

# 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 armor 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  
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  
□□□  
□□□□  
□□□

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	
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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