

KNIGHT OF THE SEPULCHER



OF
(ANTIPALADIN)
Antipaladin Level - 3 =

Antipaladin Level
Caster Level

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

Level 2 **CHA** Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGY ROLL
Antipaladin Level Misc
d6 = ($\frac{\text{Antipaladin Level}}{2}$) + (Round up)

WILL SAVE DC
Antipaladin Level
= 10 + ($\frac{\text{Antipaladin Level}}{2}$) + **CHA** (Round down)

TOUCH OF THE CRYPT

Level	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%	

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

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

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

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

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

WEAPONS OF SIN

Level 14 Weapons evil-aligned for overcoming damage reduction.

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
	1					□ □ □ □
	2					□ □ □ □
	3					□ □ □ □
	4					□ □ □ □

Spell Save DC = 10 + CHA + Spell Level

Concentration = **CHA** + Caster Level

SMITE GOOD

FOES PER DAY
Antipaladin Level Misc Foes Today
= ($\frac{\text{Antipaladin Level}}{3}$) + (Round up)

ATTACK BONUS
Misc
+ = **CHA** +

DEFLECTION BONUS
Misc
+ **AC** = **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.

DAMAGE BONUS
Antipaladin Level Misc
+ = +

GOOD DAMAGE BONUS
Antipaladin Level Misc
+ = ($\frac{\text{Antipaladin Level}}{2}$) × 2 +

TOUCH OF CORRUPTION

USES PER DAY
Antipaladin Level Misc Uses Today
= ($\frac{\text{Antipaladin Level}}{2}$) + **CHA** + (Round down)

Level 2 **HEALING HIT POINTS**
Antipaladin Level Misc
d6 = ($\frac{\text{Antipaladin Level}}{2}$) + (Round down)

CRUELITIES

Level 3

6

9

12

15

18

PREPARED SPELLS

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

UNDYING CHAMPION

Level 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.