

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

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

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

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

Poziom 17 **SOUL OF THE CRYPT**  
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.