

SPELLTHIEF

Spellthief
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + 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"/>

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

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

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

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

STOLEN SPELL CAPACITY

Spellthief
Level

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

STEAL SPELL EFFECT

MAX CASTER LEVEL

Spellthief
Level

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

MAX EFFECT DURATION

Spellthief
Level

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

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

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

RESISTANCE DURATION

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

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

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

Detect Magic
Today

☐ ☐ ☐ ☐ ☐

From level 9:

ARCANE SIGHT PER DAY

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

Arcane Sight
Today

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KNOWN SPELLS

1

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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	
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34	

Level 0 spells take up ½ point of capacity.
All other spells take up their level points of capacity.

Total Stolen
Spell Points