

SPELLTHIEF

Nivel
Robaconjuros

CONJUROS

Conjuros Conocidos	CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Unif. de CAR
1				
2				
3				
4				

CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro

UMBRAL DE FALLO DE CONJURO ARCANO

%

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

ROBAR CONJURO

ATAQUE FURTIVO BONUS

Nivel
Robaconjuros

$$\boxed{\text{d6}} = \left(\boxed{\text{ }} + 3 \right) \div 4 \text{ (Redondear abajo)}$$

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

Nivel
Robaconjuros

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

STOLEN SPELL CAPACITY

Nivel
Robaconjuros

$$\boxed{\text{ }} = \boxed{\text{ }}$$

STEAL SPELL EFFECT

MAX CASTER LEVEL

Nivel
Robaconjuros

$$\boxed{\text{ }} = \boxed{\text{ }} + \text{CAR}$$

MAX EFFECT DURATION

Nivel
Robaconjuros

$$\boxed{\text{ }} \text{ mins} = \boxed{\text{ }}$$

STEAL ENERGY RESISTANCE

Resistencia a Energía

Stolen from

Desde Nivel 3: ☐ Resistencia a Energía 10 Duración 1 min
From level 11: ☐ Resistencia a Energía 20
From level 19: ☐ Resistencia a Energía 30

STEAL SPELL RESISTANCE

Desde nivel 15: ☐ Spell Resistance stolen from

SPELL RESISTANCE

Nivel
Robaconjuros

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

RESISTANCE DURATION

$$\boxed{\text{ }} \text{ turnos} = \text{CAR}$$

SWIFT ACTIONS

Desde Nivel 2:

DETECT MAGIC PER DAY

$$\boxed{\text{ }} = \text{CAR} \quad (\text{Mínimo } 1)$$

From level 9:

ARCANE SIGHT PER DAY

$$\boxed{\text{ }} = \text{CAR} \quad (\text{Mínimo } 1)$$

Detect Magic
Today

☐☐☐
☐☐☐
☐☐☐

Arcane Sight
Today

☐☐☐
☐☐☐
☐☐☐

CONJUROS CONOCIDOS

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