

SPELLTHIEF

Spellthief
Level

CONJUROS

Conjuros Conocidos	CD Salv de Conjuros		Conjuros al Día	Conjuros Base	Bonus Spells CHA
		1			<div></div> <div></div> <div></div>
		2			<div></div> <div></div> <div></div> <div></div>
		3			<div></div> <div></div> <div></div> <div></div> <div></div>
		4			<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>

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

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.

STEAL SPELL

ATAQUE FURTIVO Spellthief
BONUS Level

d6

= (+ 3) ÷ 4 (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** Spellthief
Level

=

÷ 2

(Minimum 1)

**STOLEN SPELL
CAPACITY** Spellthief
Level

=

STEAL SPELL EFFECT

**MAX CASTER
LEVEL** Spellthief
Level

=

+ CAR

**MAX EFFECT
DURATION** Spellthief
Level

mins

=

STEAL ENERGY RESISTANCE

Energy Resistance

Stolen from

From level 3: ☐ Energy Resistance 10 Duration 1 min
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

=

+ 5

(No greater than target's own spell resistance)

**RESISTANCE
DURATION**

turnos

=

CAR

SWIFT ACTIONS

From level 2:

**DETECT MAGIC
PER DAY**

=

CAR

(Minimum 1)

Detect Magic
Today

From level 9:

**ARCANE SIGHT
PER DAY**

=

CAR

(Minimum 1)

Arcane Sight
Today

CONJUROS CONOCIDOS

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
3	
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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