

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 sur tous les jets de sauvegarde

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{} \text{ d6} = \left(\frac{}{} \div 2 \right) + $
(arrondi au supérieur)

VOLONTE SAVE DC

Antipaladin Niveau

$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$
(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
<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>

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

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

SMITE GOOD

ENNEMIS PAR JOUR

Antipaladin Niveau Divers

$\boxed{} = \left(\frac{}{} \div 3 \right) + $
(arrondi au supérieur)

Ennemis Aujourd'hui ☐☐☐

ATTAQUE BONUS

Divers

$\boxed{} + \text{CHA} + $

DEFLECTION BONUS

Divers

$\boxed{} + \text{CA} = \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.

DOMMAGES BONUS

Antipaladin Niveau Divers

$\boxed{} = + $

GOOD DAMAGE BONUS

Antipaladin Niveau Divers

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

TOUCH OF CORRUPTION

UTILISATIONS PAR JOUR

Antipaladin Niveau Divers

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

Utilisations aujourd'hui ☐☐☐☐☐☐

Niveau 2

SOINS POINTS DE VIE

Antipaladin Niveau Divers

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

CRUELITIES

Niveau

3

6

9

12

15

18

SORTS PREPARES

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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.