

# KNIGHT OF THE SEPULCHER



DE

(ANTIPALADIN)  
Antipaladin Niveau - 3 = Niveau de Lanceur de Sort

## 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

Niveau 2 **CHA** Bonus to all saving throws

## AURA

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

## PLAGUE BRINGER

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

## CHANNEL NEGATIVE ENERGY

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

## ENERGIE JET

Antipaladin Niveau Divers

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{2} \right) + \phantom{00} \quad (\text{arrondi au supérieur})$$

## VOLONTE SAVE DC

Antipaladin Niveau

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{2} \right) + \text{CHA} \quad (\text{arrondi à l'inférieur})$$

## TOUCH OF THE CRYPT

Niveau	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%	

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

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

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

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

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

## WEAPONS OF SIN

Niveau 14 Weapons evil-aligned for overcoming damage reduction.

## SORTS

Sort DD sauvegarde	Sorts par jour	Base Sorts	Sorts supplémentaires CHA
1			□ □ □ □
2			□ □ □ □
3			□ □ □ □
4			□ □ □ □

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration  $\boxed{\phantom{00}} = \text{CHA} + \text{Niveau de Lanceur de Sort}$

## SMITE GOOD

### ENNEMIS PAR JOUR

Antipaladin Niveau Divers

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{3} \right) + \phantom{00} \quad (\text{arrondi au supérieur})$$

Ennemis Aujourd'hui □ □ □ □ □ □

### ATTAQUE BONUS

Divers

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

### DEFLECTION BONUS

Divers

$$+ \text{CA} = \text{CHA} + \phantom{00}$$

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.

### DOMMAGES BONUS

Antipaladin Niveau Divers

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

### GOOD DAMAGE BONUS

Antipaladin Niveau Divers

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## TOUCH OF CORRUPTION

### UTILISATIONS PAR JOUR

Antipaladin Niveau Divers

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{2} \right) + \text{CHA} + \phantom{00} \quad (\text{arrondi à l'inférieur})$$

Utilisations aujourd'hui

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### SOINS HIT POINTS

Antipaladin Niveau Divers

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{2} \right) + \phantom{00} \quad (\text{arrondi à l'inférieur})$$

## CRUELITIES

Niveau

3

6

9

12

15

18

## SORTS PREPARES

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## UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Niveau

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.