

INCANTESIMI

Incantesimi Conosciuti	CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+ Bonus Spells CHA
		1				<div><div></div><div></div><div></div></div>
		2				<div><div></div><div></div><div></div></div>
		3				<div><div></div><div></div><div></div></div>
		4				<div><div></div><div></div><div></div></div>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

FALLIMENTO INCANTESIMI ARCANI SOGLIA

%

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 (arrotondato per difetto)

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

min

 =

STEAL ENERGY RESISTANCE

Energy Resistance

Stolen from

- From level 3: ☐ Energy Resistance 10 Durata 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

r

 =

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

INCANTESIMI CONOSCIUTI

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability	Level / Cost
1	
2	
3	
4	
5	
6	
7	
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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