

KNIGHT OF THE SEPULCHER

DE

(ANTIPALADIN)

Antipaladin Niveau - 3 = Niveau de Lanceur de Sort

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

Niveau 2 **CHA** Bonus sur tous les jets de sauvegarde

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

JET D'ÉNERGIE

Antipaladin Niveau Divers

$\boxed{}_{d6} = \left(\frac{}{\div 2} \right) + $ (arrondi au supérieur)

VOLONTE SAVE DC

Antipaladin Niveau

$\boxed{} = 10 + \left(\frac{}{\div 2} \right) + \text{CHA}$ (arrondi à l'inférieur)

SORTS

DD de sauvegarde du sort	Sorts par jour	=	Sorts de base	Sorts supplémentaires CHA
1				□ □ □
2				□ □ □ □
3				□ □ □ □ □
4				□ □ □ □ □ □

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

TOUCH OF THE CRYPT

Niveau	Saving Throw Bonus	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%	

TOUCH OF THE CRYPT

Niveau 5 Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)

FORTITUDE OF THE CRYPT

Niveau 8 Immune to poison. Darkvision 60ft.

CLOAK OF THE CRYPT

Niveau 10 Immune to energy drain and harmful negative energy.

CRYPT LORD

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

SOUL OF THE CRYPT

Niveau 17 Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Niveau 14 Weapons evil-aligned for overcoming damage reduction.

SMITE GOOD

ENNEMIS PAR JOUR

Antipaladin Niveau Divers

$\boxed{} = \left(\frac{}{\div 3} \right) + $ (arrondi au supérieur)

Ennemis Aujourd'hui □ □ □ □ □ □

BONUS D'ATTAQUE

Divers

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

BONUS DE PARADE

Divers

$\boxed{+ \text{CA}} = \text{CHA} + $

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.

BONUS DE DÉGÂTS

Antipaladin Niveau Divers

$\boxed{+ } = + $

GOOD DAMAGE BONUS

Antipaladin Niveau Divers

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

TOUCH OF CORRUPTION

UTILISATIONS PAR JOUR

Antipaladin Niveau Divers

$\boxed{} = \left(\frac{}{\div 2} \right) + \text{CHA} + $ (arrondi à l'inférieur)

Niveau 2

Utilisations aujourd'hui □ □ □ □ □ □ □ □ □ □ □ □

SOINS POINTS DE VIE

Antipaladin Niveau Divers

$\boxed{}_{d6} = \left(\frac{}{\div 2} \right) + $ (arrondi à l'inférieur)

CRUELITIES

Niveau 3

6

9

12

15

18

SORTS PREPARES

□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □

UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Niveau 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.