SPELLTHIEF Spellthief Level	SORTS CONNUS	, i
SORTS		
Sorts DD de sauvegarde Sorts _ Sorts _ Bonus Spells	1	
Connus du sort par jour de base CHA		
1		
2		
3		
4		
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.	3	
STEAL SPELL		
SNEAK ATTACK Spellthief		
BONUS Level		
d6 = ( + 3) ÷ 4 arrondi à l'inférieu		
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;	CHOLEST CDDAY C	
or take from a willing target.	STOLEN SPELLS Spell / Spell-Like Ability	Level / Cos
MAX STOLEN Spellthief SPELL LEVEL Level	1	
= ÷ 2 (Minimum 1)	2	
STOLEN SPELL Spellthief	3	
CAPACITY Level	4	
=	5	
STEAL SPELL EFFECT	6	
MAX CASTER Spellthief	7	
LEVEL Level	8	
= + CHA	9	
MAX EFFECT Spellthief DURATION Level	10	
	11	
1111115	12	
STEAL ENERGY RESISTANCE Energy Resistance Stolen from	13	
	14	
	15 16	
	17	
Depuis le niveau 3 Energy Resistance 10 Durée 1 min	18	
From level 11:   Energy Resistance 20	19	
From level 19:   Energy Resistance 30  VOLER LA RÉSISTANCE À LA MAGIE	20	
From level 15: Résistance à la magie volée à	21	
	22	
SPELL Spellthief RESISTANCE Level	23	
(No greater than target's	24	
RESISTANCE own spell resistance)	25	
DURATION	26	
trs = CHA	27	
SWIFT ACTIONS	28	
A parir du niveau 2:	29	
<b>DETECT MAGIC</b> PER DAY Detect Magic Today	30	
= CHA	31	
(Minimum 1)	32	
ARCANE SIGHT Arcane Sight	33	
PER DAY  Today  CHA	34	
= CHA (Minimum 1)	Level 0 spells take up ½ point of capacity.  All other spells take up their level points of capacity.  Total S Spell P	