

KNIGHT OF THE SEPULCHER

OF



(ANTIPALADIN)

Poziom Antypaladyna - 3 = Poziom Czarującego

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

Poziom 2 **CHA** Premia do wszystkich rz. obr.

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIA RZUT

Poziom Antypaladyna Inne
k6 = ($\div 2$) + (Zaokrąglane w górę)

WOLA ST Rz. Obr

Poziom Antypaladyna Inne
= 10 + ($\div 2$) + **CHA** (Zaokrąglane w dół)

TOUCH OF THE CRYPT

Poziom	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%	

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

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

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

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

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

WEAPONS OF SIN

Poziom 14 Weapons evil-aligned for overcoming damage reduction.

CZARY

ST Rzutu Obronno	Czary Dziennie	Czary Bazowe	Premiowe Czary CHA
1			
2			
3			
4			

ST Rz. Obr. = 10 + CHA + Poziom CZaru

Koncentracja = **CHA** + Poziom Czarującego

SMITE GOOD

WROGOWIE NA DZIEŃ

Poziom Antypaladyna Inne
= ($\div 3$) + (Zaokrąglane w górę)

Wrogowie Dzisiaj

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ATAK PREMIA

Inne
+ = **CHA** +

ODBICIE PREMIA

Inne
+ **KP** = **CHA** +

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.

OBRAŻENIA PREMIA

Poziom Antypaladyna Inne
+ = +

GOOD DAMAGE BONUS

Poziom Antypaladyna Inne
+ = ($\times 2$) +

TOUCH OF CORRUPTION

UŻYCIA NA DZIEŃ

Poziom Antypaladyna Inne
= ($\div 2$) + **CHA** + (Zaokrąglane w dół)

Użycia Dzisiaj

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Poziom 2

LECZENIE PW

Poziom Antypaladyna Inne
k6 = ($\div 2$) + (Zaokrąglane w dół)

CRUELITIES

Poziom

3

6

9

12

15

18

PRZYGOTOWANE CZARY

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UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Poziom

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.