

KNIGHT OF THE SEPULCHER



DE  
(ANTIPALADIN)  
Antipaladin Level - 3 = Conjurador Nivel

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

Nível 2 CAR Bônus para todos os testes de resistência

AURA

Nível 3 AURA DE COVARDIA  
Enemies within 10ft take -4 to saves against fear effects.

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIA ROLAGEM  
Antipaladin Level Outros  
d6 = ( ) ÷ 2 + (Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA  
Antipaladin Level  
= 10 + ( ) ÷ 2 + CAR (Arredonda para Baixo)

MAGIAS

| Teste de Resistência CD | Magias por dia | Base Magia | Magia Bônus CAR |
|-------------------------|----------------|------------|-----------------|
| 1                       |                |            |                 |
| 2                       |                |            |                 |
| 3                       |                |            |                 |
| 4                       |                |            |                 |

Resistência a Magia CD = 10 + CAR + Nível da Magia

TOUCH OF THE CRYPT

| Nível | 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%                        |   |

Nível 5 TOUCH OF THE CRYPT  
Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)

Nível 8 FORTITUDE DA CRIPTA  
Immune to poison.  
Darkvision 60ft.

Nível 10 CLOAK OF THE CRYPT  
Immune to energy drain and harmful negative energy.

Nível 15 CRYPT LORD  
Immune to death effects, sleep effects, paralysis and stunning.  
No longer sleeps.  
Immune to becoming fatigued or exhausted.

Nível 17 SOUL OF THE CRYPT  
Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Nível 14 Weapons evil-aligned for overcoming damage reduction.

DESTRUIR O BEM

INIMIGO POR DIA  
Antipaladin Level Outros Inimigos hoje  
= ( ) ÷ 3 + (Arredonda para Cima)

ATAQUE BÔNUS  
Outros  
+ = CAR +

DEFLEXÃO BÔNUS  
Outros  
+ CA = CAR +

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.

DANO BÔNUS  
Antipaladin Level Outros  
+ = +

GOOD DAMAGE BONUS  
Antipaladin Level Outros  
+ = ( ) × 2 +

TOQUE DE CORRUPÇÃO

USOS POR DIA  
Antipaladin Level Outros Usado Hoje  
= ( ) ÷ 2 + CAR + (Arredonda para Baixo)

Nível 2 CURA PONTOS DE VIDA  
Antipaladin Level Outros  
d6 = ( ) ÷ 2 + (Arredonda para Baixo)

CRUELITIES

Nível 3  
6  
9  
12  
15  
18

MAGIAS PREPARADAS

|       |         |
|-------|---------|
| □ □ □ | □ □ □   |
| □ □ □ | 1 □ □ □ |
| □ □ □ | □ □ □   |
| □ □ □ | □ □ □   |
| □ □ □ | □ □ □   |
| □ □ □ | 2 □ □ □ |
| □ □ □ | □ □ □   |
| □ □ □ | □ □ □   |
| □ □ □ | 3 □ □ □ |
| □ □ □ | □ □ □   |
| □ □ □ | □ □ □   |
| □ □ □ | 4 □ □ □ |
| □ □ □ | □ □ □   |

UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.  
Nível 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.