

KNIGHT OF THE SEPULCHER



DER DOMÄNE

(ANTIPALADIN)

Antipaladin Level - 3 =

Antipaladin Level

Zauberstufe

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

Stufe

2

CH

Bonus auf alle Rettungswürfe

AURA

Stufe

3

AURA OF COWARDICE

Enemies within 10ft take -4 to saves against fear effects.

PLAGUE BRINGER

Stufe

3

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

CHANNEL NEGATIVE ENERGY

Stufe

4

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

ENERGIE WURF

Antipaladin Level

Sonst.

$$\boxed{}_{W6} = \left(\frac{}{\div 2} \right) + \quad (\text{aufrunden})$$

WIL SAVE DC

Antipaladin Level

$$\boxed{} = 10 + \left(\frac{}{\div 2} \right) + \text{CH} \quad (\text{abrunden})$$

TOUCH OF THE CRYPT

Stufe

5

Saving Throw Bonus

2

Critical and Sneak Evasion

25%

10

50%

Bonus to saving throws against mind-affecting effects, death effects and poisons.

11

4

15

75%

Stufe

5

TOUCH OF THE CRYPT

Harmed by positive energy and healed by negative energy (but still vulnerable to energy drain and enervation)

Stufe

8

FORTITUDE OF THE CRYPT

Immune to poison. Darkvision 60ft.

Stufe

10

CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

CRYPT LORD

Stufe

15

Immune to death effects, sleep effects, paralysis and stunning.

No longer sleeps.

Immune to becoming fatigued or exhausted.

Stufe

17

SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

WEAPONS OF SIN

Stufe

14

Weapons evil-aligned for overcoming damage reduction.

ZAUBER

RW gegen Zauber

Zauber pro Tag

=

Grundzauber

+

Bonuszauber CHA

	1			
	2			
	3			
	4			

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

$\boxed{}$

= CH

+

Zauberstufe

SMITE GOOD

GEGNER PRO TAG

Antipaladin Level

Sonst.

Gegner Heute

$\boxed{} \boxed{} \boxed{}$

$$\boxed{} = \left(\frac{}{\div 3} \right) + \quad (\text{aufrunden})$$

ANGRIFF BONUS

Sonst.

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

ABLENKUNG BONUS

Sonst.

$$+ \text{RK} \boxed{} = \text{CH} + $$

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.

SCHADEN BONUS

Antipaladin Level

Sonst.

$$+ \boxed{} = + $$

GOOD DAMAGE BONUS

Antipaladin Level

Sonst.

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

TOUCH OF CORRUPTION

ANZAHL PRO TAG

Antipaladin Level

Sonst.

Heute verwendet

$\boxed{} \boxed{} \boxed{} \boxed{} \boxed{} \boxed{}$

$$\boxed{} = \left(\frac{}{\div 2} \right) + \text{CH} + \quad (\text{abrunden})$$

Stufe

2

HEILT HIT POINTS

Antipaladin Level

Sonst.

$$\boxed{}_{W6} = \left(\frac{}{\div 2} \right) + \quad (\text{abrunden})$$

CRUELITIES

Stufe

3

6

9

12

15

18

VORBEREITETE ZAUBER

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UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Stufe

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.