

# 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

$$\boxed{\phantom{000}} W6 = ( \phantom{000} + 3 ) \div 4 \quad (\text{abrunden})$$

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

$$\boxed{\phantom{000}} = \phantom{000} \div 2 \quad (\text{Minimum 1})$$

### STOLEN SPELL CAPACITY

Spellthief  
Level

$$\boxed{\phantom{000}} = \phantom{000}$$

## STEAL SPELL EFFECT

### MAX CASTER LEVEL

Spellthief  
Level

$$\boxed{\phantom{000}} = \phantom{000} + CH$$

### MAX EFFECT DURATION

Spellthief  
Level

$$\boxed{\phantom{000}} \text{ mins} = \phantom{000}$$

## 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

$$\boxed{\phantom{000}} = \phantom{000} + 5 \quad (\text{No greater than target's own spell resistance})$$

### RESISTANCE DURATION

$$\boxed{\phantom{000}} \text{ Runden} = CH$$

## SWIFT ACTIONS

From level 2:

### DETECT MAGIC PER DAY

Detect Magic  
Today

$$\boxed{\phantom{000}} = CH \quad (\text{Minimum 1})$$

From level 9:

### ARCANE SIGHT PER DAY

Arcane Sight  
Today

$$\boxed{\phantom{000}} = CH \quad (\text{Minimum 1})$$

## BEKANNTE ZAUBER

1

☐☐☐

2

☐☐☐

3

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4

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## STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
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34	

Level 0 spells take up ½ point of capacity.

All other spells take up their level points of capacity.

Total Stolen  
Spell Points