

KNIGHT OF THE SEPULCHER

SMITE GOOD



OF

(ANTIPALADIN)

Antipaladin Level - 3 =

Antipaladin Level

Caster Level

FOES PER DAY

Antipaladin Level

Misc

Foes Today

= (÷ 3) +

(Naar boven afgerond)

DETECT GOOD

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

ATTACK BONUS

Misc

+ = CHA +

DEFLECTION BONUS

Misc

+ PK = CHA +

UNHOLY RESILIENCE

Level 2

CHA

Bonus to all saving throws

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

Level 3

AURA OF COWARDICE

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

DAMAGE BONUS

Antipaladin Level

Misc

+ = +

GOOD DAMAGE BONUS

Antipaladin Level

Misc

+ = (× 2) +

PLAGUE BRINGER

Level 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

Level 4

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

USES PER DAY

Antipaladin Level

Misc

Uses Today

= (÷ 2) + CHA +

(Naar beneden afgerond)

ENERGY ROLL

Antipaladin Level

Misc

d6 = (÷ 2) +

(Naar boven afgerond)

HEALING HIT POINTS

Antipaladin Level

Misc

d6 = (÷ 2) +

(Naar beneden afgerond)

WILL SAVE DC

Antipaladin Level

= 10 + (÷ 2) + CHA

(Naar beneden afgerond)

CRUELITIES

Level 3

6

9

12

15

18

SPELLS

Spell Save DC	Spells per day	Basis Spreuken	Bonus Spells CHA
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<div></div>	2		<div></div> <div></div> <div></div> <div></div> <div></div>
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<div></div>	4		<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>

Spell Save DC = 10 + CHA + Spell Level

PREPARED SPELLS

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TOUCH OF THE CRYPT

Level	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.

TOUCH OF THE CRYPT

Level 5

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

FORTITUDE OF THE CRYPT

Level 8

Immune to poison.
Darkvision 60ft.

CLOAK OF THE CRYPT

Level 10

Immune to energy drain and harmful negative energy.

CRYPT LORD

Level 15

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

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.

SOUL OF THE CRYPT

Level 17

Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Level 14

Weapons evil-aligned for overcoming damage reduction.