

# PURPLE DUCK DIVERSIONS: ANTIPALADIN FEATS

**Author:** Mark Gedak

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Below is a selection of feats from the Pathfinder Roleplaying Game that have been repurposed to serve the antipaladin class from the Advanced Player's Guide. A Purple Duck Diversion is a collection of scribbles and ideas that Stefen or I work on when we need a quick break from our other products. All of these products are listed as on Rpgnow for free and as a tip jar version (for those that want to donate \$1 for this work).

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## Channelled Weapon Strength

You draw upon your channel energy to enhance the destructive power of your weapon and those of allies adjacent to you.

**Prerequisites:** Channel negative energy 3d6.

**Benefit:** As a swift action, you can spend a use of your channel energy to grant yourself a +2 profane bonus to attacks with your deity's favored weapon. This bonus lasts 1 minute per cleric level or effective cleric level. When you benefit from this bonus, allies with a weapon favored by your deity also gain a +2 profane bonus to attacks while they are adjacent to you.

## Dragonboon Aura

Those withing your dragonboon aura, suffer a greater penalty to resist fear effects.

**Prerequisites:** Aura of cowardice class feature, caster level 8<sup>th</sup>

**Benefit:** When fighting in combat alongside a dragon, your aura of cowardice expands to a 20-foot-radius emanation, and enemies within the aura cannot become immune to the dragon's frightful presence by making their saving throw.

**Normal:** If a character makes their saving throw against a dragon's frightful presence they are immune to its effects for 24 hours.

## Aura of Terror

Your aura of cowardice becomes more potent, as your incredible menace is amplified.

**Prerequisites:** Aura of cowardice class feature, caster level 8<sup>th</sup>.

**Benefit:** Your aura of cowardice expands to a 20-foot-radius emanation. Enemies within the aura who have to make a save vs. fear effect must roll their save twice and keep the worst result.

**Normal:** The aura of cowardice affects each enemy within a 10 feet and grants them a -4 penalty to saving throws against fear.

## Corrupted Faith

Not only are you a carrier of disease like most antipaladins, but you are intensity to the effects of disease you carry.

**Prerequisite:** Plague bringer class feature.

**Benefits:** Any disease you spread with your plague bringer class feature gains a +4 profane bonus on its resistance DC.

## Corruption Charge

When you charge, you do so with the power of your vice.

**Prerequisite:** Touch of corruption class feature.

**Benefit:** When you hit with a charge attack, you can expend all of your remaining uses of touch of corruption to deal extra damage equal to 1d6 per use of touch of corruption expended + your Charisma bonus. This damage comes from unholy power and is not subject to damage reduction, energy immunities or energy resistance.

## Empower Death

Your channelled negative energy empowers nearby undead.

**Prerequisite:** Channel negative energy class feature.

**Benefit:** As a standard action, you can channel negative energy to empower all undead within 30 ft for a number of rounds equal to your Charisma modifier. Undead affected by this power gain a +4 bonus to Str and Dexterity for the duration of the feat. Channelling energy in this way does not heal or harm creatures.



## Extra Cruelty

Your touch of corruption ability adds an additional cruelty.

**Prerequisites:** Touch of corruption class feature, cruelty class feature.

**Benefit:** Select one additional cruelty from which you qualify. When you use touch of corruption to harm others, it also receives the additional effect of this cruelty.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new cruelty.

## Extra Touch of Corruption

You can use your touch of corruption ability more often.

**Prerequisite:** Touch of corruption class feature.

**Benefit:** You can use your touch of corruption ability two additional times per day.

**Special:** You can gain Extra Touch of Corruption multiple times. Its effects stack.

## Greater Cruelty

Your cruelty has intensified.

**Prerequisites:** Cha 13; touch of corruption class feature, cruelty class feature.

**Benefit:** When you use your touch of corruption to harm another creature, you may decide to not apply a cruelty condition and instead add +2d6 points of damage to the touch of corruption instead. Alternatively you can reduce the touch of corruption damage by 2d6 to affect the target creature with two cruelties.

## Reward of Corruption

When you lay on hands, divine energy ripples through you, granting you corruption.

**Prerequisite:** Touch of corruption class feature.

**Benefit:** Each time you use your touch of corruption ability, you gain a +1 profane on all attack rolls for 1 round.

## Reward of Death

When you use touch of corruption, you are also healed.

**Prerequisite:** Touch of corruption class feature.

**Benefit:** Each time you use your touch of corruption to harm a creature, you heal a number of hit points equal to your Charisma bonus. This power has no effect if you use touch of corruption to heal undead.

## Ultimate Cruelty

By using your touch of corruption, you can bring back the dead as an undead servitor.

**Prerequisites:** Cha 19, Greater Cruelty, touch of corruption, cruelty class feature.

**Benefit:** You can expand 10 uses of touch of corruption to bring a single dead creature back to life as a *create undead* spell with the caster level equal to your antipaladin level. You must provide the material component for *create undead* or choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire.

## Unsanctioned Detection (Redux)

You can focus your ability to detect an alignment for more practical and mundane purposes.

**Prerequisite:** A specific *detect alignment* class feature.

**Benefit:** As a swift action, you can focus the clarity granted by your *detect alignment* ability to heighten your awareness of other things. This gives you a +10 axiomatic/entropic/profane/sacred (depending on the nature of your power) bonus on Perception and Sense Motive checks for one round. This expends your use of the *detect alignment* ability for the next 24 hours.

## Unsanction Knowledge (Redux)

You have searched through forbidden texts and are privy to powerful but proscribed magic.

**Prerequisites:** Int 13, the ability to cast 1<sup>st</sup> level paladin or antipaladin spells.

**Benefit:** Paladins pick one 1<sup>st</sup> level spell, one 2<sup>nd</sup> level spell, one 3<sup>rd</sup> level spell and one 4<sup>th</sup> level spell from the bard, cleric, inquisitor or oracle spell lists. Antipaladins pick one 1<sup>st</sup> level spell, one 2<sup>nd</sup> level spell, one 3<sup>rd</sup> level spell and one 4<sup>th</sup> level spell from the alchemist, cleric, inquisitor or witch spell lists. Add these spells to your spell list as spells of the appropriate level. Once chosen the spells cannot be changed.

## Word of Corruption

Using the same profane energy as your touch of corruption ability, you can harm others at a distance.

**Prerequisite:** Touch of corruption class feature.

**Benefit:** You may use your touch of corruption to heal another creature at a range of 30 ft as a standard action that does not provoke an attack of opportunity. You must be able to speak and have a free hand to use this ability. The target suffers half the amount they would normally be harmed if you had touched them, but gains the benefits of your cruelty as normal.

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