

# ANTIPALADIN

## DER DOMÄNE



Antipaladin Level - 3 =

Antipaladin Level

Zauber-stufe

## 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

Stufe

2

CH

Bonus auf alle Rettungswürfe

## AURA

Stufe

3

### AURA OF COWARDICE

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

Stufe

8

### AURA OF DESPAIR

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

### 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.

Stufe

14

### AURA OF SIN

Weapons considered Evil aligned for overcoming DR.

### AURA OF DEPRAVITY

Stufe

17

Gain damage reduction 5/good.

Immune to compulsion effects including magic.

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

## PLAGUE BRINGER

Stufe

3

Immune to the effects of all diseases including magic.

Can still contract diseases and spread them to others.

## CHANNEL NEGATIVE ENERGY

Stufe

4

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

## ENERGIE WURF

Antipaladin Level

Sonst.

$$\boxed{\phantom{000}} W6 = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(aufrunden)

## WIL SAVE DC

Antipaladin Level

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + CH$$

(abrunden)

## FIENDISH BOON

Stufe

5

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute beschworen

Weitere Verbesserungen

## ZAUBER

RW gegen Zauber

Zauber pro Tag

=

Grund-zauber

+

Bonuszauber CHA

	1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

$$\boxed{\phantom{000}} = CH +$$

Zauber-stufe

## SMITE GOOD

### GEGNER PRO TAG

Antipaladin Level

Sonst.

Gegner Heute

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(aufrunden)

### ANGRIFF BONUS

Sonst.

$$+ \boxed{\phantom{000}} = CH + \phantom{000}$$

### ABLENKUNG BONUS

Sonst.

$$+ RK \boxed{\phantom{000}} = CH + \phantom{000}$$

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.

### SCHADEN BONUS

Antipaladin Level

Sonst.

$$+ \boxed{\phantom{000}} = \phantom{000} + \phantom{000}$$

### GOOD DAMAGE BONUS

Antipaladin Level

Sonst.

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

## TOUCH OF CORRUPTION

### ANZAHL PRO TAG

Antipaladin Level

Sonst.

Heute verwendet

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + CH + \phantom{000}$$

(abrunden)

Stufe

2

### HEILT HIT POINTS

Antipaladin Level

Sonst.

$$\boxed{\phantom{000}} W6 = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(abrunden)

## CRUELITIES

Stufe

3

6

9

12

15

18

## VORBEREITETE ZAUBER

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## UNHOLY CHAMPION

Increase damage reduction to 10/good.

Stufe

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.