

SPELLTHIEF

Spellthief
Level

SORTS

Sorts Connus	Sort DD sauvegarde	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

=

CHA

trs

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

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4

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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

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20

21

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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