

SPELLTHIEF (EXPERT)

Spellthieves use skill and arcane secrets to drain the magics of their opponents and turn their foes' own powers against them. Most spellthieves love the challenges that adventuring brings, and they relish finding unique and inventive ways to use their abilities.

Many spellthieves act as craven cowards and exemplify the stereotype of an untrustworthy thief of magic. Others use their abilities to defend against magical threats by turning their own power against the attacker.

Depending on your campaign, a spellthief could be...

- A cunning magical assassin that targets other wizards as a favored prey.
- A bodyguard specializing in magical threats... and neutralizing them.
- A cutpurse of the mind, who feels it's better to take knowledge rather than learn it.
- A collector of magical lore that most refuse to part with; as if they had a choice.
- A second story specialist who supplements loot with spells stolen from magical victims.

Party Role: Specialist/Wildcard. Spellthieves can fill any number of diverse roles in an adventuring group, depending on the skills and abilities of the other members of the party. They can at times function as a group's expert on magic. With the right skill selection, a spellthief can act as a group's primary scout and master of stealth. Because their abilities overlap with that of mages, burglars and scouts, a spellthief might have a hard time finding a niche in a group that already includes a character of each kind.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Prestidigitation 4+, Sneak 4+, Spellcasting 4+, Spell Theft Basics feat

Favored Attributes: Intelligence, Dexterity, Charisma

Caster: Each Level in this class increases your Casting Level by 1.

Class Skills: Acrobatics, Athletics, Bluff, Investigate, Notice, Prestidigitation, Resolve, Ride, Search, Sense Motive, Sneak, Tactics

Skill Points: 8+Int mod per Level

Vitality: 6 + Con mod per Level

CORE ABILITY

Quiet Countermeasures: When you spend an action die to boost a Sneak check, your Spell Defense increases by the same amount. This increase is lost at the end of the scene.

CLASS ABILITIES

Stolen Knowledge: At Level 1, once per character per scene, as a half action, you may perform a Sense Motive vs. Bluff check (in combat or out). If you win the check, you learn all spells that the character can cast. Also, you gain a trick:

Spell Filch (Feint Trick): Instead of rendering the opponent flat-footed, you instead may choose to steal one spell that you know the target possesses that is of a level that you may cast. You are able to cast this spell once during the scene as if you know it. With a critical success, the target loses the use of the spell for the remainder of the scene. You may perform this trick a number of times per scene equal to your starting action dice.

Practiced Spell Thief I: At Level 2, you gain the Spell Theft Mastery feat. Also you gain a free Interest of your choice.

Practiced Spell Thief II: At Level 7, you gain the Spell Theft Supremacy feat. Also you gain an additional free Interest of your choice (for a total of 2).

Circle of Power: At Levels 3, 5, 7, and 9, the maximum level of spells you may cast increases by 1 (e.g. from Level 0 spells you know to Level 1 or lower spells you know), to a maximum of Level 9.

Sneak Attack: At Level 4, you gain an additional die of sneak attack damage.

Bonus Feat: At Levels 4 and 8, you gain a bonus Covert or Spellcasting feat.

Use What You've Taken!: At Level 6, you may cast spells stolen with your *Spell Filch* trick a number of times per scene equal to the number of Spellcasting feats you have instead of once per scene.

Feedback

Resistance: At Level 8, sneak attack damage that you inflict on a spellcaster raises your Spell Defense by the same amount. This effect last until the end of the scene.



SPELL THIEF (EXPERT CLASS)



Table X.1: Spellthief

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+1	+1	+1	+2	+0	+1	1	<i>Quiet countermeasures</i> , stolen knowledge
2	+1	+0	+2	+2	+1	+3	+0	+1	2	Practiced spell thief I
3	+2	+1	+2	+2	+2	+4	+1	+2	3	Circle of power
4	+3	+1	+2	+2	+2	+5	+1	+2	4	Bonus feat, sneak attack
5	+3	+1	+3	+3	+3	+5	+1	+3	5	Circle of power
6	+4	+2	+3	+3	+4	+6	+2	+3	6	Use what you've taken!
7	+5	+2	+4	+4	+4	+7	+2	+4	7	Circle of power, practiced spell thief II
8	+6	+2	+4	+4	+5	+8	+2	+4	8	Bonus feat, feedback resistance
9	+6	+3	+4	+4	+5	+9	+3	+5	9	Circle of power
10	+7	+3	+5	+5	+6	+10	+3	+5	10	Your power is now mine

Your Power Is Now Mine: At Level 10, during the scene in which you acquired it, you expend no spell points when you are casting a spell you stole with your *Spell Filch* trick or copied via your *Spell Theft Supremacy* feat. If the spellcaster that you stole or copied the spell from is in your close range, reduce his total spell points as if he had cast it whenever you do. Also, you may immediately add the stolen or copied spell permanently to your Known Spells list if you have a free slot for it.

NPC CLASS ABILITIES

The following new class abilities from the Spellthief expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.2: NPC Class Abilities

Class Ability	XP Value
Feedback Resistance	2
Quiet Countermeasure	2
Stolen Knowledge	3
Use What You've Taken!	2
Your Power Is Now Mine	6

Class design by Big Jim and the Crafty forum-ites (namely Khaalis). Art by kasai of deviantART.

