KNIGHT OF THE SEPULCHER	CASTOGAR EL BIEN
Nivel de Antipaladín Nivel de Antipaladín Antipaladín Antipaladín Nivel de Lanzador	ENEMIGOS AL DÍA AL DÍA (Redondear arriba)
DETECT GOOD As a move action, detect good in one creature or item within 60ft. Does not detect any other good auras nearby. UNHOLY RESILIANCE	BONUS ATAQUE Misc BONUS DEFLECCIÓN Misc + CA = CAR +
Nivel CAR Bonificador a todo Salvaciones	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.
Nivel AURA OF COWARDICE 3 Enemies within 10ft take -4 to saves against fear effects. PLAGUE BRINGER	BON DAÑO Nivel de Antipaladín Misc + = +
Nivel Immune to the effects of all diseases including magic. Can still contract diseases and spread them to others. CHANNEL NEGATIVE ENERGY Nivel Channelling negative energy uses up two of today's uses of Touch of Corruption. TIRADA ENERGÍA Nivel de Antipaladín Misc d6 (Redondear arriba)	Nivel CURACIÓN PUNTOS GOLPE d6 GRedondear abajo) TOUCH OF CORRUPTION Misc Usos Hoy Misc Wisc Misc Wisc Wisc Misc Wisc Wisc
VOLUNTAD = 10 + (Antipaladín (Redondear abajo)	CRUELTIES Nivel 3
Bonus Critical and Tiros Sneak Nivel Salv. Evasion 5 2 25% Bonus to saving throws against mind-affecting effects,	6 9 12
death effects and poisons. 11 4 15 75%	15 18
Nivel TOUCH OF THE CRYPT Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)	CONJUROS PREPARADOS
Nivel FORTITUDE OF THE CRYPT Immune to poison. Darkvision 60ft.	1 000 000
Nivel CLOAK OF THE CRYPT Immune to energy drain and harmful negative energy. CRYPT LORD Immune to death effects, sleep effects, paralysis and stunning. No longer sleeps. Immune to becoming fatiqued or exhausted.	2 000 000 000
Nivel SOUL OF THE CRYPT 17 Damage reduction 5/bludgeoning and good. WEAPONS OF SIN	3 000
Nivel 14 Weapons evil-aligned for overcoming damage reduction.t CONJUROS	4 000
CD Salv de Conjuros al Día = ConjuroSonjuros Adicionales CAR 1 2 3 4 CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro	Increase damage reduction to 10/bludgeoning and good. Nivel 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.
Concentración = CAR + Nivel de Lanzador	