

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 = (+ 3) ÷ 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

= ÷ 2 (Minimum 1)

STOLEN SPELL CAPACITY

Spellthief
Level

=

STEAL SPELL EFFECT

MAX CASTER LEVEL

Spellthief
Level

= + CHA

MAX EFFECT DURATION

Spellthief
Level

mins =

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

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

RESISTANCE DURATION

rds = CHA

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

= CHA (Minimum 1)

Detect Magic Today

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From level 9:

ARCANE SIGHT PER DAY

= CHA (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	
3	
4	
5	
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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