

KNIGHT OF THE SEPULCHER

SMITE GOOD



DEL

(ANTIPALADIN)

Livello Antipaladino

Livello Antipaladino - 3 = Livello Incantatore

NEMICI AL GIORNO

Livello Antipaladino

Varie

Nemici oggi

=  $\left( \frac{\text{Livello Antipaladino}}{3} \right) + \text{Varie}$  (per eccesso)

ATTACCO BONUS

Varie

+

 = **CAR** +

DEVIAZIONE BONUS

Varie

+

**CA** = **CAR** +

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

**CAR**

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 =  $\left( \frac{\text{Livello Antipaladino}}{2} \right) +$  (per eccesso)

VOLONTÀ CD SALVEZZA

Livello Antipaladino

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

INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. bonus CAR
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CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

TOUCH OF THE CRYPT

Livello

Bonus Tiri Salvezza

Critical and Sneak Evasion

25%

50%

75%

4

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

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.

A successful strike with smite good bypasses damage reduction.

DANNI BONUS

Livello Antipaladino

Varie

+

 = +

Smiting damage bonus applies double for the first successful strike against good-aligned outsiders, dragons, clerics and paladins.

GOOD DAMAGE BONUS

Livello Antipaladino

Varie

+

 =  $\left( \frac{\text{Livello Antipaladino}}{2} \right) \times 2 +$

TOUCH OF CORRUPTION

USI AL GIORNO

Livello Antipaladino

Varie

Usi oggi

=  $\left( \frac{\text{Livello Antipaladino}}{2} \right) + \text{CAR} +$  (per difetto)

Livello 2

GUARIRE PUNTI FERITA

Livello Antipaladino

Varie

d6 =  $\left( \frac{\text{Livello Antipaladino}}{2} \right) +$  (per difetto)

CRUELITIES

Livello 3
6
9
12
15
18

INCANTESIMI PREPARATI

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UNDYING CHAMPION

Livello 20

Increase damage reduction to 10/bludgeoning and good. 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.