

# SPELLTHIEF

Spellthief  
Level

## Изученные заклинания

### Заклинания

Заклинаний известно	КС спасброска		Заклинаний в день	Базовых заклинаний	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"/>

КС спаса заклинания = 10 + CHA + Уровень заклятия

### ARCANE SPELL FAILURE 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

d6 = (  + 3 ) ÷ 4 (округлять к меньшему)

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

=  + CHA

#### 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

rds = CHA

### SWIFT ACTIONS

From level 2:

#### DETECT MAGIC PER DAY

= CHA (Minimum 1)

Detect Magic  
Today

☐☐☐☐☐

From level 9:

#### ARCANE SIGHT PER DAY

= CHA (Minimum 1)

Arcane Sight  
Today

☐☐☐☐☐

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