

KNIGHT OF THE SEPULCHER

OF



(ANTIPALADIN)

Antipaladin Level - 3 =

Antipaladin Level

Уровень Заклинателя

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

Уровень

XAP

Бонус ко всем спасброскам

АУРА

Уровень

AURA OF COWARDICE

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

PLAGUE BRINGER

Уровень

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

CHANNEL NEGATIVE ENERGY

Уровень

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

БРОСОК ЭНЕРГИИ

Antipaladin Level

Прочее

$$\boxed{} \text{ d6} = \left(\div 2 \right) + \quad (\text{Округлять вверх})$$

ВОЛЯ КС СПАСА

Antipaladin Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{XAP} \quad (\text{Округлять к меньшему})$$

ЗАКЛИНАНИЯ

КС Спасброска от заклинания

Заклинаний в день

= Базовых заклинаний

Бонусных XAP

	1			
	2			
	3			
	4			

КС спаса от заклинания = 10 + XAP + Уровень заклинания

TOUCH OF THE CRYPT

Уровень

Saving Throw Bonus

Critical and Sneak Evasion

5

2

25%

10

50%

11

4

75%

15

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

Уровень

TOUCH OF THE CRYPT

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

5

Уровень

FORTITUDE OF THE CRYPT

Immune to poison. Darkvision 60ft.

8

Уровень

CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

10

CRYPT LORD

Уровень

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

15

Уровень

SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

17

WEAPONS OF SIN

Уровень

Weapons evil-aligned for overcoming damage reduction.

14

SMITE GOOD

ВРАГОВ В ДЕНЬ

Antipaladin Level

Прочее

Врагов Сегодня

$$\boxed{} = \left(\div 3 \right) + \quad (\text{Округлять вверх})$$

БОНУС АТАКИ

Прочее

$$\boxed{} + = \text{XAP} + $$

БОНУС ОТКЛОНЕНИЯ

Прочее

$$\boxed{} + \text{K3} = \text{XAP} + $$

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.

БОНУС УРОНА

Antipaladin Level

Прочее

$$\boxed{} + = + $$

GOOD DAMAGE BONUS

Antipaladin Level

Прочее

$$\boxed{} + = \left(\times 2 \right) + $$

TOUCH OF CORRUPTION

ИСПОЛЬЗОВАНИЙ В ДЕНЬ

Antipaladin Level

Прочее

Использовано сегодня

$$\boxed{} = \left(\div 2 \right) + \text{XAP} + \quad (\text{Округлять к меньшему})$$

Уровень

ЛЕЧЕНИЕ ОЧКИ ЗДОРОВЬЯ

Antipaladin Level

Прочее

$$\boxed{} \text{ d6} = \left(\div 2 \right) + \quad (\text{Округлять к меньшему})$$

CRUELITIES

Уровень

3

6

9

12

15

18

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

Уровень

1

Уровень

2

Уровень

3

Уровень

4

Уровень

5

Уровень

6

Уровень

7

Уровень

8

Уровень

9

Уровень

10

Уровень

11

Уровень

12

Уровень

13

Уровень

14

Уровень

15

Уровень

16

Уровень

17

Уровень

18

UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Уровень

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.