

SPELLTHIEF

Livello
da Spellthief

INCANTESIMI

Incantesimi conosciuti	CD TS Incantesimi	Incantesimi al giorno	Inc. Base	+	Inc. Bonus CAR
		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 Salvezza Inc. = 10 + CAR + Liv. Incantesimo

SOGLIA FALLIMENTO THRESHOLD

%

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

RUBARE INCANTESIMO

ATTACCO FURTIVO BONUS

Livello
da Spellthief

$$d6 = (\quad + 3) \div 4 \quad (\text{per difetto})$$

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

Livello
da Spellthief

$$= \quad \div 2 \quad (\text{minimo } 1)$$

STOLEN SPELL CAPACITY

Livello
da Spellthief

$$= \quad$$

STEAL SPELL EFFECT

MAX CASTER LEVEL

Livello
da Spellthief

$$= \quad + \text{CAR}$$

MAX EFFECT DURATION

Livello
da Spellthief

$$\text{min} = \quad$$

STEAL ENERGY RESISTANCE

Resistenza Energia

Stolen from

Dal livello 3: ☐ Resistenza Energia 10 Durata 1 min
From level 11: ☐ Resistenza Energia 20
Dal livello 19: ☐ Resistenza Energia 30

STEAL SPELL RESISTANCE

Dal livello 15: ☐ Spell Resistance stolen from

SPELL RESISTANCE

Livello
da Spellthief

$$= \quad + 5 \quad (\text{Non superiore alla resistenza agli incantesimi dell'obiettivo})$$

RESISTENZA DURATION

$$r = \text{CAR}$$

SWIFT ACTIONS

Dal livello 2:

INDIVIDUAZIONE DEL MAGICO AL GIORNO

$$= \text{CAR} \quad (\text{minimo } 1)$$

Detect Magic
Today

☐☐☐
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☐☐☐

Dal livello 9:

VISTA ARCANICA PER DAY

$$= \text{CAR} \quad (\text{minimo } 1)$$

Vista Arcana
Oggi

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INCANTESIMI CONOSCIUTI

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4

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STOLEN SPELLS

Spell / Spell-Like Ability

Livello / Costo

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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