

KNIGHT OF THE SEPULCHER

DEL



(ANTIPALADIN)
Livello Antipaladino
Livello Antipaladino - 3 = Livello incantatore

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

Livello **2** Bonus a tutti i tiri salvezza

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

TIRO ENERGIA

Livello Antipaladino
 $\text{d6} = \left(\frac{\text{Antipaladino}}{2} \right) + \text{Varie}$
(per eccesso)

VOLONTÀ CD SALVEZZA

Livello Antipaladino
 $\text{CD} = 10 + \left(\frac{\text{Antipaladino}}{2} \right) + \text{CAR}$
(per difetto)

TOUCH OF THE CRYPT

Livello	Bonus Tiri Salvezza	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%	

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

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

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

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

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

WEAPONS OF SIN

Livello **14** Weapons evil-aligned for overcoming damage reduction.

INCANTESIMI

CD salvezza incantesimi	Incantesimi al giorno	Incantesimi Base	Inc. bonus CAR
	1		
	2		
	3		
	4		

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione $\text{CD} = \text{CAR} + \text{Livello incantatore}$

SMITE GOOD

NEMICI AL GIORNO

Livello Antipaladino
 $\text{Nemici} = \left(\frac{\text{Antipaladino}}{3} \right) + \text{Varie}$
(per eccesso)

Nemici oggi
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ATTACCO BONUS

Varie
 $\text{Attacco} = \text{CAR} + \text{Varie}$

DEVIAZIONE BONUS

Varie
 $\text{Deviazione} = \text{CAR} + \text{Varie}$

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.

DANNI BONUS

Livello Antipaladino
 $\text{Danni} = \left(\frac{\text{Antipaladino}}{2} \right) + \text{Varie}$
(per difetto)

GOOD DAMAGE BONUS

Livello Antipaladino
 $\text{Good Damage} = \left(\frac{\text{Antipaladino}}{2} \right) \times 2 + \text{Varie}$

TOUCH OF CORRUPTION

USI AL GIORNO

Livello Antipaladino
 $\text{Usi} = \left(\frac{\text{Antipaladino}}{2} \right) + \text{CAR} + \text{Varie}$
(per difetto)

Usi giornalieri
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Livello **2**

GUARIRE PUNTI FERITA

Livello Antipaladino
 $\text{Guarire} = \left(\frac{\text{Antipaladino}}{2} \right) + \text{Varie}$
(per difetto)

CRUELITIES

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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□□□	2	□□□
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□□□	3	□□□
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□□□	4	□□□
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UNDYING CHAMPION

Livello **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.