

KNIGHT OF THE SEPULCHER



OF
(ANTIPALADIN)
Antipaladin
Level - 3 =

Antipaladin
Level
Caster
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

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
 d6 = $\left(\frac{\text{Antipaladin Level}}{2} \right) + \text{Misc}$
(Round up)

WILL SAVE DC
 = $10 + \left(\frac{\text{Antipaladin Level}}{2} \right) + \text{CHA}$
(Round down)

TOUCH OF THE CRYPT

Level	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%	

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.

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
<input type="text"/>	1	<input type="text"/>		<input type="text"/>	+	<input type="text"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>	+	<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>	+	<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>	+	<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration = **CHA** + Caster Level

SMITE GOOD

FOES PER DAY
 = $\left(\frac{\text{Antipaladin Level}}{3} \right) + \text{Misc}$
(Round up)

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
 = $\frac{\text{Antipaladin Level}}{2} + \text{Misc}$

GOOD DAMAGE BONUS
 = $\left(\frac{\text{Antipaladin Level}}{2} \right) \times 2 + \text{Misc}$

TOUCH OF CORRUPTION

USES PER DAY
 = $\left(\frac{\text{Antipaladin Level}}{2} \right) + \text{CHA} + \text{Misc}$
(Round down)

Level **2** **HEALING HIT POINTS**
 d6 = $\left(\frac{\text{Antipaladin Level}}{2} \right) + \text{Misc}$
(Round down)

CRUELITIES

Level **3**

6

9

12

15

18

PREPARED SPELLS

<input type="text"/>	<input type="text"/>
<input type="text"/>	1 <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	2 <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	3 <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	4 <input type="text"/>
<input type="text"/>	<input type="text"/>
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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.