

SPELLTHIEF

Nivel
Robaconjuros

CONJUROS

Conjuros Conocidos	CD Salv de Conjuros		Conjuros al Día	Conjuros 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 Salv de Conjuro = 10 + CAR + Nivel de Conjuro

UMBRAL DE FALLO DE CONJURO ARCANO

% Spellthiefs can cast their own spells while wearing light armour without risk of spell failure, but not those stolen from arcane casters.

STEAL SPELL

ATAQUE FURTIVO Nivel Robaconjuros

BONUS

d6 = (+ 3) ÷ 4 (Redondear abajo)

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 Nivel Robaconjuros

= ÷ 2 (Mínimo 1)

STOLEN SPELL CAPACITY Nivel Robaconjuros

=

STEAL SPELL EFFECT

MAX CASTER LEVEL Nivel Robaconjuros

= + CAR

MAX EFFECT DURATION Nivel Robaconjuros

mins =

STEAL ENERGY RESISTANCE

Energy Resistance Stolen from

Desde Nivel 3: ☐ Energy Resistance 10 Duración 1 min

From level 11: ☐ Energy Resistance 20

From level 19: ☐ Energy Resistance 30

STEAL SPELL RESISTANCE

Desde nivel 15: ☐ Spell Resistance stolen from

SPELL RESISTANCE Nivel Robaconjuros

= + 5 (No greater than target's own spell resistance)

RESISTANCE DURATION

turnos = CAR

SWIFT ACTIONS

Desde Nivel 2:

DETECT MAGIC PER DAY

= CAR (Mínimo 1)

From level 9:

ARCANE SIGHT PER DAY

= CAR (Mínimo 1)

Detect Magic Today

Arcane Sight Today

CONJUROS CONOCIDOS

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability	Level / Cost
1	
2	
3	
4	
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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