

# KNIGHT OF THE SEPULCHER

OF



## (ANTIPALADIN)

Antipaladin Level - 3 = Уровень Заклинателя

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 RESILIENCE

Уровень

CHA

Bonus to all saving throws

## AURA

Уровень AURA OF COWARDICE

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

## PLAGUE BRINGER

Уровень Immune to the effects of all diseases including magic.

3 Can still contract diseases and spread them to others.

## CHANNEL NEGATIVE ENERGY

Уровень

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

ENERGY ROLL

Antipaladin Level

Прочее

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00} \quad (\text{Округлять вверх})$$

WILL SAVE DC

Antipaladin Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA} \quad (\text{Округлять к меньшему})$$

## TOUCH OF THE CRYPT

Уровень 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.

Уровень TOUCH OF THE CRYPT

5 Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)

Уровень FORTITUDE OF THE CRYPT

8 Immune to poison. Darkvision 60ft.

Уровень CLOAK OF THE CRYPT

10 Immune to energy drain and harmful negative energy.

## CRYPT LORD

Уровень Immune to death effects, sleep effects, paralysis and stunning.

15 No longer sleeps. Immune to becoming fatigued or exhausted.

Уровень SOUL OF THE CRYPT

17 Damage reduction 5/bludgeoning and good.

## WEAPONS OF SIN

Уровень

14 Weapons evil-aligned for overcoming damage reduction.

## Заклинания

КС спасброска	Заклинаний в день	Базовых заклинаний	Bonus Spells CHA
1			□□□□
2			□□□□
3			□□□□
4			□□□□

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация

$$\boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

Уровень Заклинателя

## SMITE GOOD

FOES PER DAY

Antipaladin Level

Прочее

Foes Today

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00} \quad (\text{Округлять вверх})$$

ATTACK BONUS

Прочее

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

DEFLECTION BONUS

Прочее

$$+ \text{K3} = \text{CHA} + \phantom{00}$$

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

Прочее

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

GOOD DAMAGE BONUS

Antipaladin Level

Прочее

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## TOUCH OF CORRUPTION

USES PER DAY

Antipaladin Level

Прочее

Использовано сегодня

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA} + \phantom{00} \quad (\text{Округлять к меньшему})$$

Уровень

2

HEALING HIT POINTS

Antipaladin Level

Прочее

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00} \quad (\text{Округлять к меньшему})$$

## CRUELITIES

Уровень

3

6

9

12

15

18

## ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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

## UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Уровень 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.