

# SPELLTHIEF

Spellthief  
Level

## SORTS

Sorts DD de sauvegarde Connus	DD du sort	1	Sorts par jour	=	Sorts de base	+ Bonus Spells CHA
		1				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

## RISQUE D'ÉCHEC DES SORTS PROFANES

%

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

## STEAL SPELL

### SNEAK ATTACK BONUS

Spellthief  
Level

d6 = (  + 3 ) ÷ 4 (arrondi à l'inférieur)

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

### MAX CASTER LEVEL

Spellthief  
Level

=  + CHA

### MAX EFFECT DURATION

Spellthief  
Level

mins =

## STEAL ENERGY RESISTANCE

Energy Resistance

Stolen from

Depuis le niveau 10: ☐ Energy Resistance 10 Durée 1 min  
From level 11: ☐ Energy Resistance 20  
From level 19: ☐ Energy Resistance 30

## VOLER LA RÉSISTANCE À LA MAGIE

From level 15: ☐ Résistance à la magie volée à

### SPELL RESISTANCE

Spellthief  
Level

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

### RESISTANCE DURATION

trs = CHA

## SWIFT ACTIONS

A partir du niveau 2:

### DETECT MAGIC PER DAY

= CHA (Minimum 1)

From level 9:

### ARCANE SIGHT PER DAY

= CHA (Minimum 1)

Detect Magic  
Today  
☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

Arcane Sight  
Today  
☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

## SORTS CONNUS

1

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☐

2

☐ ☐ ☐  
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3

☐ ☐ ☐  
☐ ☐ ☐  
☐

4

☐ ☐ ☐  
☐ ☐ ☐

## 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