

# KNIGHT OF THE SEPULCHER



VON

(ANTIPALADIN)

Antipaladin Level - 3 = Zauberstufe

Antipaladin 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

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

$$\boxed{\phantom{000}}_{W6} = \left( \frac{\phantom{000}}{2} \right) + \phantom{000} \text{ (aufrunden)}$$

**WILLEN RETTUNGS SG**

Antipaladin Level

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{2} \right) + \text{CH} \text{ (abrunden)}$$

## TOUCH OF THE CRYPT

Stufe	Saving Throw Bonus	Critical and Sneak Evasion	
5	2	25%	
10		50%	Bonus to saving throws against mind-affecting effects, death effects and poisons.
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
1			
2			
3			
4			

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration  $\boxed{\phantom{000}} = \text{CH} + \phantom{000}$  Zauberstufe

## SMITE GOOD

**GEGNER PRO TAG**

Antipaladin Level

Sonstiges

Gegner Heute

$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{3} \right) + \phantom{000} \text{ (aufrunden)}$$

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**ANGRIFF BONUS**

Sonstiges

$$+ \boxed{\phantom{000}} = \text{CH} + \phantom{000}$$

**ABLENKUNG BONUS**

Sonstiges

$$+ \text{RK} \boxed{\phantom{000}} = \text{CH} + \phantom{000}$$

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

$$+ \boxed{\phantom{000}} = \phantom{000} + \phantom{000}$$

**GOOD DAMAGE BONUS**

Antipaladin Level

Sonstiges

$$+ \boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## TOUCH OF CORRUPTION

**EINSETZBAR PRO TAG**

Antipaladin Level

Sonstiges

Heute eingesetzt

$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{2} \right) + \text{CH} + \phantom{000} \text{ (abrunden)}$$

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Stufe 2

**HEILT HIT POINTS**

Antipaladin Level

Sonstiges

$$\boxed{\phantom{000}}_{W6} = \left( \frac{\phantom{000}}{2} \right) + \phantom{000} \text{ (abrunden)}$$

## 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.