

SPELLTHIEF

Spellthief Level

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	= Base Magia + Bonus Spells CHA
		1		
		2		
		3		
		4		

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ARCANA 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

d6 = ( + 3 ) ÷ 4 (Arredonda para Baixo)

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

From level 9: ARCANESIGHT PER DAY

Detect Magic Today

Arcane Sight Today

= CAR (Minimum 1)

= CAR (Minimum 1)

MAGIAS CONHECIDAS

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability	Level / Cost
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
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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