

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 Conjuro = 10 + CAR + Nivel Conjuro

UMBRAL FALLO DE 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

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