

# 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  
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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  
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= + 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  
☐☐☐  
☐☐☐  
☐☐☐

From level 9:

### ARCANE SIGHT PER DAY

= 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