

Spellthief Powers

*May only have one of these effects active at a time. Gaining a new one cancels the previous one.

1st – Steal Spell

- On a Backstab, forgo dealing the extra damage and instead steal a spell from the target.
- You must name the spell desired. If the caster does not have the spell or cannot cast it, the spell stolen is determined randomly.
- You may steal a spell from any spell level that you have access to for your own spells.
- The original caster loses the spell slot as if the stolen spell had been cast.
- The stolen spell remains available until you **finish a long rest**. You may store a number of spell levels per day equal to your Mage level (you may store up to 10 spell levels [max] at Mage level 10.)
- If the stolen spell is cast, it is cast at your level and then is no longer available.

2nd – Steal Spell Effect*

- On a sneak attack, forgo dealing the extra damage and instead steal an active spell effect from the target.
- You must name the spell effect desired. If the caster does not have the spell effect active, the active spell effect stolen is determined randomly.
- The spell effect is suppressed on the original caster for as long as it is active on you.
- The spell effect becomes active on you immediately and lasts **10 rounds**.

3rd – Steal Energy Resistance*

- On a sneak attack, forgo dealing the extra damage and instead steal active energy resistance from the target.
- You must name the resistance desired. If the creature does not have that resistance, the resistance stolen is determined randomly.
- The original creature's resistance is reduced by half for as long as it is active on you.
- The resistance becomes active on you immediately and lasts for **10 rounds**. You may not stack the same resistance type twice, but may have multiple different resistances on at the same time. (Fire, Cold, Acid, Electricity, Poison)

5th – Steal Spell-like Ability

- On a sneak attack, forgo dealing the extra damage and instead steal a spell-like ability from the target.
- You must name the spell-like ability desired. If the target does not have the spell-like ability or cannot use it, the spell-like ability stolen is determined randomly.
- You may steal a spell-like ability from any spell level that you have access to for your own spells.
- The original creature may not use the stolen spell-like ability for 10 rounds.
- The stolen spell-like ability remains available until you **finish a long rest**. You may store only one spell-like ability at a time.
- If the stolen spell-like ability is cast, it is cast at your level and then is no longer available.

7th – Absorb Spell

- Any time you save against a spell cast **directly on you** (not AoE), you may absorb the spell to use just as a stolen spell. (See Steal Spell above.)

10th – Return Spell

- Any time you absorb a spell as above, you may make it **immediately** rebound on the original caster as a Reaction Attack, using up the stolen spell. This does not count against your maximum stolen spells per day.

15th – Steal Magic Resistance*

- On a sneak attack, forgo dealing the extra damage and instead steal active magic resistance from the target.
- The original creature's resistance is reduced by half for as long as it is active on you.
- The resistance becomes active on you immediately and lasts for **10 rounds**. You may not stack magic resistance.