

KNIGHT OF THE SEPULCHER



OF
(ANTIPALADIN)
Antipaladin Level - 3 = Conjurador Nivel

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

Nível **2** **CAR** Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIA ROLAGEM

Antipaladin Level Outros
 $\boxed{} \text{ d6} = \left(\frac{}{} \div 2 \right) + $
(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Antipaladin Level
 $\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CAR}$
(Arredonda para Baixo)

TOUCH OF THE CRYPT

| Nível | 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% | |

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

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

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

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

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

WEAPONS OF SIN

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

MAGIAS

| Teste de Resistência CD | Magias por dia | Base Magia | Bonus Spells CHA |
|-------------------------|----------------|----------------------|----------------------|
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Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração $\boxed{} = \text{CAR} + \text{Conjurador Nivel}$

SMITE GOOD

FOES PER DAY

Antipaladin Level Outros
 $\boxed{} = \left(\frac{}{} \div 3 \right) + $
(Arredonda para Cima)

Foes Today
☐☐
☐☐

ATTACK BONUS

Outros
 $+ \boxed{} = \text{CAR} + $

DEFLECTION BONUS

Outros
 $+ \text{CA} = \text{CAR} + $

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 Outros
 $+ \boxed{} = + $

GOOD DAMAGE BONUS

Antipaladin Level Outros
 $+ \boxed{} = \left(\times 2 \right) + $

TOUCH OF CORRUPTION

USOS PER DAY

Antipaladin Level Outros
 $\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CAR} + $
(Arredonda para Baixo)

Hoje
☐☐☐
☐☐☐
☐☐☐

Nível **2**

HEALING HIT POINTS

Antipaladin Level Outros
 $\boxed{} \text{ d6} = \left(\frac{}{} \div 2 \right) + $
(Arredonda para Baixo)

CRUELITIES

Nível **3**

6

9

12

15

18

MAGIAS PREPARADAS

| | |
|--|---|
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UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Nível **20**

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.