KNIGHT OF THE SEPULCHER

OF

(ANTIPALADIN)

Antipaladin Level - 3 = Caster Level

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 RESILIANCE

Level **2** — CHA — Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGY ROLL = (Antipaladin Level ÷ 2) + Misc d6

(Round up)

WILL SAVE DC = 10 + (Antipaladin Level ÷ 2) + CHA

(Round down)

TOUCH OF THE CRYPT

Level	Saving Throw Bonus	Critical and Sneak Evasion
5	2	25%
10		50%
11	4	
15		75%

Bonus to saving throws against mind-affecting effects, death effects and poisons.

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

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

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

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

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

WEAPONS OF SIN

Level **14** — Weapons evil-aligned for overcoming damage reduction.t

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells CHA
	1			☐☐☐☐
	2			☐☐☐☐
	3			☐☐☐☐
	4			☐☐☐☐

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

SMITE GOOD

FOES PER DAY = (Antipaladin Level ÷ 3) + Misc

(Round up)

Foes Today ☐☐☐ ☐☐☐

ATTACK BONUS + = CHA + Misc

DEFLECTION BONUS + AC = CHA + Misc

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 Level + Misc

GOOD DAMAGE BONUS + = (Antipaladin Level × 2) + Misc

TOUCH OF CORRUPTION

Level **2**

USES PER DAY = (Antipaladin Level ÷ 2) + CHA + Misc

(Round down)

Uses Today ☐☐☐☐☐ ☐☐☐☐☐

HEALING HIT POINTS d6 = (Antipaladin Level ÷ 2) + Misc

(Round down)

CRUELTIES

Level **3**

6

9

12

15

18

PREPARED SPELLS

☐☐☐	1	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	2	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	3	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	4	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐

UNDYING CHAMPION

Level **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.