

KNIGHT OF THE SEPULCHER

CASTOGAR EL BIEN



DE

(ANTIPALADIN)

Nivel de Antipaladín - 3 = Nivel de Lanzador

ENEMIGOS AL DÍA

Nivel de Antipaladín

Misc

Enemigos Hoy

=  $\left( \frac{\text{Nivel de Antipaladín}}{3} \right) + \text{Misc}$

(Redondear arriba)

DETECT GOOD

As a move action, detect good in one creature or item within 60ft. Does not detect any other good auras nearby.

BONUS ATAQUE

Misc

+

 = **CAR** +

BONUS DEFLECCIÓN

Misc

+

**CA** = **CAR** +

UNHOLY RESILIENCE

Nivel 2

**CAR**

Bonificador a todo Salvaciones

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

Nivel 3

AURA OF COWARDICE

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

BON DAÑO

Nivel de Antipaladín

Misc

+

 = +

DAÑO BUENO BONUS

Nivel de Antipaladín

Misc

+

 =  $\left( \frac{\text{Nivel de Antipaladín}}{2} \right) \times 2 + \text{Misc}$

PLAGUE BRINGER

Nivel 3

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

TOUCH OF CORRUPTION

CHANNEL NEGATIVE ENERGY

Nivel 4

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

USOS AL DÍA

Nivel de Antipaladín

Misc

Usos Hoy

=  $\left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{CAR} + \text{Misc}$

(Redondear abajo)

TIRADA DE ENERGÍA

Nivel de Antipaladín

Misc

d6

 =  $\left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$

(Redondear arriba)

CURACIÓN PUNTOS GOLPE

Nivel de Antipaladín

Misc

d6

 =  $\left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$

(Redondear abajo)

CD SALV VOLUNTAD

Nivel de Antipaladín

= 10 +  $\left( \frac{\text{Nivel de Antipaladín}}{2} \right) + \text{CAR}$

(Redondear abajo)

CRUELITIES
Nivel 3
6
9
12
15
18

CONJUROS				
CD Salv de Conjur		Conjur al Día	= Conjur Base	Conjur Adicional CAR
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	4			<div><div></div><div></div><div></div><div></div></div>

CD Salv de Conju = 10 + CAR + Nivel de Conju

CONJUNOS PREPARADOS		
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TOUCH OF THE CRYPT

Nivel 5

Bonus Tiros Salv. 2

Critical and Sneak Evasion 25%

10

50%

11

4

75%

15

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

TOUCH OF THE CRYPT

Nivel 5

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

FORTITUDE OF THE CRYPT

Nivel 8

Immune to poison. Darkvision 60ft.

CLOAK OF THE CRYPT

Nivel 10

Immune to energy drain and harmful negative energy.

CRYPT LORD

Nivel 15

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

UNDYING CHAMPION

SOUL OF THE CRYPT

Nivel 17

Damage reduction 5/bludgeoning and good.

Increase damage reduction to 10/bludgeoning and good.

Nivel 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

Nivel 14

Weapons evil-aligned for overcoming damage reduction.