KNIGHT OF THE SEPULCHER

OF

(ANTIPALADIN)

DOBRY · PRAWORZĄDNY · CHAOTYCZNY · ZŁY

Poziom Antypaladyna

Poziom Antypaladyna − 3 = Poziom Czarującego

DETECT GOOD

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

UNHOLY RESILIANCE

Poziom 2 — CHA — Premia do wszystkich rz. obr.

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIA RZUT

k6 = (Poziom Antypaladyna ÷ 2) + Inne

(Zaokrąglane w górę)

WOLA ST Rz. Obr

= 10 + (Poziom Antypaladyna ÷ 2) + CHA

(Zaokrąglane w dół)

CZARY

ST Rzutu Obronnego		Czary Dziennie	= Czary Bazowe	+ Czary Premiowe CHA
	1			
	2			
	3			
	4			

ST Rz. Obr. = 10 + CHA + Poziom Czaru

TOUCH OF THE CRYPT

Poziom	Saving Throw Bonus	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.

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

Poziom 8 — **FORTITUDE OF THE CRYPT**
Immune to poison.
Darkvision 60ft.

Poziom 10 — **CLOAK OF THE CRYPT**
Immune to energy drain and harmful negative energy.

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

Poziom 17 — **SOUL OF THE CRYPT**
Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Poziom 14 — Weapons evil-aligned for overcoming damage reduction.

SMITE GOOD

WROGOWIE NA DZIEŃ

= (Poziom Antypaladyna ÷ 3) + Inne

(Zaokrąglane w górę)

Wrogowie Dzisiaj

ATAK PREMIA

+ = CHA + Inne

ODBICIE PREMIA

+ KP = CHA + Inne

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.

OBRAŻENIA PREMIA

+ = Poziom Antypaladyna + Inne

GOOD DAMAGE BONUS

+ = (Poziom Antypaladyna × 2) + Inne

TOUCH OF CORRUPTION

UŻYCIA NA DZIEŃ

= (Poziom Antypaladyna ÷ 2) + CHA + Inne

(Zaokrąglane w dół)

Użycia Dzisiaj

Poziom 2

LECZENIE PW

k6 = (Poziom Antypaladyna ÷ 2) + Inne

(Zaokrąglane w dół)

CRUELTIES

Poziom
3
6
9
12
15
18

PRZYGOTOWANE CZARY

	1	
	2	
	3	
	4	

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.