

KNIGHT OF THE SEPULCHER

DEL



(ANTIPALADIN) Livello Antipaladino
Livello Antipaladino - 3 = Livello incantatore

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

Livello 2 Bonus a tutti i tiri salvezza

AURA

Livello 3 AURA OF COWARDICE Enemies within 10ft take -4 to saves against fear effects.

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

TIRO ENERGIA

Livello Antipaladino Varie
d6 = $(\text{Livello Antipaladino} \div 2) +$ (per eccesso)

VOLONTÀ CD SALVEZZA

Livello Antipaladino
= 10 + $(\text{Livello Antipaladino} \div 2) + \text{CAR}$ (per difetto)

INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	= Inc. Base + Inc. bonus CAR
	1		
	2		
	3		
	4		

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

TOUCH OF THE CRYPT

Livello	Bonus Tiri Salvezza	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%	

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

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

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

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

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

WEAPONS OF SIN

Livello 14 Weapons evil-aligned for overcoming damage reduction.

SMITE GOOD

NEMICI AL GIORNO

Livello Antipaladino Varie
= $(\text{Livello Antipaladino} \div 3) +$ (per eccesso)

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ATTACCO BONUS

Varie
+ = CAR +

DEVIAZIONE BONUS

Varie
+ CA = CAR +

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.

DANNI BONUS

Livello Antipaladino Varie
+ = +

GOOD DAMAGE BONUS

Livello Antipaladino Varie
+ = $(\text{Livello Antipaladino} \times 2) +$

TOUCH OF CORRUPTION

USI QUOTIDIANI

Livello Antipaladino Varie
= $(\text{Livello Antipaladino} \div 2) + \text{CAR} +$ (per difetto)

Usi oggi

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Livello 2

GUARIRE PUNTI FERITA

Livello Antipaladino Varie
d6 = $(\text{Livello Antipaladino} \div 2) +$ (per difetto)

CRUELITIES

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Livello

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.