

SPELLTHIEF

Spellthief  
Level

CONJUROS

Conjuros  
Conocidos

CD Salv  
de Conjuros

Conjuros  
al Día

Conjuros  
Base

Bonus Spells  
CHA

1

2

3

4

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  
Level

BONUS

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

Spellthief  
Level

=

CAR

(Minimum 1)

From level 9:

ARCANE SIGHT  
PER DAY

Spellthief  
Level

=

CAR

(Minimum 1)

Detect Magic  
Today

Arcane Sight  
Today

CONJUROS CONOCIDOS

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

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