

# KNIGHT OF THE SEPULCHER

DEL



## (ANTIPALADIN)

Livello Antipaladino - 3 =

Livello

Antipaladino

Livello

Incant.

## 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

Livello

2

CAR

Bonus a tutti i tiri salvezza

## AURA

Livello

3

### AURA OF COWARDICE

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

## PLAGUE BRINGER

Livello

3

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

## CHANNEL NEGATIVE ENERGY

Livello

4

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

## TIRO ENERGIA

Livello Antipaladino

Altro

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00} \quad (\text{per eccesso})$$

## VOLONTÀ CD SALVEZZA

Livello Antipaladino

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CAR} \quad (\text{per difetto})$$

## TOUCH OF THE CRYPT

Livello

5

Bonus Tiri Salvezza

2

Critical and Sneak Evasion

25%

10

50%

11

4

15

75%

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

Livello

5

### TOUCH OF THE CRYPT

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

Livello

8

### FORTITUDE OF THE CRYPT

Immune to poison. Darkvision 60ft.

Livello

10

### CLOAK OF THE CRYPT

Immune to energy drain and harmful negative energy.

### CRYPT LORD

Livello

15

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

No longer sleeps.

Immune to becoming fatigued or exhausted.

Livello

17

### SOUL OF THE CRYPT

Damage reduction 5/bludgeoning and good.

## WEAPONS OF SIN

Livello

14

Weapons evil-aligned for overcoming damage reduction.

## INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus CAR
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CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione  = CAR +  Livello Incant.

## SMITE GOOD

### NEMICI AL GIORNO

Livello Antipaladino

Altro

Nemici oggi

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$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00} \quad (\text{per eccesso})$$

### ATTACCO BONUS

Altro

$$+ \boxed{\phantom{00}} = \text{CAR} + \phantom{00}$$

### DEVIAZIONE BONUS

Altro

$$+ \boxed{\text{CA}} = \text{CAR} + \phantom{00}$$

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.

### DANNI BONUS

Livello Antipaladino

Altro

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

### GOOD DAMAGE BONUS

Livello Antipaladino

Altro

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## TOUCH OF CORRUPTION

### USI AL GIORNO

Livello Antipaladino

Altro

Usi oggi

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$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CAR} + \phantom{00} \quad (\text{per difetto})$$

Livello

2

### GUARIRE PUNTI FERITA

Livello Antipaladino

Altro

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00} \quad (\text{per difetto})$$

## CRUELITIES

Livello

3

6

9

12

15

18

## INCANTESIMI PREPARATI

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## UNDYING CHAMPION

Increase damage reduction to 10/bludgeoning and good.

Livello

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.