

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 armor 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	
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26	
27	
28	
29	
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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