SPELLTHIEF Spellthief Level	Известные заклинания	*
заклинания		
Заклинаний КС Спаса Заклинаний_Базовых_ Bonus Spells	1	
известнот заклинания в день Заклинаний СНА		
1 7777		
2		
3	2	
4		
КС спаса от заклинания = 10 + ХАР + Уровень заклинания		
Магическое заклинание Шанс провала		
Spellthiefs can cast their own spells while wearin % light armour without risk of spell failure, but not)	
those stolen from arcane casters.		
STEAL SPELL SNEAK ATTACK Spellthief		
SNEAK ATTACK Spellthief BONUS Level		
d6 = (+ 3) ÷(«Аруглять к меньш		
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 / Spell-Like Ability	Level / Cos
SPELL LEVEL Level	1	
= ÷ 2 (Minimum 1)	2	
STOLEN SPELL Spellthief	3	
CAPACITY Level	4	
=	5	
STEAL SPELL EFFECT	6	
MAX CASTER Spellthief LEVEL Level	7	
TA D	8	
	9	
MAX EFFECT Spellthief DURATION Level	10	
mins =	11 12	
STEAL ENERGY RESISTANCE	13	
Energy Resistance Stolen from	14	
	15	
	16	
	17	
From level 3: Energy Resistance 1 ОДлительность 1 min	18	
From level 11: Energy Resistance 20 From level 19: Energy Resistance 30	19	
STEAL SPELL RESISTANCE	20	
From level 15: Spell Resistance stolen from	21	
	22	
SPELL Spellthief RESISTANCE Level	23	
(No greater than target's	24	
own spell resistance)	25	
RESISTANCE DURATION	26	
pun = XAP	27	
рнд — MATACTIONS	28	
From level 2:	29	
DETECT MAGIC Detect Magic	30	
PER DAY Today	31	
= XAP (Minimum 1)	32	
From level 9:	33	
ARCANE SIGHT Arcane Sight PER DAY Today	34	
= XAP (v:)	Level 0 spells take up ½ point of capacity.	Total Stolen
(Minimum 1)		Spell Points