

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

$d6 = (\quad + 3) \div 4$ (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; or take from a willing target.

MAX STOLEN SPELL LEVEL

Spellthief
Level

$= \quad \div 2$ (Minimum 1)

STOLEN SPELL CAPACITY

Spellthief
Level

$= \quad$

STEAL SPELL EFFECT

MAX CASTER LEVEL

Spellthief
Level

$= \quad + \text{CHA}$

MAX EFFECT DURATION

Spellthief
Level

$\text{mins} = \quad$

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

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

RESISTANCE DURATION

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

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

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

Detect Magic Today

☐☐☐☐☐

From level 9:

ARCANE SIGHT PER DAY

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

Arcane Sight Today

☐☐☐☐☐

KNOWN SPELLS

1

☐☐☐☐

2

☐☐☐☐

3

☐☐☐☐

4

☐☐☐☐

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