

# SPELLTHIEF

Livello  
da Spellthief

## INCANTESIMI

| Incantesimi<br>conosciuti | CD TS<br>Incantesimi |   | Inc.<br>al Giorno | = | Inc.<br>Base | + | Inc. Bonus<br>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

## FALLIMENTO INCANTESIMI ARCANI INCANTESIMI ARCANI

%

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** Livello  
da Spellthief

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

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

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

**STOLEN SPELL  
CAPACITY** Livello  
da Spellthief

$$\text{ } = \text{ }$$

## STEAL SPELL EFFECT

**MAX CASTER  
LEVEL** Livello  
da Spellthief

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

**MAX EFFECT  
DURATION** Livello  
da Spellthief

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

## 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

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

**RESISTENZA  
DURATA**

$$\text{r } \text{ } = \text{CAR}$$

## SWIFT ACTIONS

Dal livello 2:

**INDIVIDUAZIONE DEL MAGICO  
AL GIORNO**

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

Dal livello 9:

**VISTA ARCANIA  
AL GIORNO**

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

Detect Magic  
Today  
☐☐☐  
☐☐☐  
☐☐☐

Vista Arcana  
Oggi  
☐☐☐  
☐☐☐  
☐☐☐

## INCANTESIMI CONOSCIUTI

1

☐☐☐  
☐

2

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☐☐  
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3

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☐☐  
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4

☐☐☐  
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☐

## STOLEN SPELLS

Spell / Spell-Like Ability

Livello / Costo

|    |  |
|----|--|
| 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