

SPELLTHIEF

Spellthief
Level

CONJUROS

| Conjuros Conocidos | CD Salv de Conjuros | | Conjuros al Día | Conjuros Base | Bonus Spells CHA |
|-----------------------|------------------------|---|--------------------|------------------|---|
| | | 1 | | | <div></div> <div></div> <div></div> |
| | | 2 | | | <div></div> <div></div> <div></div> <div></div> |
| | | 3 | | | <div></div> <div></div> <div></div> <div></div> <div></div> |
| | | 4 | | | <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> |

CD Salv de Conjurio = 10 + CAR + Nivel de Conjurio

UMBRAL DE FALLO DE 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

ATAQUE FURTIVO Spellthief
BONUS Level

$$d6 = (\quad + 3) \div 4 \text{ (Redondear hacia abajo)}$$

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 Spellthief
Level

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

STOLEN SPELL
CAPACITY Spellthief
Level

$$= \quad$$

STEAL SPELL EFFECT

MAX CASTER
LEVEL Spellthief
Level

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

MAX EFFECT
DURATION Spellthief
Level

$$\text{mins} = \quad$$

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

$$= \quad + 5 \text{ (No greater than target's own spell resistance)}$$

RESISTANCE
DURATION

$$\text{turnos} = \text{CAR}$$

SWIFT ACTIONS

From level 2:

DETECT MAGIC
PER DAY

$$= \text{CAR} \text{ (Minimum 1)}$$

Detect Magic
Today

From level 9:

ARCANE SIGHT
PER DAY

$$= \text{CAR} \text{ (Minimum 1)}$$

Arcane Sight
Today

CONJUROS CONOCIDOS

1

2

3

4

STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

| | |
|----|--|
| 1 | |
| 2 | |
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| 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