

# KNIGHT OF THE SEPULCHER

DE

(ANTIPALADIN)

Antipaladin Niveau - 3 = Niveau de Lanceur de Sort

Antipaladin Niveau

## 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

2

CHA

Bonus to all saving throws

## AURA

Niveau

3

AURA OF COWARDICE

Enemies within 10ft take -4 to saves against fear effects.

## PLAGUE BRINGER

Niveau

3

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

## CHANNEL NEGATIVE ENERGY

Niveau

4

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

ENERGY ROLL

Antipaladin Niveau

Divers

d6 = (  ÷ 2 ) +  (arrondi au supérieur)

WILL JET DE SAUVEGARDE

Antipaladin Niveau

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

## 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%	

Niveau

5

TOUCH OF THE CRYPT

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

Niveau

8

FORTITUDE OF THE CRYPT

Immune to poison. Darkvision 60ft.

Niveau

10

CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

Niveau

15

CRYPT LORD

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

Niveau

17

SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

## WEAPONS OF SIN

Niveau

14

Weapons evil-aligned for overcoming damage reduction.

## SORTS

Sort DD sauvegarde	Sorts par jour	Base Sorts	Sorts supplémentaires CHA
<div></div>	1	<div></div>	<div></div>
<div></div>	2	<div></div>	<div></div>
<div></div>	3	<div></div>	<div></div>
<div></div>	4	<div></div>	<div></div>

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

Concentration

= CHA +

Niveau de Lanceur de Sort

## SMITE GOOD

FOES PER DAY

Antipaladin Niveau

Divers

Ennemis Aujourd'hui

= (  ÷ 3 ) +  (arrondi au supérieur)

ATTACK BONUS

Divers

+  = CHA +

DEFLECTION BONUS

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.

DAMAGE 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)

Niveau

2

HEALING HIT POINTS

Antipaladin Niveau

Divers

d6 = (  ÷ 2 ) +  (arrondi à l'inférieur)

Utilisations aujourd'hui

## CRUELITIES

Niveau	3
6	
9	
12	
15	
18	

## SORTS PREPARES

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<div></div>	1 <div></div>
<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	2 <div></div>
<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	3 <div></div>
<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	4 <div></div>
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## UNDYING CHAMPION

Niveau

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.