

# SPELLTHIEF

Spellthief  
Level

## SORTS

Sorts DD de sauvegarde Connus	Sorts DD de sauvegarde du sort	Sorts par jour	Sorts de base	Bonus Spells CHA
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

## RISQUE D'ÉCHEC DES SORTS PROFANES

%

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

## STEAL SPELL

### SNEAK ATTACK BONUS

Spellthief  
Level

$$d6 = \left( \text{Level} + 3 \right) \div 4 \text{ (arrondi à l'inférieur)}$$

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

Spellthief  
Level

$$\text{Level} = \text{Level} \div 2 \text{ (Minimum 1)}$$

### STOLEN SPELL CAPACITY

Spellthief  
Level

$$\text{Level} = \text{Level}$$

## STEAL SPELL EFFECT

### MAX CASTER LEVEL

Spellthief  
Level

$$\text{Level} = \text{Level} + \text{CHA}$$

### MAX EFFECT DURATION

Spellthief  
Level

$$\text{mins} = \text{Level}$$

## STEAL ENERGY RESISTANCE

Energy Resistance

Stolen from

Depuis le niveau 10: Energy Resistance 10 Durée 1 min  
From level 11: ☐ Energy Resistance 20  
From level 19: ☐ Energy Resistance 30

## VOLER LA RÉSISTANCE À LA MAGIE

From level 15: ☐ Résistance à la magie volée à

### SPELL RESISTANCE

Spellthief  
Level

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

### RESISTANCE DURATION

$$\text{trs} = \text{CHA}$$

## SWIFT ACTIONS

A partir du niveau 2:

### DETECT MAGIC PER DAY

$$\text{Level} = \text{CHA} \text{ (Minimum 1)}$$

From level 9:

### ARCANE SIGHT PER DAY

$$\text{Level} = \text{CHA} \text{ (Minimum 1)}$$

Detect Magic  
Today

☐☐☐  
☐☐☐  
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Arcane Sight  
Today

☐☐☐  
☐☐☐  
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## SORTS CONNUS

1

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☐

2

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3

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☐☐☐

4

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## STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
3	
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34	

Level 0 spells take up ½ point of capacity.  
All other spells take up their level points of capacity.

Total Stolen  
Spell Points