

# KNIGHT OF THE SEPULCHER



## DER DOMÄNE

### (ANTIPALADIN)

Antipaladin Stufe - 3 =

Antipaladin Stufe

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

CH

Bonus auf alle Rettungswürfe

## AURA

Stufe

### AURA OF COWARDICE

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

## PLAGUE BRINGER

Stufe

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

## CHANNEL NEGATIVE ENERGY

Stufe

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

### ENERGIE WURF

Antipaladin Stufe

Sonstiges

$$\boxed{\text{W6}} = \left( \frac{\text{Antipaladin Stufe}}{2} \right) + \text{Sonstiges} \quad (\text{aufrunden})$$

### WIL SG RETTUNGSWURF

Antipaladin Stufe

$$\boxed{\text{W6}} = 10 + \left( \frac{\text{Antipaladin Stufe}}{2} \right) + \text{CH} \quad (\text{abrunden})$$

## TOUCH OF THE CRYPT

Stufe

Saving Throw Bonus

Critical and Sneak Evasion

5

2

25%

10

4

50%

11

4

75%

15

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

Stufe

### TOUCH OF THE CRYPT

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

Stufe

### FORTITUDE OF THE CRYPT

Immune to poison. Darkvision 60ft.

Stufe

### CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

### CRYPT LORD

Stufe

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

15

No longer sleeps.

Immune to becoming fatigued or exhausted.

Stufe

### SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

## WEAPONS OF SIN

Stufe

Weapons evil-aligned for overcoming damage reduction.

## ZAUBER

RW gegen Zauber

Zauber pro Tag

=

Grundzauber

+

Bonuszauber CH

1

2

3

4

□ □ □ □

□ □ □ □

□ □ □ □

□ □ □ □

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

Konzentration

□ =

CH

+

Zauberstufe

## SMITE GOOD

### GEGNER PRO TAG

Antipaladin Stufe

Sonstiges

Gegner Heute

□ □ □ □

$$\boxed{\text{Gegner Pro Tag}} = \left( \frac{\text{Antipaladin Stufe}}{3} \right) + \text{Sonstiges} \quad (\text{aufrunden})$$

### ANGRIFF BONUS

Sonstiges

$$+ \boxed{\text{Angriff Bonus}} = \text{CH} + \text{Sonstiges}$$

### ABLENKUNG BONUS

Sonstiges

$$+ \boxed{\text{Ablenkung Bonus}} = \text{CH} + \text{Sonstiges}$$

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 Stufe

Sonstiges

$$+ \boxed{\text{Schaden Bonus}} = \frac{\text{Antipaladin Stufe}}{2} + \text{Sonstiges}$$

### GOOD DAMAGE BONUS

Antipaladin Stufe

Sonstiges

$$+ \boxed{\text{Good Damage Bonus}} = \left( \frac{\text{Antipaladin Stufe}}{2} \right) \times 2 + \text{Sonstiges}$$

## TOUCH OF CORRUPTION

### ANZAHL PRO TAG

Antipaladin Stufe

Sonstiges

Heute verwendet

□ □ □ □ □ □ □ □

Stufe

2

### HEILT TREFFERPUNKTE

Antipaladin Stufe

Sonstiges

$$\boxed{\text{W6}} = \left( \frac{\text{Antipaladin Stufe}}{2} \right) + \text{Sonstiges} \quad (\text{abrunden})$$

## CRUELITIES

Stufe

3

6

9

12

15

18

## VORBEREITETE ZAUBER

□ □ □

□ □ □

□ □ □

1

□ □ □

□ □ □

□ □ □

□ □ □

2

□ □ □

□ □ □

3

□ □ □

□ □ □

4

□ □ □

□ □ □

5

□ □ □

□ □ □

6

□ □ □

□ □ □

7

□ □ □

□ □ □

8

□ □ □

□ □ □

9

□ □ □

□ □ □

10

□ □ □

□ □ □

11

□ □ □

□ □ □

12

□ □ □

□ □ □

13

□ □ □

□ □ □

14

□ □ □

□ □ □

15

□ □ □

□ □ □

16

□ □ □

□ □ □

17

□ □ □

□ □ □

18

□ □ □

## 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.