

Spellthief Level

ZAUBER

Zauber Bekannt	Zauber Rettungs SG	Zauber pro Tag	= Grund-zauber	+ Bonus Spells CHA
		1		<div><div></div><div></div><div></div></div>
		2		<div><div></div><div></div><div></div><div></div></div>
		3		<div><div></div><div></div><div></div><div></div><div></div></div>
		4		<div><div></div><div></div><div></div><div></div><div></div><div></div></div>

Zauber Rettungs SG = 10 + CH + Zaubergrad

ARKANE ZAUBERPATZER THRESHOLD

%

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

W6

=

(

+ 3

)

÷ 4

(abrunden)

Forgo 1W%d6W% of bonus for Steal Spell, Steal Spell Effect, Steal Energy Resistance or Steal Spell-Like Ability on a successful sneak attack; or forgo 3W%d6W% of bonus for Steal Spell Resistance

MAX STOLEN SPELL LEVEL

Spellthief Level

=

÷ 2

(Minimum 1)

STOLEN SPELL CAPACITY

Spellthief Level

=

STEAL SPELL EFFECT

MAX CASTER LEVEL

Spellthief Level

=

+ CH

MAX EFFECT DURATION

Spellthief Level

mins

=

STEAL ENERGY RESISTANCE

Energy Resistance

Stolen from

no penalty for riding bareback

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

Runden

= CH

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

= CH

(Minimum 1)

From level 9:

ARCANE SIGHT PER DAY

= CH

(Minimum 1)

Detect Magic Today

Arcane Sight Today

BEKANNTE ZAUBER

1

2

3

4

4

Spell / Spell-Like Ability	Level / Cost
1	
2	
3	
4	
5	
6	
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25	
26	
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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