

SPELLTHIEF

Spellthief
Level

ZAUBER

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

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

$$W6 = (\quad + 3) \div 4 \quad (\text{abrunden})$$

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

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

STOLEN SPELL CAPACITY

Spellthief
Level

=

STEAL SPELL EFFECT

MAX CASTER LEVEL

Spellthief
Level

$$= \quad + \text{CH}$$

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

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

RESISTANCE DURATION

Runden = CH

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

$$= \text{CH} \quad (\text{Minimum 1})$$

Detect Magic
Today
☐ ☐ ☐ ☐ ☐

From level 9:

ARCANE SIGHT PER DAY

$$= \text{CH} \quad (\text{Minimum 1})$$

Arcane Sight
Today
☐ ☐ ☐ ☐ ☐

BEKANNTE ZAUBER

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
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Level 0 spells take up ½ point of capacity.

All other spells take up their level points of capacity.

Total Stolen
Spell Points