SPELLTHIEF Spellthief Level	KNOWN SPELLS	*
SPELLS		
Spells Spell Spells Base Bonus Spells	1	
Known Save DC per day Spells CHA		
1 7777		
2		
3 0 0000	2	
4		
Spell Save DC = 10 + CHA + Spell Level		
ARCANE SPELL FAILURE THRESHOLD		
Spellthiefs can cast their own spells while wearing % light armor without risk of spell failure, but not	3	
those stolen from arcane casters.		
STEAL SPELL		
SNEAK ATTACK Spellthief BONUS Level		
	4	
$ d6 = (+ 3) \div 4 $ (Round down)	+	
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;	STOLEN SPELLS	
or take from a willing target. MAX STOLEN Spellthief	Spell / Spell-Like Ability	Level / Cos
MAX STOLEN Spellthief SPELL LEVEL Level	1	
= ÷ 2 (Minimum 1)	2	
STOLEN SPELL Spellthief	3	
CAPACITY Level	4	
=	5	
CMEAL CREIL EFFECT	6	
STEAL SPELL EFFECT MAX CASTER Spellthief	7	
MAX CASTER Spellthief LEVEL Level	8	
= + CHA	9	
MAX EFFECT Spellthief	10	
DURATION Level	11	
mins =	12	
STEAL ENERGY RESISTANCE	13	
Energy Resistance Stolen from	14	
	15	
	16	
	17	
From level 3:	18	
From level 11:	19	
From level 19: Energy Resistance 30 STEAL SPELL RESISTANCE	20	
From level 15: Spell Resistance stolen from	21	
	22	
SPELL Spellthief RESISTANCE Level	23	
(No. 2022-4-2-4-2-4-2-4-2-4-2-4-2-4-2-4-2-4-2	24	
own spell resistance)	25	
RESISTANCE DURATION	26	
- CHA	27	
lus	28	
SWIFT ACTIONS From level 2:	29	
DETECT MAGIC Detect Magic		
PER DAY Today	30	
= CHA (Minimum 1)	31	
From level 9:	32	
ARCANE SIGHT Arcane Sight PER DAY Today	33	
= CHA	34 Level 0 applie take up 1/2 point of consoity	lon
(Minimum 1)	Level 0 spells take up ½ point of capacity. All other spells take up their level points of capacity. Total Sto Spell Poi	