

KNIGHT OF THE SEPULCHER

SMITE GOOD



OF

(ANTIPALADIN)

Antipaladin Level - 3 =

Antipaladin Level

Caster Level

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

Level 2

CHA

Bonus to all saving throws

AURA

Level 3

AURA OF COWARDICE

Enemies within 10ft take -4 to saves against fear effects.

PLAGUE BRINGER

Level 3

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

CHANNEL NEGATIVE ENERGY

Level 4

Channeling negative energy uses up two of today's uses of Touch of Corruption.

ENERGY ROLL

Antipaladin Level

Misc

d6 = (Antipaladin Level ÷ 2) + Misc (Round up)

WILL SAVE DC

Antipaladin Level

CHA

= 10 + (Antipaladin Level ÷ 2) + CHA (Round down)

SPELLS

Spell Save DC	Spells per day	Base Spells	+ Bonus Spells CHA
1			□□□□
2			□□□□□□
3			□□□□□□□□
4			□□□□□□□□□□

Spell Save DC = 10 + CHA + Spell Level

TOUCH OF THE CRYPT

Level 5

Saving Throw Bonus 2

Critical and Sneak Evasion 25%

10

50%

11

4

75%

15

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

Level 5

TOUCH OF THE CRYPT

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

Level 8

FORTITUDE OF THE CRYPT

Immune to poison. Darkvision 60ft.

Level 10

CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

Level 15

CRYPT LORD

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

Level 17

SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Level 14

Weapons evil-aligned for overcoming damage reduction.

FOES PER DAY

Antipaladin Level

Misc

Foes Today

= (Antipaladin Level ÷ 3) + Misc (Round up)

ATTACK BONUS

Misc

+ = CHA + Misc

DEFLECTION BONUS

Misc

+ AC = CHA + Misc

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.

DAMAGE BONUS

Antipaladin Level

Misc

+ = Antipaladin Level + Misc

GOOD DAMAGE BONUS

Antipaladin Level

Misc

+ = (Antipaladin Level × 2) + Misc

TOUCH OF CORRUPTION

USES PER DAY

Antipaladin Level

Misc

Uses Today

Level 2

HEALING HIT POINTS

Antipaladin Level

Misc

d6 = (Antipaladin Level ÷ 2) + Misc (Round down)

CRUELITIES
Level 3
6
9
12
15
18

PREPARED SPELLS

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

UNDYING CHAMPION

Level 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.