

KNIGHT OF THE SEPULCHER

SMITE GOOD

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Antipaladin Niveau

(ANTIPALADIN)

Antipaladin Niveau - 3 = Niveau de Lancement de Sort

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

Niveau 2CHA Bonus sur tous les jets de sauvegarde

AURA

Niveau 3AURA OF COWARDICE Enemies within 10ft take -4 to saves against fear effects.

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

JET D'ÉNERGIE

Antipaladin Niveau Divers

d6 = () ÷ 2 + (arrondi au supérieur)

DD DE SAUVEGARDE DE VOLONTÉ

Antipaladin Niveau

= 10 + () ÷ 2 + CHA (arrondi à l'inférieur)

SORTS

Sort	DD sauvegarde	Sorts par jour	=	Base Sorts	+ Sorts supplémentaires CHA
	1				
	2				
	3				
	4				

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

TOUCH OF THE CRYPT

Niveau	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%	

TOUCH OF THE CRYPT

Niveau 5Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)

FORTITUDE OF THE CRYPT

Niveau 8Immune to poison. Darkvision 60ft.

CLOAK OF THE CRYPT

Niveau 10Immune to energy drain and harmful negative energy.

CRYPT LORD

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

SOUL OF THE CRYPT

Niveau 17Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Niveau 14Weapons evil-aligned for overcoming damage reduction.

ENNEMIS PAR JOUR

Antipaladin Niveau Divers

Ennemis Aujourd'hui

= () ÷ 3 + (arrondi au supérieur)

BONUS D'ATTAQUE

Divers

+ = CHA +

BONUS DE PARADE

Divers

+ CA = CHA +

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.

BONUS DE DÉGÂTS BONUS

Antipaladin Niveau Divers

+ = +

GOOD DAMAGE BONUS

Antipaladin Niveau Divers

+ = () × 2 +

TOUCH OF CORRUPTION

UTILISATIONS PAR JOUR

Antipaladin Niveau Divers

= () ÷ 2 + CHA +

(arrondi à l'inférieur)

Utilisations aujourd'hui

SOINS POINTS DE VIE

Antipaladin Niveau Divers

d6 = () ÷ 2 +

(arrondi à l'inférieur)

CRUELTIÉS

Niveau 3

6

9

12

15

18

SORTS PRÉPARÉS

1	
2	
3	
4	

UNDYING CHAMPION

Niveau 20Increase 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.