

# SPELLTHIEF

Nivel  
Robaconjuros

## CONJUROS

Conjuros Conocidos	CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Unif. de CAR
1				
2				
3				
4				

CD Salv de Conjur = 10 + CAR + Nivel de Conjur

### UMBRAL DE FALLO DE CONJURO ARCANO

%

Spellthiefs can cast their own spells while wearing light armour without risk of spell failure, but not those stolen from arcane casters.

## ROBAR CONJURO

### ATAQUE FURTIVO BONUS

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$$d6 = ( \quad + 3 ) \div 4 \text{ (Redondear abajo)}$$

Forgo 1d6 of bonus for Steal Spell, Steal Spell Effect, Steal Energy Resistance or Steal Spell-Like Ability on a successful sneak attack; or forgo 3d6 of bonus for Steal Spell Resistance; or take from a willing target.

### MAX STOLEN SPELL LEVEL

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$$= \quad \div 2 \quad (\text{Mínimo } 1)$$

### STOLEN SPELL CAPACITY

Nivel  
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$$= \quad$$

## STEAL SPELL EFFECT

### MAX CASTER LEVEL

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$$= \quad + \text{CAR}$$

### MAX EFFECT DURATION

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Robaconjuros

$$\text{mins} = \quad$$

## STEAL ENERGY RESISTANCE

Resistencia a Energía

Stolen from

Desde Nivel 3: ☐ Resistencia a Energía 10 Duración 1 min

From level 11: ☐ Resistencia a Energía 20

From level 19: ☐ Resistencia a Energía 30

## STEAL SPELL RESISTANCE

Desde nivel 15: ☐ Spell Resistance stolen from

### SPELL RESISTANCE

Nivel  
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$$= \quad + 5 \quad (\text{No greater than target's own spell resistance})$$

### RESISTANCE DURATION

$$\text{turnos} = \text{CAR}$$

## SWIFT ACTIONS

Desde Nivel 2:

### DETECT MAGIC PER DAY

$$= \text{CAR} \quad (\text{Mínimo } 1)$$

From level 9:

### ARCANE SIGHT PER DAY

$$= \text{CAR} \quad (\text{Mínimo } 1)$$

Detect Magic  
Today

<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"/>

Arcane Sight  
Today

<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"/>

## CONJUROS CONOCIDOS

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"/>

2

<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"/>

3

<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"/>

4

<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"/>

## STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
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32	
33	
34	

Level 0 spells take up ½ point of capacity.

All other spells take up their level points of capacity.

Total Stolen  
Spell Points