

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

## VOLONTÀ CD SALVEZZA

Livello Antipaladino  
= 10 +  $\left( \frac{\text{Livello Antipaladino}}{2} \right) + \text{CAR}$  (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 TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. bonus CAR
	1					
	2					
	3					
	4					

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione = **CAR** + Livello Incantatore

## SMITE GOOD

### NEMICI AL GIORNO

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

Nemici oggi  
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### ATTACCO BONUS

+ = **CAR** +

### DEVIAZIONE BONUS

+ **CA** = **CAR** +

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  
+ = +

### GOOD DAMAGE BONUS

Livello Antipaladino  
+ =  $\left( \frac{\text{Livello Antipaladino}}{2} \right) +$

## TOUCH OF CORRUPTION

### USI AL GIORNO

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

Usati oggi

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Livello 2

### GUARIRE PUNTI FERITA

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

## CRUELITIES

Livello

3

6

9

12

15

18

## INCANTESIMI PREPARATI

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## UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Livello

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.