

SPELLTHIEF

Spellthief
Level

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	= Base Magia + Bonus Spells CHA
		1		
		2		
		3		
		4		

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ARCANA LIMIAR

%

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

STEAL SPELL

BÔNUS DE ATAQUE SÚBRIL

BONUS

Level

d6 = (+ 3) ÷ 4 (arredonda para Baixo)

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

CONJURAÇÃO MÁX

NÍVEL

Spellthief
Level

= + CAR

MAX EFFECT DURATION

Spellthief
Level

Mins. =

STEAL ENERGY RESISTANCE

Resistência a Energia	Stolen from

From level 3: ☐ Resistência a Energia 10 Duração 1 min
From level 11: ☐ Resistência a Energia 20
From level 19: ☐ Resistência a Energia 30

STEAL SPELL RESISTANCE

From level 15: ☐ Spell Resistance stolen from

SPELL RESISTANCE

Spellthief
Level

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

RESISTANCE DURATION

= CAR

rds

SWIFT ACTIONS

From level 2: DETECTAR MAGIA POR DIA

= CAR (Minimum 1)

From level 9: ARCANESIGHT PER DAY

= CAR (Minimum 1)

MAGIAS CONHECIDAS

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability	Level / Cost
1	
2	
3	
4	
5	
6	
7	
8	
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26	
27	
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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	