

# KNIGHT OF THE SEPULCHER

OF



(ANTIPALADIN) Poziom Antypaladyna - 3 = Poziom Czarującego

## 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

Poziom 2 **CHA** Premia do wszystkich rz. obr.

## AURA

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

## PLAGUE BRINGER

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

## CHANNEL NEGATIVE ENERGY

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

**ENERGIA RZUT** Poziom Antypaladyna Inne  
k6 = (  $\div 2$  ) +  
(Zaokrąglane w górę)

**WOLA ST Rz. Obr** Poziom Antypaladyna  
= 10 + (  $\div 2$  ) + **CHA**  
(Zaokrąglane w dół)

## CZARY

ST Rzut Obronnego	Czary Dziennie	= Czary Bazowe	+ Czary Premiowe CHA
1			
2			
3			
4			

ST Rz. Obr. = 10 + CHA + Poziom Czaru

## TOUCH OF THE CRYPT

Poziom	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%	

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

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

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

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

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

## WEAPONS OF SIN

Poziom 14 Weapons evil-aligned for overcoming damage reduction.

## SMITE GOOD

**WROGOWIE NA DZIEŃ** Poziom Antypaladyna Inne Wrogowie Dzisiaj  
= (  $\div 3$  ) +  
(Zaokrąglane w górę)

**ATAK PREMIA** Inne  
+ = **CHA** +  
**ODBICIE PREMIA** Inne  
+ **KP** = **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.

**OBRAŻENIA PREMIA** Poziom Antypaladyna Inne  
+ = +  
**GOOD DAMAGE BONUS** Poziom Antypaladyna Inne  
+ = (  $\times 2$  ) +

## TOUCH OF CORRUPTION

**UŻYCIA NA DZIEŃ** Poziom Antypaladyna Inne Użycia Dzisiaj  
= (  $\div 2$  ) + **CHA** +  
(Zaokrąglane w dół)  
Poziom 2 **LECZENIE PW** Poziom Antypaladyna Inne  
k6 = (  $\div 2$  ) +  
(Zaokrąglane w dół)

## CRUELITIES

Poziom 3  
6  
9  
12  
15  
18

## PRZYGOTOWANE CZARY

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

## UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.  
Poziom 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.