KNIGHT OF THE SEPULCHER	CASTOGAR EL BIEN
DE Nivel de	ENEMIGOS Nivel de Enemigos AL DÍA Antipaladín Misc Hov
SEE GANTIPALADIN)	Hoy = (÷ 3) +
Nivel de Antipaladín - 3 = Nivel de Lanzador	(Redondear arriba)
DETECT GOOD	BONUS BONUS BONUS BONUS Misc BONUS Misc
As a move action, detect good in one creature or item within 60ft.	WIISC
Does not detect any other good auras nearby.	+ = CAR + + CA = CAR +
UNHOLY RESILIANCE	A
Nivel CAR Bonus to all saving throws	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.
AURA	BONUS Nivel de DAÑO BUENO Nivel de
Nivel AURA OF COWARDICE Enemies within 10ft take -4 to saves against fear effects.	BONUS Antipaladín Misc BONUS Antipaladín Misc + = + + = (× 2) +
PLAGUE BRINGER	
Nivel Immune to the effects of all diseases including magic.	TOUCH OF CORRUPTION
3 Can still contract diseases and spread them to others.	USOS Nivel de PER DAY Antipaladín Misc Usos Hoy
Nivel Changling and in the Cha	$= (\div_2) + CAR + \bigcirc$
4 uses of Touch of Corruption.	Nivel (Redondear abajo)
TIRADA DE Nivel de ENERGÍA Antipaladín Misc	2 CURACIÓN Nivel de
= (÷ 2) +	PUNTOS GOLPE Antipaladín Misc
d6 - (Redondear arriba)	d6 = (÷ 2) +
VOL Nivel de	(Redondear abajo)
SAVE DC Antipaladín	CRUELTIES
= 10 + (÷ 2) + CAR	Nivel 3
(Redondear abajo) TOUCH OF THE CRYPT	6
Bonus Critical and Tiros Sneak	
Nivel Salv. Evasion	9
5 2 25% Bonus to saving throws against mind-affecting effects,	12
death effects and poisons.	15
15 75%	
Nivel TOUCH OF THE CRYPT	18
Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)	CONJUROS PREPARADOS
(but still valificable to energy drain and enervation)	
Nivel FORTITUDE OF THE CRYPT Immune to poison. Parlariaira 60th	<u> </u>
Darkvision 60ft.	
Nivel CLOAK OF THE CRYPT 10 Immune to energy drain and harmful negative energy.	
CRYPT LORD	2 000
Nivel Immune to death effects, sleep effects, paralysis and	
stunning. No longer sleeps.	
Immune to becoming fatigued or exhausted.	
Nivel SOUL OF THE CRYPT	3
17 Damage reduction 5/bludgeoning and good.	
WEAPONS OF SIN Nivel	
Weapons evil-aligned for overcoming damage reduction.t	4 000
CONJUROS	
CD Salv Conjuros Conjuros Conjuros Adicionales	UNDYING CHAMPION
de Conjuros al Día Base CAR	Increase damage reduction to 10/bludgeoning and good.
1 - 7777	Nivel Becomes undead, acquires all undead traits. No longer has a Constitution score; use Charisma score for calculating hit points, fortitude save and other abilities.
2	Immune to disease, but can still act as plague carrier.
3 0000	
4 6666	
CD Salv Conjuro = 10 + CAR + Nivel Conjuro Nivel de	
Concentración = CAR + Nivel de Lanzado	