

KNIGHT OF THE SEPULCHER

VON

(ANTIPALADIN)
Antipaladin Level - 3 = Zauberstufe

Antipaladin Level

RECHTSCHAFFEN
CHOTISCH

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

Stufe **2** **CH** Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIE WURF

Antipaladin Level Sonstiges
 $\text{W6} = \left(\frac{\text{Antipaladin Level}}{2} \right) + \text{Sonstiges}$
(aufrunden)

WILLEN RETTUNGS SG

Antipaladin Level **CH**
 $\text{W6} = 10 + \left(\frac{\text{Antipaladin Level}}{2} \right) + \text{CH}$
(abrunden)

TOUCH OF THE CRYPT

Stufe	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%	

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

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

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

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

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

WEAPONS OF SIN

Stufe **14** Weapons evil-aligned for overcoming damage reduction.

ZAUBER

Zauber Rettungs SG		Zauber pro Tag	= Grundzauber + Bonuszauber CHA
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Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration = **CH** + Zauberstufe

SMITE GOOD

GEGNER PRO TAG

Antipaladin Level Sonstiges
 $\text{Gegner Heute} = \left(\frac{\text{Antipaladin Level}}{3} \right) + \text{Sonstiges}$
(aufrunden)

Gegner Heute

ANGRIFF BONUS

Sonstiges
 $\text{+} = \text{CH} + \text{Sonstiges}$

ABLENKUNG BONUS

Sonstiges
 $\text{+ RK} = \text{CH} + \text{Sonstiges}$

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.

SCHADEN BONUS

Antipaladin Level Sonstiges
 $\text{+} = \text{Antipaladin Level} + \text{Sonstiges}$

GOOD DAMAGE BONUS

Antipaladin Level Sonstiges
 $\text{+} = \left(\frac{\text{Antipaladin Level}}{2} \right) + \text{Sonstiges}$

TOUCH OF CORRUPTION

EINSETZBAR PRO TAG

Antipaladin Level Sonstiges
 $\text{+} = \left(\frac{\text{Antipaladin Level}}{2} \right) + \text{CH} + \text{Sonstiges}$
(abrunden)

Stufe **2** **HEILT HIT POINTS**

Antipaladin Level Sonstiges
 $\text{W6} = \left(\frac{\text{Antipaladin Level}}{2} \right) + \text{Sonstiges}$
(abrunden)

Heute eingesetzt

CRUELITIES

Stufe **3**

6

9

12

15

18

VORBEREITETE ZAUBER

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UNDYING CHAMPION

Stufe **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.