

KNIGHT OF THE SEPULCHER

DESTRUIR O BEM



DE

(ANTIPALADIN)

Antipaladin Level - 3 =

Antipaladin Level

Conjurador Nivel

INIMIGO POR DIA

Antipaladin Level

Outros

Inimigos hoje

= (÷ 3) +

(Arredonda para Cima)

DETECT GOOD

As a move action, detect good in one creature or item within 60ft.

Does not detect any other good auras nearby.

ATAQUE BÔNUS

Outros

+

 = **CAR** +

DEFLEXÃO BÔNUS

Outros

+

CA = **CAR** +

UNHOLY RESILIENCE

Nível

2

CAR

Bônus para todos os testes de resistência

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.

AURA

Nível

3

AURA DE COVARDIA

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

DANO BÔNUS

Antipaladin Level

Outros

+

 = +

GOOD DAMAGE BONUS

Antipaladin Level

Outros

+

 = (× 2) +

PLAGUE BRINGER

Nível

3

Immune to the effects of all diseases including magic.

Can still contract diseases and spread them to others.

TOQUE DE CORRUPÇÃO

CHANNEL NEGATIVE ENERGY

Nível

4

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

USOS POR DIA

Antipaladin Level

Outros

Usado Hoje

= (÷ 2) + **CAR** +

(Arredonda para Baixo)

ENERGIA ROLAGEM

Antipaladin Level

Outros

d6 = (÷ 2) +

(Arredonda para Cima)

CURA PONTOS DE VIDA

Antipaladin Level

Outros

d6 = (÷ 2) +

(Arredonda para Baixo)

VONTADE CD DE RESISTÊNCIA

Antipaladin Level

= 10 + (÷ 2) + **CAR**

(Arredonda para Baixo)

CRUELITIES

Nível	3
6	
9	
12	
15	
18	

MAGIAS

Teste de Resistência CD	Magias por dia	Base Magia	Magia Bônus CAR
<div></div>	1	<div></div>	<div></div> <div></div> <div></div>
<div></div>	2	<div></div>	<div></div> <div></div> <div></div> <div></div>
<div></div>	3	<div></div>	<div></div> <div></div> <div></div> <div></div> <div></div>
<div></div>	4	<div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>

Resistência a Magia CD = 10 + CAR + Nível da Magia

TOUCH OF THE CRYPT

Nível	Saving Throw Bonus	Critical and Sneak Evasion	
5	2	25%	
10		50%	
11	4		
15		75%	

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

MAGIAS PREPARADAS

<div></div> <div></div> <div></div>	<div></div> <div></div> <div></div>	
<div></div> <div></div> <div></div>	1	<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>		<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>	2	<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>		<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>	3	<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>		<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>	4	<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>		<div></div> <div></div> <div></div>

Nível

5

TOUCH OF THE CRYPT

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

Nível

8

FORTITUDE DA CRIPTA

Immune to poison.

Darkvision 60ft.

Nível

10

CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

Nível

15

CRYPT LORD

Immune to death effects, sleep effects, paralysis and stunning.

No longer sleeps.

Immune to becoming fatigued or exhausted.

Nível

17

SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Nível

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.

WEAPONS OF SIN

Nível

14

Weapons evil-aligned for overcoming damage reduction.