KNIC	SHT OF THE SEPULCHER	SMIT	TE GOOD
	OF Antipaladin	FOES Antipaladin PER DAY Level Mis	Foes
eddo ((ANTIPALADIN)	= (÷ 3) +	Today
Claoric.	Antipaladin Level - 3 = Caster Level	(Round up)	
	DETECT GOOD	ATTACK	DEFLECTION BONUS Misc
	ve action, detect good in one creature or item within 60ft.	IVIISC	IVIISC
Does no	ot detect any other good auras nearby.	+ = CHA +	+ AC = CHA +
Level	UNHOLY RESILIANCE	A successful strike with smite good	Smiting damage bonus applies double for the
2	CHA Bonus to all saving throws	bypasses damage reduction.	first successful strike against good-aligned outsiders, dragons, clerics and paladins.
Level	AURA AURA OF COWARDICE	DAMAGE BONUS Antipaladin Level Misc	GOOD DAMAGE BONUS Antipaladin Level Misc
3	Enemies within 10ft take -4 to saves against fear effects.	+ = +	+ = (× 2) +
×	PLAGUE BRINGER		
Level	Immune to the effects of all diseases including magic. Can still contract diseases and spread them to others.	USES Antipaladin	CORRUPTION
7	CHANNEL NEGATIVE ENERGY	PER DAY Level	Misc Uses Today
Level	Channelling negative energy uses up two of today's	= (÷ 2)+	- CHA +
4	uses of Touch of Corruption.	Level (Round down)	
ENERO ROLL	Antipaladin Level Misc	2 HEALING Antipaladin HIT POINTS Level	Misc
	d6 = (÷ 2) +	(+
WILL	(Round up)		·
SAVE I	Antipaladin DC Level	CRUELTIES	
	= 10 + (÷ 2) + CHA	Level	
	(Round down)	3	
Sn	SPELLS pell Spells Base Bonus Spells	6	
	e DC per day Spells CHA	9	
	1	12	
	3	15	
	4	18	
Spell S	Save DC = 10 + CHA + Spell Level		OFD ODELLO
` .	TOUCH OF THE CRYPT	PREPAR	RED SPELLS
	Saving Critical and Throw Sneak		1 000
Level 5	Bonus Evasion 2 25% Bonus to saving throws against		
10	50% mind-affecting effects,		
11	death effects and poisons.		2 000
15	75%		
Level	TOUCH OF THE CRYPT Harmed by positive energy and healed by negative energy		
5	(but still vulnerable to energy drain and enervation)		3
Level	FORTITUDE OF THE CRYPT Immune to poison.		000
8	Darkvision 60ft.		
Level	CLOAK OF THE CRYPT		4
10	Immune to energy drain and harmful negative energy.		
Level	CRYPT LORD Immune to death effects, sleep effects, paralysis and	UNDYING CHAMPION	
15	stunning. No longer sleeps. Immune to becoming fatigued or exhausted.	Level Becomes undead, acquires all undead traits. No longer has a Constitution score; use Charisma score calculating hit points, fortitude save and other abilities.	
Level	SOUL OF THE CRYPT Damage reduction 5/bludgeoning and good.	Immune to disease, but can still act as plague carrier.	
	WEAPONS OF SIN		
Level			
14	Weapons evil-aligned for overcoming damage reduction.		