

KNIGHT OF THE SEPULCHER

DE



(ANTIPALADIN)

Nivel de Antipaladín - 3 =

Nivel de Antipaladín

Nivel de Lanzador

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

Nivel 2

CAR

Bonificador a todo Salvaciones

Aura

Nivel 3

AURA OF COWARDICE

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

PLAGUE BRINGER

Nivel 3

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

CHANNEL NEGATIVE ENERGY

Nivel 4

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

TIRADA DE ENERGÍA

$$\boxed{}_{d6} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc} \quad (\text{Redondear arriba})$$

CD SALV VOLUNTAD

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

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales CAR
1	1	1	0
2	2	2	0
3	3	3	0
4	4	4	0

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

TOUCH OF THE CRYPT

Nivel	Bonus Tiros Salv.	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
Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)

FORTITUDE OF THE CRYPT

Immune to poison. Darkvision 60ft.

CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

CRYPT LORD

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

SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Nivel 14

Weapons evil-aligned for overcoming damage reduction.

CASTOGAR EL BIEN

ENEMIGOS AL DÍA

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

Enemigos Hoy

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BONUS ATAQUE

$$+ \boxed{} = \text{CAR} + \text{Misc}$$

BONUS DESVÍO

$$+ \boxed{\text{CA}} = \text{CAR} + \text{Misc}$$

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.

BON DAÑO

$$+ \boxed{} = \text{Nivel de Antipaladín} + \text{Misc}$$

DAÑO BUENO BONUS

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

TOUCH OF CORRUPTION

USOS AL DÍA

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

Usos Hoy

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Nivel 2

CURACIÓN PUNTOS GOLPE

$$\boxed{}_{d6} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc} \quad (\text{Redondear abajo})$$

CRUELITIES

Nivel 3

6

9

12

15

18

CONJUROS PREPARADOS

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□□□	1	□□□
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□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
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□□□		□□□
□□□	4	□□□
□□□		□□□

UNDYING CHAMPION

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.