

SPELLTHIEF

Spellthief
Level

INCANTESIMI

Incantesimi Conosciuti	Incantesimi DC Tiro Salvz.		Incantesimi al giorno	Base	Bonus Spells CHA
		1			<div><div></div><div></div><div></div></div>
		2			<div><div></div><div></div><div></div></div>
		3			<div><div></div><div></div><div></div></div>
		4			<div><div></div><div></div><div></div></div>

CD Tiro Salvz. Dell'incntsm. = 10 + CAR + Liv.Incntsm.

SOGLIA DEL FALLIMENTO
DEGLI INCANTESIMI
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 (arrotondato per difetto)

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

rds =

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

INCANTESIMI CONOSCIUTI

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability	Level / Cost
1	
2	
3	
4	
5	
6	
7	
8	
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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