

SPELLTHIEF

Nivel
Robaconjuros

CONJUROS

Conjuros Conocidos	CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Unif. de CAR
1				
2				
3				
4				

CD Salv de Conjur = 10 + CAR + Nivel de Conjur

UMBRAL DE FALLO DE CONJURO ARCANO

%

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

ROBAR CONJURO

ATAQUE FURTIVO BONUS

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$$\boxed{} \text{ d6 } = \left(+ 3 \right) \div 4 \text{ (Redondear abajo)}$$

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

Nivel
Robaconjuros

$$\boxed{} = \div 2 \quad (\text{Mínimo 1})$$

STOLEN SPELL CAPACITY

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$$\boxed{} = $$

STEAL SPELL EFFECT

MAX CASTER LEVEL

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$$\boxed{} = + \text{CAR}$$

MAX EFFECT DURATION

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$$\boxed{} \text{ mins } = $$

STEAL ENERGY RESISTANCE

Resistencia a Energía

Stolen from

Desde Nivel 3: ☐ Resistencia a Energía 10 Duración 1 min

From level 11: ☐ Resistencia a Energía 20

From level 19: ☐ Resistencia a Energía 30

STEAL SPELL RESISTANCE

Desde nivel 15: ☐ Spell Resistance stolen from

SPELL RESISTANCE

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

RESISTANCE DURATION

$$\boxed{} \text{ turnos } = \text{CAR}$$

SWIFT ACTIONS

Desde Nivel 2:

DETECT MAGIC PER DAY

$$\boxed{} = \text{CAR} \quad (\text{Mínimo 1})$$

From level 9:

ARCANE SIGHT PER DAY

$$\boxed{} = \text{CAR} \quad (\text{Mínimo 1})$$

Detect Magic
Today

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Arcane Sight
Today

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CONJUROS CONOCIDOS

1

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2

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3

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

4

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
3	
4	
5	
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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