

SPELLTHIEF

Spellthief
Level

INCANTESIMI

Incantesimi Conosciuti	CD TS Incantesimi	Inc. al giorno	=	Inc. Base	+ 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"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

SOGLIA DEL FALLIMENTO

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

rds = CAR

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

= CAR (Minimum 1)

Detect Magic
Today

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From level 9:

ARCANE SIGHT PER DAY

= CAR (Minimum 1)

Arcane Sight
Today

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INCANTESIMI CONOSCIUTI

1

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2

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3

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4

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STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
3	
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Level 0 spells take up ½ point of capacity.

All other spells take up their level points of capacity.

Total Stolen
Spell Points