

SPELLTHIEF

Poziom
Złodzieja Czarów

CZARY

Znane Czary	ST Rzutu Obronnego	Czary na dzień	= Czary Bazowe + Bonus Spells CHA
		1	
		2	
		3	
		4	

ST Rz. Obr. = 10 + CHA + Poziom CZaru

NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

%

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

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$$\boxed{} k6 = (+ 3) \div 4 \text{ (Zaokrąglane w dół)}$$

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

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

STOLEN SPELL CAPACITY

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$$\boxed{} = $$

STEAL SPELL EFFECT

MAX CASTER LEVEL

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$$\boxed{} = + \text{CHA}$$

MAX EFFECT CZAS TRWANIA

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$$\boxed{} \text{ min} = $$

STEAL ENERGY RESISTANCE

Energy Resistance

Stolen from

From level 3: ☐ Energy Resistance 10 Czas 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

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

RESISTANCE CZAS TRWANIA

$$\boxed{} \text{ rund} = \text{CHA}$$

SWIFT ACTIONS

Od 2 poziomu:

DETECT MAGIC PER DAY

Detect Magic Today

$$\boxed{} = \text{CHA} \text{ (Minimum 1)}$$

From level 9:

ARCANE SIGHT PER DAY

Arcane Sight Today

$$\boxed{} = \text{CHA} \text{ (Minimum 1)}$$

ZNANE CZARY

1

□□□
□

2

□□□
□□□

3

□□□
□□□

4

□□□
□□□

STOLEN SPELLS

Czar / Zdolność Czaropodobna

Level / Cost

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
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21	
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24	
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