

SPELLTHIEF

Spellthief
Level

ЗАКЛИНАНИЯ

Заклинаний известно	КС Спаса	Заклинаний в день	Заклинаний в день	Базовых CHA	Bonus Spells
		1			
		2			
		3			
		4			

КС спаса от заклинания = 10 + ХАР + Уровень заклинания

Магическое заклинание Шанс провала

%

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

$$d6 = (\quad + 3) \div 4 \text{ (округлять к меньшему)}$$

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

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

STOLEN SPELL
CAPACITY

Spellthief
Level

$$= \quad$$

STEAL SPELL EFFECT

MAX CASTER
LEVEL

Spellthief
Level

$$= \quad + \text{ХАР}$$

MAX EFFECT
DURATION

Spellthief
Level

$$\text{mins} = \quad$$

STEAL ENERGY RESISTANCE

Energy Resistance

Stolen from

From level 3: ☐ Energy Resistance 10
From level 11: ☐ Energy Resistance 20
From level 19: ☐ Energy Resistance 30

STEAL SPELL RESISTANCE

From level 15: ☐ Spell Resistance stolen from

SPELL
RESISTANCE

Spellthief
Level

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

RESISTANCE
DURATION

$$\text{рнд} = \text{ХАР}$$

SWIFT ACTIONS

From level 2:

DETECT MAGIC
PER DAY

Detect Magic
Today

$$= \text{ХАР} \text{ (Minimum 1)}$$

From level 9:

ARCANE SIGHT
PER DAY

Arcane Sight
Today

$$= \text{ХАР} \text{ (Minimum 1)}$$

Известные заклинания

1



2



3



4



STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
3	
4	
5	
6	
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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