

KNIGHT OF THE SEPULCHER

DEL



(ANTIPALADIN)

Livello Antipaladino - 3 = Livello incantatore

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

Livello 2 **CAR** Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

TIRO ROLL

$\text{d6} = \left(\frac{\text{Livello Antipaladino}}{2} \right) + \text{Varie}$
(Arrotond.per eccesso)

VOLONTÀ CD SALVEZZA

$\text{CD Salvezza} = 10 + \left(\frac{\text{Livello Antipaladino}}{2} \right) + \text{CAR}$
(Arrotondato per difetto)

TOUCH OF THE CRYPT

Livello	Bonus Tiri Salvezza	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%	

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

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

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

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

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

WEAPONS OF SIN

Livello 14 Weapons evil-aligned for overcoming damage reduction.

INCANTESIMI

CD salvezza incantesimi	Incantesimi al giorno	Incantesimi Base	Inc. bonus CHA
1			□ □ □ □
2			□ □ □ □
3			□ □ □ □
4			□ □ □ □

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione $\text{CD} = \text{CAR} + \text{Livello incantatore}$

SMITE GOOD

NEMICI AL GIORNO

$\text{Nemici al giorno} = \left(\frac{\text{Livello Antipaladino}}{3} \right) + \text{Varie}$
(Arrotond.per eccesso)

Nemici oggi
□ □ □ □

ATTACCO BONUS

$\text{Attacco Bonus} = \text{CAR} + \text{Varie}$

DEVIAZIONE BONUS

$\text{Deviazione Bonus} = \text{CAR} + \text{Varie}$

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.

DANNI BONUS

$\text{Danni Bonus} = \left(\frac{\text{Livello Antipaladino}}{2} \right) + \text{Varie}$

GOOD DAMAGE BONUS

$\text{Good Damage Bonus} = \left(\frac{\text{Livello Antipaladino}}{2} \right) \times 2 + \text{Varie}$

TOUCH OF CORRUPTION

USI PER DAY

$\text{Usi per day} = \left(\frac{\text{Livello Antipaladino}}{2} \right) + \text{CAR} + \text{Varie}$
(Arrotondato per difetto)

Usi oggi

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Livello 2

GUARIRE HIT POINTS

$\text{Guarire Hit Points} = \left(\frac{\text{Livello Antipaladino}}{2} \right) + \text{Varie}$
(Arrotondato per difetto)

CRUELITIES

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Livello

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.