

KNIGHT OF THE SEPULCHER

SMITE GOOD



DER DOMÄNE

(ANTIPALADIN)

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 RESILIENCE

Stufe

2

CH

Bonus auf alle
Rettungswürfe

AURA

Stufe

3

AURA OF COWARDICE

Enemies within 10ft take -4 to saves against fear 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
Stufe

Sonstiges

$$\boxed{}_{W6} = \left(\div 2 \right) + \quad (\text{aufrunden})$$

WIL
SG RETTUNGSWURF

Antipaladin
Stufe

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CH} \quad (\text{abrunden})$$

ZAUBER

RW gegen
Zauber

Zauber
pro Tag

= Grund-
zauber

+ Bonuszauber
CH

| | | | | |
|--|---|--|--|--|
| | 1 | | | |
| | 2 | | | |
| | 3 | | | |
| | 4 | | | |

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

TOUCH OF THE CRYPT

Stufe

5

Saving
Throw
Bonus

2

Critical and
Sneak
Evasion

25%

10

50%

11

4

15

75%

Bonus to saving throws against
mind-affecting effects,
death effects and poisons.

Stufe

5

TOUCH OF THE CRYPT

Harmed by positive energy and healed by negative energy
(but still vulnerable to energy drain and enervation)

Stufe

8

FORTITUDE OF THE CRYPT

Immune to poison.
Darkvision 60ft.

Stufe

10

CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

Stufe

15

CRYPT LORD

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

Stufe

17

SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Stufe

14

Weapons evil-aligned for overcoming damage reduction.

GEGNER
PRO TAG

Antipaladin
Stufe

Sonstiges

Gegner
Heute

□□□

□□□

$$\boxed{} = \left(\div 3 \right) + \quad (\text{aufrunden})$$

ANGRIFF
BONUS

Sonstiges

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

ABLENKUNG
BONUS

Sonstiges

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

SCHADEN
BONUS

Antipaladin
Stufe

Sonstiges

$$+ \boxed{} = + $$

GOOD DAMAGE
BONUS

Antipaladin
Stufe

Sonstiges

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

TOUCH OF CORRUPTION

ANZAHL
PRO TAG

Antipaladin
Stufe

Sonstiges

Heute verwendet

□□□ □□□
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$$\boxed{} = \left(\div 2 \right) + \text{CH} + \quad (\text{abrunden})$$

Stufe

2

HEILT
TREFFERPUNKTE

Antipaladin
Stufe

Sonstiges

$$\boxed{}_{W6} = \left(\div 2 \right) + \quad (\text{abrunden})$$

CRUELITIES

Stufe

3

6

9

12

15

18

VORBEREITETE ZAUBER

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UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Stufe

20

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.