

KNIGHT OF THE SEPULCHER

DE



(ANTIPALADIN)

Nivel de Antipaladín - 3 =

Nivel de Antipaladín
Nivel de Lanzador

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

Nivel 2

CAR

Bonus to all saving throws

AURA

Nivel 3

AURA OF COWARDICE

Enemies within 10ft take -4 to saves against fear effects.

PLAGUE BRINGER

Nivel 3

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

CHANNEL NEGATIVE ENERGY

Nivel 4

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

TIRADA ROLL

$$\boxed{}_{d6} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$$

(Redondear hacia arriba)

CD SALV VOLUNTAD

$$\boxed{} = 10 + \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{CAR}$$

(Redondear hacia abajo)

TOUCH OF THE CRYPT

Nivel	Bonus Tiros Salv.	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%	

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

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

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

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

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

WEAPONS OF SIN

Nivel 14 Weapons evil-aligned for overcoming damage reduction.

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuro Base	Conjuros Adicionales CAR
1	1		□□□□
2	2		□□□□
3	3		□□□□
4	4		□□□□

CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro

Concentración $\boxed{} = \text{CAR} + \text{Nivel de Lanzador}$

CASTOGAR EL BIEN

ENEMIGOS AL DÍA

$$\boxed{} = \left(\frac{\text{Nivel de Antipaladín}}{3} \right) + \text{Misc}$$

(Redondear hacia arriba)

Enemigos Hoy
□□
□□

BONUS BONUS

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

BONUS BONUS

$$+ \text{CA} \boxed{} = \text{CAR} + \text{Misc}$$

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.

BONUS BONUS

$$+ \boxed{} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$$

DAÑO BUENO BONUS

$$+ \boxed{} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) \times 2 + \text{Misc}$$

TOUCH OF CORRUPTION

USOS PER DAY

$$\boxed{} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{CAR} + \text{Misc}$$

(Redondear hacia abajo)

Usos Hoy

□□□ □□□
□□□ □□□
□□□ □□□

Nivel 2

CURACIÓN PUNTOS GOLPE

$$\boxed{}_{d6} = \left(\frac{\text{Nivel de Antipaladín}}{2} \right) + \text{Misc}$$

(Redondear hacia abajo)

CRUELITIES

Nivel 3

6

9

12

15

18

CONJUROS PREPARADOS

□□□		□□□
□□□	1	□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□

UNDYING CHAMPION

Nivel 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.