

KNIGHT OF THE SEPULCHER

DE

(ANTIPALADIN) Nivel de Antipaladín - 3 = Nivel de Lanzador

Nivel de Antipaladín

Nivel de Lanzador

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

Nivel 2 CAR Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

TIRADA ROLL

Nivel de Antipaladín Misc

d6 = ($\div 2$) + (Redondear arriba)

CD SALV VOLUNTAD

Nivel de Antipaladín

= 10 + ($\div 2$) + CAR (Redondear abajo)

TOUCH OF THE CRYPT

Nivel	Bonus Tiros Salv.	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

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

FORTITUDE OF THE CRYPT

Nivel 8 Immune to poison. Darkvision 60ft.

CLOAK OF THE CRYPT

Nivel 10 Immune to energy drain and harmful negative energy.

CRYPT LORD

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

SOUL OF THE CRYPT

Nivel 17 Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Nivel 14 Weapons evil-aligned for overcoming damage reduction.

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuro Base	Conjuros Adicionales CAR
1			
2			
3			
4			

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

Concentración = CAR + Nivel de Lanzador

CASTOGAR EL BIEN

ENEMIGOS AL DÍA

Nivel de Antipaladín Misc

Enemigos Hoy

= ($\div 3$) +

(Redondear arriba)

BONUS BONUS

Nivel de Antipaladín Misc

+ = CAR +

BON BONUS

Nivel de Antipaladín Misc

+ 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.

BONUS BONUS

Nivel de Antipaladín Misc

+ = +

DAÑO BUENO BONUS

Nivel de Antipaladín Misc

+ = ($\times 2$) +

TOUCH OF CORRUPTION

USOS PER DAY

Nivel de Antipaladín Misc

Usos Hoy

= ($\div 2$) + CAR +

(Redondear abajo)

CURACIÓN PUNTOS GOLPE

Nivel de Antipaladín Misc

d6 = ($\div 2$) +

(Redondear abajo)

CRUELITIES

Nivel 3

6

9

12

15

18

CONJUROS PREPARADOS

Conjuro	Nivel	Conjuro
	1	
	2	
	3	
	4	

UNDYING CHAMPION

Nivel 20 Increases 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.