

Spellthief

Most thieves are known for being cutpurses who steal material wealth, but these thieves who pursue a profession of skullduggery can steal something far more valuable than their target's gil: they steal their magic.

The spellthief is an archetype of the thief class.

Class Skills: A spellthief adds Knowledge (Arcana) (Int) and Spellcraft (Int) to their list of class skills. This replaces Diplomacy and Disguise as class skills.

Sneak Attack (Ex): At 1st level, the spellthief gains his first 1d6 of sneak attack dice, increasing by 1d6 every three thief levels thereafter, up to a total of 7d6 at 19th level.

This ability modifies and replaces sneak attack.

Manafilch (Su): At 4th level, the spellthief gains Steal MP as a bonus feat. At 7th level, when using this feat, the spellthief steals an additional number of MP equal to the number of dice used to steal MP (3d4+3 at 7th level, for example). At 11th level, the dice for stealing MP increases to 1d6. At 15th level, the spellthief may steal MP from a monster that has no MP pool, instead gaining a number of MP back equal to the number of dice he would roll to steal MP; to steal MP from a creature in this manner, he must forgo all of his dice for sneak attack damage. Any excess MP gained over the spellthief's maximum MP pool disappear at the end of his next turn.

This ability replaces debilitating injury.

Spells: Beginning at 4th level, a spellthief gains the ability to cast spells, which are drawn from the black mage spell list. Like most spellcasters, a spellthief can find or purchase scrolls with spells to add to his repertoire. A spellthief wearing armor heavier than light applies the spell failure chance as normal.

To learn or cast a spell, the spellthief must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a spellthief's spell is 10 + the spell level + the spellthief's Intelligence modifier. In addition, a spellthief gains additional MP for having a high attribute (Intelligence).

Through 3rd level, a spellthief has no caster level. At 4th level and higher, his caster level is equal to his thief level -3.

Level	Base MP	Spell Level
4 th	0	1st
5 th	1	1st
6 th	1	1st
7 th	1	2nd
8 th	3	2nd
9 th	4	2nd
10 th	4	3rd
11 th	7	3rd
12 th	9	3rd
13 th	10	4th
14 th	14	4th
15 th	17	4th
16 th	19	4th

17 th	20	4th
18 th	24	4th
19 th	27	4th
20 th	33	4th

This ability replaces the thief talents gained at 4th, 8th, 12th, 16th, and 20th level.

Spelljab (Su): At 5th level, a spellthief has discovered how to employ his limited magic to enhance his blows when striking at the perfect opportunity. When he is in a position to make a melee attack that would deal sneak attack damage, the spellthief may, as a standard action that does not provoke attacks of opportunity, make a single attack and cast a damaging or enfeebling spell that normally targets one creature with a melee or ranged touch attack by channeling it through his weapon. If the attack hits, then the spell's effects also are applied, adding the sneak attack damage to the attack as well. If the attack is a critical hit, then the critical hit applies to the spell, as well as the normal attack. Creatures that are normally immune to precision damage are not immune to this ability, although they take no damage from sneak attack.

This ability replaces thief's edge.

Sly Handiwork (Ex): At 7th level, the spellthief has learned how to improvise and can afford to be rougher with the normally precise movements needed to use magic that leave him open. When casting defensively, he may opt to make a Sleight of Hand check instead of a concentration check, with the DC of the check being that of the concentration check. If successful, he casts that spell without provoking attacks of opportunity. He must still make a concentration check as normal if taking damage while casting a spell.

This ability replaces skilled liar and distraction.