KNI(GHT OF THE SEPULCHER				DESTRU	U IR O BE	M		1
	DE Antinolodin T	INIM:		Antipaladi Level	n Outr	Inim	igos hoje		
BOM	Antipaladin Level	FORI	TA	= (± 2) ±				
Cao _{Tico} ◆	Antipaladin Nível do Conjurador Level			(Arredonda p	para Cima)				
`	DETECT GOOD	ATAQ BÔNU			0.1	DEFLEXÃ BÔNUS	0		
	ove action, detect good in one creature or item within 60ft.			. CAD 1	Outros		T - CAD	Outros	
Does no	ot detect any other good auras nearby.	+	=	: CAR +		+ CA	= CAR -		
Nível	UNHOLY RESILIANCE			e with smite good	d	Smiting dan	nage bonus applies	double for the	
2	CAR Bônus para todos os testes de resistência	bypass	es damage	reduction.			sful strike against g ragons, clerics and		
Nível	AURA AURA DE COVARDIA	DANC BÔNU		Antipaladin	Outros	GOOD DA	Aiitipaia		tros
3	Enemies within 10ft take -4 to saves against fear effects.	+		Level +	Outros	+		× 2) +	105
×	PLAGUE BRINGER			·				^2/	_
Nível	Immune to the effects of all diseases including magic.	X	TICOS.		TOQUE DE	CORRUE	PÇÃO		#
3	Can still contract diseases and spread them to others.		USOS POR DIA		ipaladin Level		Outros	Ноје	
Nível	CHANNEL NEGATIVE ENERGY			= (÷ 2) +	- CAR	+		
4	Channelling negative energy uses up two of today's uses of Touch of Corruption.	Nível		(Arred	donda para Baixo)				
ENERO ROLAG	7 ti ti paiaaiii	2	CURA	Ant	ipaladin				
			PONTO	S DE VIDA	Level	Outros			
	d6 = \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \			d6 = (÷ 2)	+			
VONTA	ADE Antipaladin			(Arred	donda para Baixo)				
CDDE	() (147)	CRUE Nível	LTIES						
	= 10 + (÷ 2) + CAR (Arredonda para Baixo)	3							
	MAGIAS MAGIAS	6							
este de Re	sistência CD Magias _ Base _ Magia Bônus								
	por dia Magia CAR	9							
	1	12							
	3	15							
	4	18							
Resist	ência a Magia CD = 10 + CAR + Nível da Magia	10			MAGIAS P	PREDARA	DAS		
*	TOUCH OF THE CRYPT				MAGIASI				
	Saving Critical and Throw Sneak					1 000			
Nível 5	Bonus Evasion 2 25% Bonus to saving throws against]						
10	50% mind-affecting effects,		1				7		
11	death effects and poisons.					2 000			
15	75%								
Nível	TOUCH OF THE CRYPT								
5	Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)					3 000			
Nível	FORTITUDE DA CRIPTA								
8	Immune to poison. Darkvision 60ft.								
Nível	CLOAK OF THE CRYPT					4 000			
10	Immune to energy drain and harmful negative energy.					4			
	CRYPT LORD				UNDYING				
Nível	Immune to death effects, sleep effects, paralysis and stunning.		Increase damage reduction to 10/bludgeoning and good.						
15	No longer sleeps. Immune to becoming fatiqued or exhausted.	Nível					a Constitution score	e; use Charisma score	for
Nível	SOUL OF THE CRYPT	20			itude save and other n still act as plague				
17	Damage reduction 5/bludgeoning and good.	~			. •				
×	WEAPONS OF SIN								
Nível	Weapons evil-aligned for overcoming damage reduction.								
1/	angive for oversoning dumage reduction.								