

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 **CHA** Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIA RZUT

Poziom Antypaladyna Inne
k6 = $\left(\frac{\text{Antypaladyna}}{2} \right) +$ (Zaokrąglane w górę)

WOLA SAVE DC

Poziom Antypaladyna Inne
= 10 + $\left(\frac{\text{Antypaladyna}}{2} \right) + \text{CHA}$ (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 na dzień	= Czary Bazowe + Premiowe Czary CHA	
	1			□ □ □ □
	2			□ □ □ □
	3			□ □ □ □
	4			□ □ □ □

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

Koncentracja = $\text{CHA} +$ Poziom Czarującego

SMITE GOOD

WROGOWIE NA DZIEŃ

Poziom Antypaladyna Inne
= $\left(\frac{\text{Antypaladyna}}{3} \right) +$ (Zaokrąglane w górę)

Wrogowie Dzisiaj
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ATAK BONUS

Inne
+ = $\text{CHA} +$

ODBICIE BONUS

Inne
+ **KP** = $\text{CHA} +$

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
+ = $\left(\frac{\text{Antypaladyna}}{2} \right) \times 2 +$

TOUCH OF CORRUPTION

UŻYCIA NA DZIEŃ

Poziom Antypaladyna Inne
= $\left(\frac{\text{Antypaladyna}}{2} \right) + \text{CHA} +$ (Zaokrąglane w dół)

Użycia Dzisiaj
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Poziom **2**

LECZENIE PW

Poziom Antypaladyna Inne
k6 = $\left(\frac{\text{Antypaladyna}}{2} \right) +$ (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.