

# SPELLTHIEF

Spellthief  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells CHA
		1	
		2	
		3	
		4	

Spell Save DC = 10 + CHA + Spell Level

## ARCANE SPELL FAILURE 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

### SNEAK ATTACK BONUS

Spellthief  
Level

$$d6 = \left( \dots + 3 \right) \div 4 \text{ (Round down)}$$

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; or take from a willing target.

### MAX STOLEN SPELL LEVEL

Spellthief  
Level

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

### STOLEN SPELL CAPACITY

Spellthief  
Level

$$= \dots$$

## STEAL SPELL EFFECT

### MAX CASTER LEVEL

Spellthief  
Level

$$= \dots + \text{CHA}$$

### MAX EFFECT DURATION

Spellthief  
Level

$$\text{mins} = \dots$$

## 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

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

### RESISTANCE DURATION

$$\text{rds} = \text{CHA}$$

## SWIFT ACTIONS

From level 2:

### DETECT MAGIC PER DAY

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

Detect Magic Today

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

From level 9:

### ARCANE SIGHT PER DAY

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

Arcane Sight Today

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## KNOWN SPELLS

1

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

3

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

4

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

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