

KNIGHT OF THE SEPULCHER



OF
(ANTIPALADIN)
Antipaladin
Level - 3 =

Antipaladin
Level
Caster
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

Level 2 **CHA** Bonus to all saving throws

AURA

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

PLAGUE BRINGER

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

CHANNEL NEGATIVE ENERGY

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

ENERGY ROLL
Antipaladin Level Misc
 $\boxed{} \text{ d6} = \left(\frac{}{} \div 2 \right) + $
(Round up)

WILL SAVE DC
Antipaladin Level
 $\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$
(Round down)

TOUCH OF THE CRYPT

Level	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%	

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

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

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

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

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

WEAPONS OF SIN

Level 14 Weapons evil-aligned for overcoming damage reduction.

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
<input type="text"/>	1	<input type="text"/>		<input type="text"/>	+	<input type="text"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>	+	<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>	+	<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>	+	<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration $\boxed{} = \text{CHA} + \text{Caster Level}$

SMITE GOOD

FOES PER DAY
Antipaladin Level Misc Foes Today
 $\boxed{} = \left(\frac{}{} \div 3 \right) + $
(Round up)

ATTACK BONUS
Misc
 $\boxed{} + \text{CHA} + $

DEFLECTION BONUS
Misc
 $\boxed{} + \text{AC} = \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.

DAMAGE BONUS
Antipaladin Level Misc
 $\boxed{} = + $

GOOD DAMAGE BONUS
Antipaladin Level Misc
 $\boxed{} = \left(\times 2 \right) + $

TOUCH OF CORRUPTION

USES PER DAY
Antipaladin Level Misc Uses Today
 $\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + $
(Round down)

Level 2 **HEALING HIT POINTS**
Antipaladin Level Misc
 $\boxed{} \text{ d6} = \left(\frac{}{} \div 2 \right) + $
(Round down)

CRUELITIES

Level 3

6

9

12

15

18

PREPARED SPELLS

<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"/>	2	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>
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UNDYING CHAMPION

Level 20 Increase damage reduction to 10/bludgeoning and good.
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.