

# SPELLTHIEF

Spellthief  
Level

## ЗАКЛИНАНИЯ

Заклинаний известно	КС Спаса	Заклинаний в день	Базовых заклинаний	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"/>

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

$$= \text{ХАР} \text{ (Minimum 1)}$$

Detect Magic  
Today

☐☐☐  
☐☐☐  
☐☐☐

From level 9:

ARCANE SIGHT  
PER DAY

$$= \text{ХАР} \text{ (Minimum 1)}$$

Arcane Sight  
Today

☐☐☐  
☐☐☐  
☐☐☐

## Известные заклинания

1

☐☐☐  
☐☐☐  
☐☐☐

2

☐☐☐  
☐☐☐  
☐☐☐

3

☐☐☐  
☐☐☐  
☐☐☐

4

☐☐☐  
☐☐☐  
☐☐☐

## 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	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
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