

SPELLTHIEF

Nivel
Robaconjuros

CONJUROS

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

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

UMBRAL DE FALLO DE CONJUERO ARCANO

%

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

ROBAR CONJUERO

ATAQUE FURTIVO BONUS

Nivel
Robaconjuros

d6 = (+ 3) ÷ 4 (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

= ÷ 2 (Minimo 1)

STOLEN SPELL CAPACITY

Nivel
Robaconjuros

=

STEAL SPELL EFFECT

MAX CASTER LEVEL

Nivel
Robaconjuros

= + CAR

MAX EFFECT DURATION

Nivel
Robaconjuros

mins =

STEAL ENERGY RESISTANCE

Resistencia a Energia

Stolen from

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

From level 11: ☐ Resistencia a Energia 20

From level 19: ☐ Resistencia a Energia 30

STEAL SPELL RESISTANCE

Desde nivel 15: ☐ Spell Resistance stolen from

SPELL RESISTANCE

Nivel
Robaconjuros

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

RESISTANCE DURATION

turnos = CAR

SWIFT ACTIONS

Desde Nivel 2:

DETECT MAGIC PER DAY

= CAR (Minimo 1)

From level 9:

ARCANE SIGHT PER DAY

= CAR (Minimo 1)

Detect Magic
Today

☐
☐
☐

Arcane Sight
Today

☐
☐
☐

CONJUROS CONOCIDOS

1

☐
☐
☐

2

☐
☐
☐

3

☐
☐
☐

4

☐
☐
☐

STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
31	
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