

KNIGHT OF THE SEPULCHER

DE

(ANTIPALADIN)

Antipaladin Level 3 =

Antipaladin Level

Nível do Conjurador

Antipaladin Level

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

Bônus para todos os testes de resistência

AURA

Nível 3

AURA DE COVARDIA

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

d6 = ($\div 2$) +

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Antipaladin Level

= 10 + ($\div 2$) + 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%	

TOUCH OF THE CRYPT

Nível 5

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

FORTITUDE DA CRIPTA

Nível 8

Immune to poison. Darkvision 60ft.

CLOAK OF THE CRYPT

Nível 10

Immune to energy drain and harmful negative energy.

CRYPT LORD

Nível 15

Immune to death effects, sleep effects, paralysis and stunning. No longer sleeps. Immune to becoming fatigued or exhausted.

SOUL OF THE CRYPT

Nível 17

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

Magias Base

Magia Bônus CAR

	1			□ □ □ □
	2			□ □ □ □
	3			□ □ □ □
	4			□ □ □ □

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

Concentração

= CAR +

Nível do Conjurador

DESTRUIR O BEM

INIMIGO POR DIA

Antipaladin Level

Outros

Inimigos hoje

= ($\div 3$) +

(Arredonda para Cima)

ATAQUE BÔNUS

Outros

+ = CAR +

DEFLEXÃO BÔNUS

Outros

+ CA = 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.

DANO BÔNUS

Antipaladin Level

Outros

+ = +

GOOD DAMAGE BONUS

Antipaladin Level

Outros

+ = ($\times 2$) +

TOQUE DE CORRUPÇÃO

USOS POR DIA

Antipaladin Level

Outros

Hoje

= ($\div 2$) + CAR +

(Arredonda para Baixo)

CURA PONTOS DE VIDA

Antipaladin Level

Outros

d6 = ($\div 2$) +

(Arredonda para Baixo)

CRUELITIES

Nível 3

6

9

12

15

18

MAGIAS PREPARADAS

□ □ □		□ □ □
□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
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□ □ □	3	□ □ □
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□ □ □	4	□ □ □
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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.