17 **AURA OF DEPRAVITY**
Gain damage reduction 5/good.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIE
JET

Antipaladin
Niveau

Divers

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + \quad (\text{arrondi au supérieur})$$

VOLONTE
SAVE DC

Antipaladin
Niveau

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA} \quad (\text{arrondi à l'inférieur})$$

FIENDISH BOON

Niveau 5 ☐ MONTURE SPECIAL ☐ ARME LIÉE
Nom

Type ☐ Convoqués Aujourd'hui

Améliorations

SORTS

Sort DD sauvegarde		Sorts par jour	=	Base Sorts	+ Sorts supplémentaires CHA
	1				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration $\boxed{} = \text{CHA} + \text{Niveau de Lanceur de Sort}$

SMITE GOOD

ENNEMIS
PAR JOUR

Antipaladin
Niveau

Divers

Ennemis
Aujourd'hui

$$\boxed{} = \left(\frac{}{} \div 3 \right) + \quad (\text{arrondi au supérieur})$$

ATTAQUE
BONUS

Divers

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

DEFLECTION
BONUS

Divers

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

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.

DOMMAGES
BONUS

Antipaladin
Niveau

Divers

$$+ \boxed{} = + $$

GOOD DAMAGE
BONUS

Antipaladin
Niveau

Divers

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

TOUCH OF CORRUPTION

UTILISATIONS
PAR JOUR

Antipaladin
Niveau

Divers

Utilisations aujourd'hui

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + \quad (\text{arrondi à l'inférieur})$$

Niveau 2

SOINS
HIT POINTS

Antipaladin
Niveau

Divers

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + \quad (\text{arrondi à l'inférieur})$$

CRUELITIES

Niveau

3

6

9

12

15

18

SORTS PREPARES

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UNHOLY CHAMPION

Increase damage reduction to 10/good.

Niveau

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.