SPELLTHIEF Spellthief Level	KNOWN SPELLS	,
1,		
SPELLS Spells Spell Spells = Base + Bonus Spells	1	
Known Save DC per day Spells CHA		
1 7777		
2		
3		
4		
Spell Save DC = 10 + CHA + Spell Level		
ARCANE SPELL FAILURE THRESHOLD Spellthiefs can cast their own spells while wearing	3	
% light armour without risk of spell failure, but not those stolen from arcane casters.		
STEAL SPELL		
SNEAK ATTACK Spellthief		
BONUS Level		
d6 = (+ 3) ÷ 4 (Round down)	4	
Forgo 1d6 of bonus for Steal Spell, Steal Spell Effect, Steal Energy Resistance or Steal Spell-Like Ability on a successful	588	
sneak attack; or forgo 3d6 of bonus for Steal Spell Resistance;	STOLEN SPELLS	
or take from a willing target. MAX STOLEN Spellthief		Level / Cos
SPELL LEVEL Level	1	
= • 2 (Minimum 1)	2	
STOLEN SPELL Spellthief	3	
CAPACITY Level	4	
=	5	
STEAL SPELL EFFECT	6	
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	
5 10 55 10 10 10 10 10	17	
From level 3: Energy Resistance 10 Duration 1 min From level 11: Energy Resistance 20	18	
From level 19:	19	
STEAL SPELL RESISTANCE From level 15: Spell Resistance stolen from	20	
Troni level 10.	21	
SPELL Spellthief	22	
RESISTANCE Level (No greater than target's	23	
own spell resistance)	25	
RESISTANCE DURATION	26	
rds = CHA	27	
SWIFT ACTIONS	28	
From level 2:	29	
DETECT MAGIC PER DAY Detect Magic Today	30	
= CHA	31	
(Minimum 1)	32	
From level 9: ARCANE SIGHT Arcane Sight	33	
PER DAY Today	34	
= CHA (Minimum 1)	Level 0 spells take up ½ point of capacity. All other spells take up their level points of capacity. Total Stolen Spell Points	