

KNIGHT OF THE SEPULCHER

SMITE GOOD



OF

(ANTIPALADIN)

Poziom Antypaladyna - 3 = Poziom Czarującego

WROGOWIE NA DZIEŃ

Poziom Antypaladyna

Inne

Wrogowie Dzisiaj

= $\left(\frac{\text{Poziom Antypaladyna}}{3} \right) + \text{Inne}$

(Zaokrąglane w górę)

DETECT GOOD

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

ATAK PREMIA

Poziom Antypaladyna

Inne

ODBICIE PREMIA

Poziom Antypaladyna

Inne

+

 = **CHA** +

+

KP

 = **CHA** +

UNHOLY RESILIENCE

Poziom 2

CHA

Premia do wszystkich rz. obr.

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

Poziom AURA OF COWARDICE

3

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

OBRAŻENIA PREMIA

Poziom Antypaladyna

Inne

GOOD DAMAGE BONUS

Poziom Antypaladyna

Inne

+

 = +

+

 = $\left(\frac{\text{Poziom Antypaladyna}}{2} \right) \times 2 + \text{Inne}$

PLAGUE BRINGER

Poziom 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

Poziom 4

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

UŻYCIA NA DZIEŃ

Poziom Antypaladyna

Inne

Użycia Dzisiaj

= $\left(\frac{\text{Poziom Antypaladyna}}{2} \right) + \text{CHA} + \text{Inne}$

(Zaokrąglane w dół)

ENERGIA RZUT

Poziom Antypaladyna

Inne

k6 = $\left(\frac{\text{Poziom Antypaladyna}}{2} \right) + \text{Inne}$

(Zaokrąglane w górę)

LECZENIE PW

Poziom Antypaladyna

Inne

k6 = $\left(\frac{\text{Poziom Antypaladyna}}{2} \right) + \text{Inne}$

(Zaokrąglane w dół)

WOLA ST Rz. Obr

Poziom Antypaladyna

= 10 + $\left(\frac{\text{Poziom Antypaladyna}}{2} \right) + \text{CHA}$

(Zaokrąglane w dół)

CRUELITIES

Poziom 3
6
9
12
15
18

CZARY

ST Rzutu Obronnego	Czary Dziennie	=	Czary Bazowe	+ Czary Premiowe CHA
1				<div></div> <div></div> <div></div>
2				<div></div> <div></div> <div></div> <div></div> <div></div>
3				<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
4				<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>

TOUCH OF THE CRYPT

Poziom	Saving Throw Bonus	Critical and Sneak Evasion	
5	2	25%	Bonus to saving throws against mind-affecting effects, death effects and poisons.
10		50%	
11	4		
15		75%	

PRZYGOTOWANE CZARY

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<div></div> <div></div> <div></div>	<div></div> <div></div> <div></div>	2	<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>	<div></div> <div></div> <div></div>	3	<div></div> <div></div> <div></div>
<div></div> <div></div> <div></div>	<div></div> <div></div> <div></div>	4	<div></div> <div></div> <div></div>

TOUCH OF THE CRYPT

Poziom 5

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

FORTITUDE OF THE CRYPT

Poziom 8

Immune to poison. Darkvision 60ft.

CLOAK OF THE CRYPT

Poziom 10

Immune to energy drain and harmful negative energy.

CRYPT LORD

Poziom 15

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

UNDYING CHAMPION

Poziom 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

Poziom 17

Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Poziom 14

Weapons evil-aligned for overcoming damage reduction.