

Spellthief  
Level

## MAGIAS CONHECIDAS

1

|  |  |          |  |  |  |  |  |
|--|--|----------|--|--|--|--|--|
|  |  | <b>1</b> |  |  |  |  |  |
|  |  | <b>2</b> |  |  |  |  |  |
|  |  | <b>3</b> |  |  |  |  |  |
|  |  | <b>4</b> |  |  |  |  |  |

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

## 3



$$d6 = ( \quad + 3 ) \div 4 \quad (\text{Arredonda para Baixo})$$

4

## Level / Cost

$$\boxed{\phantom{000}} = \phantom{000} \div 2 \quad (\text{Minimum } 1)$$

**1**

$$\square =$$

## 2

## 3

$$\boxed{\phantom{0000}} = \text{Level} + \text{CAR}$$

## 4

Mins. =

## 5

Resistência a Energia Stolen from

## 6

From level 15: ☐ Spell Resistance stolen from

## 7

$$\boxed{\phantom{00}} = \phantom{00} + 5 \quad (\text{No greater than target's own spell resistance})$$

## 8

**rds** = **CAR**

## 9

From level 2:

## Magias Detectadas Hoje

= CAR (Minimum 1)

From level 9:

## Arcane Sight Today

= **CAR** (Minimum 1)

## STOLEN SPELLS

Level 0 spells take up  $\frac{1}{2}$  point of capacity.  
All other spells take up their level points of capacity.

Total Stolen  
Spell Points