

DE

(ANTIPALADIN)

Nivel de Antipaladin - 3 =

Nivel de Antipaladin:

Nivel de Lanzador:

As a move action, detect good in one creature or item within 60ft.
Does not detect any other good auras nearby.

Nivel 2	CAR	Bonificador a todo Salvaciones
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Nivel 3 AURA OF COWARDICE
Enemies within 10ft take -4 to saves against fear effects.

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

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

TIRADA DE ENERGÍA

d6 = (Nivel de Antipaladín ÷ 2) + Misc

(Redondear arriba)

CD SALV VOLUNTAD = 10 + (Nivel de Antipaladin $\div 2$) + CAR

(Redondear arriba)

(Redondear abajo)

Nivel	Bonus Tiros Salv.	Critical and Sneak Evasion	
5	2	25%	Bonus to saving throws against mind-affecting effects, death effects and poisons.
10		50%	
11	4		
15		75%	

Nivel 5 TOUCH OF THE CRYPT
Harmed by positive energy and healed by negative energy
(but still vulnerable to energy drain and enervation)

Nivel **8** **FORTITUDE OF THE CRYPT**
Immune to poison.
Darkvision 60ft.





Nivel **CLOAK OF THE CRYPT**
10 Immune to energy drain and harmful negative energy.

Nivel 15 Immune to death effects, sleep effects, paralysis and stunning.
No longer sleeps.
Immune to becoming fatigued or exhausted.

Nivel **SOUL OF THE CRYPT**
17 Damage reduction 5/bludgeoning and good.

Nivel
14 Weapons evil-aligned for overcoming damage reduction.t

$$\text{CD Salv de Conjuros} = \text{Conjuros al Día} = \text{Conjuros Base} + \text{Conjuros Adicionales CAR}$$

	1		_____	
	2		_____	
	3		_____	
	4		_____	

$$\text{CD Salv de Conjuo} = 10 + \text{CAR} + \text{Nivel de Conjuo}$$

Concentración	<input type="text"/>	=	CAR	+	Nivel de lanzador
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ENEMIGOS
AL DÍA

Nivel de Antipaladín

Misc

Enemigos Hoy

= (÷ 3) +

(Redondear arriba)

BONUS ATAQUE

Misc

+ = CAR + _____

BONUS DEFLECCIÓN

Misc

+ CA = CAR + _____

BONUS
DEFLECCIÓN

Misc

$\boxed{+ \text{ CA}} = \text{CAR} + \underline{\hspace{2cm}}$

BON DAÑO	Nivel de Antipaladín		Misc		DAÑO BUENO BONUS	Nivel de Antipaladín		Misc		
+		=	+		+		=	(× 2)	+	

$$\text{DAÑO BUENO BONUS} = \left(\frac{\text{Nivel de Antipaladín}}{\text{Antipaladín}} \times 2 \right) + \text{Misc}$$

USOS AL DÍA	Nivel de Antipaladín	Misc	Usos Hoy
<div style="border: 1px solid black; height: 30px; width: 100%;"></div>	= (<div style="border-bottom: 1px dashed black; width: 100%;"></div> ÷ 2) + CAR + _____		<div style="display: flex; justify-content: space-around;"> <div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> <div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> </div>
Nivel	(Redondear abajo)		

2 CURACIÓN
PUNTOS GOLPE

Nivel de Antipaladín

Misc

d6 = (÷ 2) +

(Redondear abajo)

Nivel	
3	
6	
9	
12	
15	
18	

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Level 20 Increase damage reduction to 10/bludgeoning and good.
Becomes undead, acquires all undead traits. No longer has a Constitution score; use Charisma score for calculating hit points, fortitude save and other abilities.
Immune to disease, but can still act as plague carrier.