

SPELLTHIEF

Nivel
Robaconjuros

CONJUROS

Conjuros Conocidos	CD Salv de Conjuros		Conjuros al Día	Conjuros Base	Bonus Spells CHA
		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 Salv de Conjuró = 10 + CAR + Nivel de Conjuró

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
BONUS Robaconjuros

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

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☐☐☐
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2

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3

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4

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STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1	
2	
3	
4	
5	
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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