SPELLTHIEF Spellthief	MAGIAS CONHECIDAS	<i>*</i>
Level		
MAGIAS Magiaste de Resistência CD Magias = Base + Bonus Spells	1	
Conhecidas por dia Magia CHA		
1 777		
2		
3		
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 SPEIRITEVO BONUS Level		
d6 = (+ 3) ÷ (Arredonda para Baix	4	
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.	STOLEN SPELLS	, (
MAX STOLEN Spellthief SPELL LEVEL Level	Spell / Spell-Like Ability	Level / Cost
	2	
(3	
STOLEN SPELL Spellthief CAPACITY Level	4	
=	5	
STEAL SPELL EFFECT	6	
CONJURAÇÃO MAŞ pellthief	7	
NÍVEL Level	8	
= + CAR	9	
MAX EFFECT Spellthief DURATION Level	10	
Mins. =	11 12	
STEAL ENERGY RESISTANCE	13	
Resistência a Energia Stolen from	14	
	15	
	16	
	17	
From level 3: Resistência a Energia 10 Duração 1 min From level 11: Resistência a Energia 20	18	
From level 19: Resistência a Energia 30	19	
STEAL SPELL RESISTANCE	20	
From level 15: Spell Resistance stolen from	21	
SPELL Spellthief	22	
RESISTANCE Level (No greater than target's	23	
own spell resistance)	24 25	
RESISTANCE DURATION	26	
rds = CAR	27	
SWIFT ACTIONS	28	
From level 2:	29	
DETECTAR MAGIA POR DIA Magias Detectadas Ho	30	
= CAR	31	
From level 9: (Minimum 1)	32	
ARCANE SIGHT Arcane Sight	33	
PER DAY Today CAR CAR COD COD COD COD COD COD COD CO	34	
= CAR (Minimum 1)	Level 0 spells take up ½ point of capacity. Total Stolen All other spells take up their level points of capacity. Total Stolen Spell Points	