

ANTIPALADIN

DER DOMÄNE



Antipaladin Stufe - 3 =

Antipaladin Stufe

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 RESILIANCE

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.

Stufe 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.

Stufe 14

AURA OF SIN

Weapons considered Evil aligned for overcoming DR.

AURA OF DEPRAVITY

Stufe 17

Gain damage reduction 5/good.

Immun gegen Zauber der Schule Verzauberung: Zwang.

Verbündete innerhalb von 3m erhalten +4 auf ihre Rettungswürfe gegen Bezauberungseffekte.

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 Stufe

Sonstiges

$$W6 = \left(\text{Antipaladin Stufe} \div 2 \right) + \text{Sonstiges}$$

(aufrunden)

WIL SG RETTUNGSWURF

Antipaladin Stufe

$$= 10 + \left(\text{Antipaladin Stufe} \div 2 \right) + \text{CH}$$

(abrunden)

FIENDISH BOON

Stufe 5

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute beschworen

Weitere Verbesserungen

ZAUBER

RW gegen Zauber

Zauber pro Tag

=

Grund-zauber

+

Bonuszauber CH

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

Konzentration

$$= \text{CH} +$$

Zauber-stufe

SMITE GOOD

GEGNER PRO TAG

Antipaladin Stufe

Sonstiges

Gegner Heute

$$\text{Gegner Pro Tag} = \left(\text{Antipaladin Stufe} \div 3 \right) + \text{Sonstiges}$$

☐☐☐
☐☐☐

ANGRIFF BONUS

Sonstiges

$$+ \text{CH} + \text{Sonstiges}$$

ABLENKUNG BONUS

Sonstiges

$$+ \text{RK} = \text{CH} + \text{Sonstiges}$$

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 Stufe

Sonstiges

$$+ \text{Antipaladin Stufe} + \text{Sonstiges}$$

GOOD DAMAGE BONUS

Antipaladin Stufe

Sonstiges

$$+ \text{Antipaladin Stufe} \times 2 + \text{Sonstiges}$$

TOUCH OF CORRUPTION

ANZAHL PRO TAG

Antipaladin Stufe

Sonstiges

$$\text{Anzahl Pro Tag} = \left(\text{Antipaladin Stufe} \div 2 \right) + \text{CH} + \text{Sonstiges}$$

Heute verwendet

☐☐☐☐
☐☐☐☐
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Stufe 2

(abrunden)

HEILT TREFFERPUNKTE

Antipaladin Stufe

Sonstiges

$$W6 = \left(\text{Antipaladin Stufe} \div 2 \right) + \text{Sonstiges}$$

(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.