

Sorcerous Origin: Spellthief

v1.1

Spellthieves are sorcerers of dubious, often mixed origin who lack the inherent magical power of more pure-blooded sorcerers. What they lack in prowess they make up by being intuitively attuned to a broad scope of magic, enabling them to siphon spells off luckier spellcasters, and by not being afraid to get their hands dirty in a little hand-to-hand skirmishing and backstabbing.

Many Spellthieves grew up at the fringes and in the underbelly of urban society becoming Criminals, Charlatans or Urchins, but their odd magical talent can pop up in the most unlikely families.

It is not uncommon for Spellthieves to have some training as a Rogue, or for Arcane Tricksters to trace their magical talents back to their Spellthief origins and a bit of experience in it. Some of those have roughly even experience in those two professions, becoming effectively half-casters with some worldly illicit and skirmishing abilities to back them up.

Level	Sneak Attack	Sub-Class Features
1st	+1d6	Bonus Proficiencies, Sorcery Points, Steal Spell I
6th	+2d6	Sorcerous Cunning, Steal Spell III
14th	+3d6	Steal Buff, Steal Spell V
18th	+4d6	Rebound Spell

Bonus Proficiencies

At 1st level, add the following to your proficiencies:

- Proficiencies: Light Armor, short swords, short bows and hand crossbows
- Skills: Gain one additional skill proficiency. Your selection of Sorcerer skills gets expanded with Acrobatics, Investigation, Sleight of Hand and Stealth.

[Note: Only the basic package for somewhat better skirmishing. Rogue multiclassing still stays attractive due to the lack of the rapier and the thief's tools, both of which aren't central to the spellthief.](#)

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases to +2d6 at 6th level, to +3d6 at 14th level and to +4d6 at 18th level.

Sneak attack dice gained from this sorcerous origin stack with those gained from other sources, such as from Rogue levels.

[Note: Should be straightforward enough. Sneak Attack dice have been made stackable to encourage rather than hinder the logical multiclassing with the Rogue.](#)

Sorcery Points

Unlike the regular Sorcerer, you start with one Sorcery Point at 1st level. Beginning at 2nd level and later, you only get the number of Sorcery Points indicated on the Sorcerer table without this 1st level bonus being added to it.

[Note: This is to enable Steal Spells at all on 1st level. Although you'd probably be better off just going with the default sneak die effect, as 2d6+dex mod will probably slay any 1st-lvl-appropriate caster anyway.](#)

Steal Spell

Beginning at 1st level, you learn how to steal spells from enemies with your sneak attacks. When hitting with an attack qualifying for Sneak Attack damage, you can forsake any number of Sneak Attack dice by spending a Sorcery point for each die. For each forsaken Sneak Attack die you get to choose one of those two benefits:

- **Steal Known Spell:** You get to steal a known spell (in the case of spontaneous casters and pact magicians like Sorcerers or Warlocks) or a prepared spell (in the case of prepared casters like Wizards or Clerics). The stolen spell may not exceed 1st level.
The stolen known spell is available to you for 1 minute as if it were a Sorcerer spell you knew. For the same time, your enemy has no access to it. The knowledge returns to your enemy after that time.
The DC and all other numerical variables of stolen spells (like the level-dependant potency of Eldritch Blast) are calculated as if they were cast by yourself as a Sorcerer spell, even if they don't appear on your spell list.
- **Steal Spell Slot:** You steal a spell slot of 1st level from the target. The stolen spell slot is available to you until your next short or long rest. It simply vanishes if not used until then, not returning to your enemy.

You may mix and match the two effects (and the other effects available at later levels) as you please.

You become instantly aware of the prepared/known spells of 1st level and the available spell slots of 1st level of your target at the moment you hit. You may pin-point the spells and slots you want to steal without guessing.

At 1st level, you can only steal and discern spell slots and known spells of 1st level. At 6th level, the maximum rises to spell level 3. At 14th level, the maximum rises to spell level 5.

Note: Should be familiar enough to those who remember the class from 3.5.

The late Discover Spells feature of the 3.5 Spellthief has been merged into it to make the handling of the Steal Spells smoother.

The levels of stealable spells have been spaced out across all subclass levels to limit potential abuse from merely dipping Spellthief Sorcerer.

The hard upper limit of spell level 5 is in line with the general philosophy of 5e, which is relatively generous with spells up to level 5, but stingy with anything of lvl 6+. (Look at the spellcasting table, or most blatantly the Warlock with the division between Warlock spells and Mystic Arcanums.)

Sorcerous Cunning

Starting at 6th level, you become more capable at skirmishing and learn to blend your raw natural magical talent with it. You can take a bonus action on each of your turns in combat. This action can be used only to take the Disengage or Hide action.

If you spend a Sorcery Point at the same time, you also turn invisible until the beginning of your next turn.

Note: The Cunning Action of Rogue 2 is central and vital to a skirmishing fighting style, so I had to provide something similar, but not so similar as to turn Rogue 2 or Sorcerer 6 into a dead level for multiclassers.

This higher-level variant provides an optional bonus for expending Sorcery Points that synergizes nicely, but lacks the situationally useful Dash Bonus Action of the Cunning Action. Regardless what you start with, picking up the other classe's feature is no complete waste.

Steal Buff

Beginning at 14th level, your intuitive awareness of magical energies broadens. The moment you hit with an attack qualifying for Sneak Attack damage, you also become aware of the spells affecting the target and of the resistances it possesses, just as you learn known spells and spell slots.

Additionally, you gain two new uses for your Steal Spells feature (also requiring to forsake a Sneak Attack die and to spend a Sorcery Point for each use just as Steal Spells):

- **Steal Spell Effect:** If you steal a spell effect, it stops affecting your enemy and instead affects you.
If the spell effect requires Concentration, you must provide the Concentration to keep up the effect. Else, it vanishes immediately without effect.
The stolen spell effect lasts its remaining duration or 1 minute, whichever is shorter. After that point it vanishes without returning to the enemy.
You may explicitly steal adverse spell effects (for example, to rid a fellow adventurer of a long-time curse).
- **Steal Resistance:** The resistance becomes lost for your enemy and instead affects you for 1 minute. After that time, it returns to the enemy.

There is no limit to the number of resistances and spell effects you may have active at the same time.

Note: This is a combination of the 3.5 features of Steal Spell Effect and Steal Energy Resistance. It takes 5e's handling of Concentration into account by preventing the spellthief from abusing it by having multiple Concentration effects running at the same time.

Rebound Spell

Beginning at 18th level, you learn how to absorb spells as they get worked on you. If you get targeted by a spell or are in the area of a spell as it is being cast, use your Reaction to force the caster to make a spellcasting attribute Saving Throw against the DC for your spells. If the enemy caster succeeds, the spell works normally. If they fail, the spell gets rebound at the caster (or an area centered on the caster in the case of an area spell).

You must complete a short or long rest to use this feature again.

Note: This is an emulation of the capstone feature of the 3.5 spellthief. It is still quite powerful, but takes 5e's more controlled action economy into account by requiring the Spellthief's limited Reaction (an action type that should already have plenty of uses with a halfway decent spell list, not to forget the want to get the occasional opportunity attack in while flanking).