Spellthief

CASTER LVL

SPELL SAVE

3

+5

DC MOD

SPELL SAVE DC LEVEL SPELLS PER DAY

| | 16 | | | | | | | | |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0 | 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
| | 3 | | | | | | | | |

CLOSE RANGE
(25 ft. + 5 ft. / 2 levels)

MEDIUM RANGE
(100 ft. + 10 ft. / level)

LONG RANGE
(400 ft. + 40 ft. / level)

520 ft.

Character: Adelaine Adelskjöld

| | | | | | | | | | • | |
|-----|-----------------------------------|------------|------|-----------|----------|----------|----------|-----|---|--------|
| | | | | | | SPE | ELL LIST | | | |
| ast | spell name —— 1st-Level Spells —— | school | comp | cast time | range | duration | save | SR | description | ref |
| | Enlarge Person | tra | vsm | 1r | Close | 3 min(D) | Fort neg | Yes | Humanoid creature doubles in size. | ph:226 |
| _ | Shield | abj[force] | VS | 1sa | Personal | 3 min(D) | | | Invisible disc gives +4 to AC, blocks magic missiles. | ph:278 |
| | Know Protections | div | VS | 1sa | Close | Inst | Will neg | Yes | Determine target's defenses. | mag:1 |
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