

KNIGHT OF THE SEPULCHER



OF

(ANTIPALADIN)

Antipaladin Level - 3 = Conjurador Nivel

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

Nível **2** **CAR** Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGIA ROLAGEM

Antipaladin Level Outros

$\boxed{}_{d6} = \left(\frac{}{2} \right) + $
(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Antipaladin Level

$\boxed{} = 10 + \left(\frac{}{2} \right) + \text{CAR}$
(Arredonda para Baixo)

TOUCH OF THE CRYPT

Nível	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%	

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

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

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

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

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

WEAPONS OF SIN

Nível **14** Weapons evil-aligned for overcoming damage reduction.

MAGIAS

Teste de Resistência CD	Magias por dia	Base Magia	Bonus Spells CHA
<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração $\boxed{} = \text{CAR} + $ Conjurador Nivel

SMITE GOOD

FOES PER DAY

Antipaladin Level Outros

$\boxed{} = \left(\frac{}{3} \right) + $
(Arredonda para Cima)

Foes Today

☐☐
☐☐

ATTACK BONUS

Outros

$+ \boxed{} = \text{CAR} + $

DEFLECTION BONUS

Outros

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

DAMAGE BONUS

Antipaladin Level Outros

$+ \boxed{} = + $

GOOD DAMAGE BONUS

Antipaladin Level Outros

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

TOUCH OF CORRUPTION

USOS POR DIA

Antipaladin Level Outros

$\boxed{} = \left(\frac{}{2} \right) + \text{CAR} + $
(Arredonda para Baixo)

Hoje

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HEALING HIT POINTS

Antipaladin Level Outros

$\boxed{}_{d6} = \left(\frac{}{2} \right) + $
(Arredonda para Baixo)

CRUELITIES

Nível

3

6

9

12

15

18

MAGIAS PREPARADAS

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UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Nível

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.