

KNIGHT OF THE SEPULCHER

DEL



(ANTIPALADIN)

Livello Antipaladino - 3 = Livello incantatore

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

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

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

TIRO ROLL

Livello Antipaladino Altro
d6 = ($\div 2$) + (per eccesso)

VOLONTÀ CD SALVEZZA

Livello Antipaladino
= 10 + ($\div 2$) + **CAR** (Arrotondato per difetto)

TOUCH OF THE CRYPT

Livello	Bonus Tiri Salvezza	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%	

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

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

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

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

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

WEAPONS OF SIN

Livello 14 Weapons evil-aligned for overcoming damage reduction.

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
	1					□ □ □ □
	2					□ □ □ □
	3					□ □ □ □
	4					□ □ □ □

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione = **CAR** + Livello incantatore

SMITE GOOD

NEMICI AL GIORNO

Livello Antipaladino Altro
= ($\div 3$) + (per eccesso)

Nemici oggi

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ATTACCO BONUS

Altro
+ = **CAR** +

DEVIAZIONE BONUS

Altro
+ **CA** = **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.

DANNI BONUS

Livello Antipaladino Altro
+ = +

GOOD DAMAGE BONUS

Livello Antipaladino Altro
+ = ($\times 2$) +

TOUCH OF CORRUPTION

USI PER DAY

Livello Antipaladino Altro
= ($\div 2$) + **CAR** + (Arrotondato per difetto)

Usi oggi

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Livello 2

GUARIRE HIT POINTS

Livello Antipaladino Altro
d6 = ($\div 2$) + (Arrotondato per difetto)

CRUELITIES

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Livello 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.