SPELLTHIEF

Spellthief Level

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	Magias Base + Bonus Spells CHA
		1		
		2		
		3		
		4		

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ARCANA LIMIAR

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

STEAL SPELL

BÔNUS DE ATAQUE SUTIL BONUS

d6 = (Spellthief Level + 3) ÷ 4 (Arredonda para Baixo)

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 ÷ 2 (Minimum 1)

STOLEN SPELL CAPACITY

= Spellthief Level

STEAL SPELL EFFECT

CONJURAÇÃO MAX NÍVEL

= Spellthief Level + CAR

MAX EFFECT DURATION

mins = Spellthief Level

STEAL ENERGY RESISTANCE

Resistência a Energia | Stolen from

From level 3: ☐ Resistência a Energia 10 Duração 1 min
From level 11: ☐ Resistência a Energia 20
From level 19: ☐ Resistência a Energia 30

STEAL SPELL RESISTANCE

From level 15: ☐ Spell Resistance stolen from

SPELL RESISTANCE

= Spellthief Level + 5 (No greater than target's own spell resistance)

RESISTANCE DURATION

rds = CAR

SWIFT ACTIONS

From level 2:

DETECTAR MAGIA POR DIA

= CAR (Minimum 1) Magias Detectadas Hoje

From level 9:

ARCANE SIGHT PER DAY

= CAR (Minimum 1) Arcane Sight Today

MAGIAS CONHECIDAS

1

2

3

4

STOLEN SPELLS

	Spell / Spell-Like Ability	Level / Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
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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