**Spell Thief**

### **Spellcasting**

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

###### **Cantrips**

You learn two cantrips of your choice from the [wizard spell list](http://dnd5e.wikidot.com/spells:wizard). You learn another wizard cantrip of your choice at 10th level.

###### **Spell Slots**

(Use the Arcane Trickster Table, but remove Mage Hand)

###### **Spells Known of 1st Level and Higher**

You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and divination spells on the [wizard spell list](http://dnd5e.wikidot.com/spells:wizard).

The Spells Known column of the Arcane Trickster Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or divination spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or divination spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

###### **Spellcasting Ability**

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

###### **Specialized Spell Training**

As a Spell Thief, there are specific spells that you are particularly versed in. At 3rd level you automatically learn Detect Magic and when concentrating on it, you may use a bonus action, rather than an action, to see magical auras in your vicinity.

At 13th level you automatically learn Counterspell and Dispel Magic. If you successfully remove a spell effect with Dispel Magic that you could steal using your Steal Spell Effect feature, you may steal it as though you used that feature. If you successfully negate a spell with Counterspell that you could steal using your Steal Spell feature, you may steal it as though you used your Steal Spell feature.

###### **Steal Spell**

Beginning at 3rd level, you gain Spell Thief Points, which you can use to siphon spell energy away from a creature and use yourself. You have a number of Spell Thief Points equal to your Rogue level.

You may expend a Spell Thief Point when you hit an opponent with a successful sneak attack. If you do so, you can either steal a cantrip or steal a spell by forgoing 1d6 of sneak attack damage per level of the spell being stolen. You can also expend a Spell Thief Point to steal a spell from a willing target via touch as an action. If a cantrip is stolen, the target loses the ability to cast this cantrip for 1 hour and you may replace a cantrip you know with the stolen cantrip. If a spell of 1st level or higher is stolen, the target loses that spell slot and the ability to cast that spell for 1 hour. If the target prepares spells at the beginning of the day or can cast the spell a certain number of times per day innately, the target loses that use of the spell.

After stealing a spell, you gain the ability to cast it once as though it were a wizard spell you know at the level at which it was stolen. You cannot have a stolen spell of a higher level than your number of Sneak Attack die. You lose all stolen spells after a long rest.

When you attempt to steal a spell, you may describe to the DM what spell you are attempting to steal. This description may include spell level, damage type, spell effect, or even a specific spell name. If there are multiple spells that fit the description, the DM chooses from amongst them at random. If there are no spells that fit the description, the DM chooses from all the options at random.

###### **Steal Spell Effect**

Beginning at 9th level, you can siphon off an active spell effect from another creature. When you hit an opponent with a successful sneak attack and expend a Spell Thief Point, you can choose to forgo some of the sneak attack damage and instead steal a spell effect from the target. The method for choosing this effect is the same as the Steal Spell ability, and the amount of Sneak Attack damage die given up will be equal to the spell level of the effect that is ultimately stolen.

The duration of the stolen effect carries over to you and cannot last longer than a number of minutes equal to your Rogue level. After this time, the effect automatically expires.

###### **Steal Energy Resistance**

Beginning at 13th level, you can siphon a creature’s resistance to a particular non-physical damage type. When you hit an opponent with a successful sneak attack can choose to expend a Spell Thief Point and forgo all sneak attack damage to leech resistance to any damage type other than slashing, piercing, and bludgeoning from a target. If the target has more than one resistance or immunity and you don’t specify which one you wish to steal, the DM chooses one at random. You gain that resistance for one hour and if the target has that resistance, it loses it for one hour. If target has immunity to the siphoned damage type, it retains this immunity.

###### **Spell Reflect**

Beginning at 17th level, if you successfully steal a spell as a reaction using Counterspell, you may immediately cast that spell as part of the same reaction.