

The Abstract Thief



Written by Ray Chapel
Artwork by Matt Morrow
and Gary Dupuis

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Abstract Thief

Credits

Written by: Ray Chapel

Editing: Ray Chapel

Artwork: Gary Dupuis, Matt Morrow

Special Thanks: All the folks at minmaxboards.com who helped evaluate this base class for improvement, as well as spotting errors and discrepancies in the grammar and game mechanics.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Quasar Knight Enterprises game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Abstract Thief is © 2014 Ray Chapel, Quasar Knight Enterprises. Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved.

Artwork is © Gary Dupuis and Matt Morrow, Purple Duck Games.

Pathfinder is a registered trademark of Paizo

Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

There are many who use arcane magic for deceitful and larcenous purposes, but rarely do people manage to reach the level of skill as effectively as an abstract thief. Combining the mundane arts of cloak and dagger tactics with a versatile assortment of spells, the abstract thief can take people's lives and valuables alike with frightening alacrity.

Adventures: Abstract thieves go on adventures for a variety of reasons. Many seek material wealth and glory, selling their skills to the highest bidder as robbers and assassins. Others are thrill seekers, pursuing the next big heist or untouchable well-guarded treasure just because they can. And some dedicate themselves to "worthier" causes, such as commandoes helping rebels fight tyranny, or assassins slaying dissidents on behalf of said tyrant. Regardless of their motivations, abstract thieves are alternatively valued and despised for the talents they wield.

Characteristics: Abstract thieves overall tend to be anti-establishment "think outside the box" types. Their skill set necessitates involvement in activity frowned upon by more honorable elements of society, and their ability to avoid detection teaches them to spot alternative solutions and pathways overlooked by most people. They also have a reputation as introverts and people who shy away from confrontation, although this is due more to their training than dominant personality traits.

Alignment: Any. The art of stealth is inherently an amoral activity, even if it is adopted by many disreputable sorts. What matters is how the abstract thief utilizes her talents for the desired means and ends.

Role: An abstract thief specializes in misdirecting enemies, throwing them off balance, and bringing misfortune to them with her talents in order to better help fellow party members exploit enemy defenses and perceptions. Abstract thieves also make great scouts and negotiators, being skilled in the more subtle arts of larceny and social manipulation.

Hit Die: d8.

Class Skills

The Abstract Thief's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (Arcana, Local), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.



Level	BAB	Fort	Ref	Will	Special	0	1st	2nd	3rd	4th	5th	6th
1st	0	0	0	2	Spells, Cantrips, Steal the Abstract	3	1	-	-	-	-	-
2nd	1	0	0	3	Sneak Attack 1d6, Trapfinding	4	2	-	-	-	-	-
3rd	2	1	1	3	Abstraction	4	3	-	-	-	-	-
4th	3	1	1	4	Dark Step	4	3	1	-	-	-	-
5th	3	1	1	4	Sneak Attack 2d6, Preternatural Precision	4	3	2	-	-	-	-
6th	4	2	2	5	Silent Spell, Abstraction	4	4	3	-	-	-	-
7th	5	2	2	5	Fool the Unbeating Heart	4	4	3	1	-	-	-
8th	6	2	2	6	Sneak Attack 3d6	4	4	3	2	-	-	-
9th	6	3	3	6	Nondetection, Abstraction	4	5	4	3	-	-	-
10th	7	3	3	7	Hide in Plain Sight	4	5	4	3	1	-	-
11th	8	3	3	7	Sneak Attack 4d6	4	5	4	3	2	-	-
12th	9	4	4	8	Abstraction	4	5	5	4	3	-	-
13th	9	4	4	8	Still Spell	4	5	5	4	3	1	-
14th	10	4	4	9	Sneak Attack 5d6	4	5	5	4	3	2	-
15th	11	5	5	9	Unseen Attacker, Abstraction	4	5	5	5	4	3	-
16th	12	5	5	10	Extend Spell	4	5	5	5	4	3	1
17th	12	5	5	10	Sneak Attack 6d6	4	5	5	5	4	3	2
18th	13	6	6	11	Abstraction	4	5	5	5	5	4	3
19th	14	6	6	11	Persistent Images	4	5	5	5	5	4	3
20th	15	6	6	12	Sneak Attack 7d6, Legendary Deceiver	4	5	5	5	5	4	3

Weapon and Armor Proficiency: The abstract thief is proficient with all simple weapons, plus the hand crossbow, rapier, shortbow, and short sword. They are proficient in light armor, but no shields. An abstract thief can cast abstract thief spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an abstract thief wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multi-class abstract thief still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: An abstract thief casts arcane spells drawn from the abstract thief spell list. An abstract thief must choose and prepare her spells ahead of time.

To learn, prepare, or cast a spell, the abstract thief must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an abstract thief's spell is 10 + the spell level + the abstract thief's Intelligence modifier.

An abstract thief can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Abstract Thief. In addition, she receives bonus spells per day if she has a high Intelligence score.

An abstract thief may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the abstract thief decides which spells to prepare.

Cantrips: An abstract thief can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Abstract Thief under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spellbooks: An abstract thief must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook except for read magic, which all ab-

stract thieves can prepare from memory. An abstract thief begins play with a spellbook containing all 0-level abstract thief spells plus three 1st-level abstract thief spells of her choice. The abstract thief also selects a number of additional 1st-level abstract thief spells equal to her Intelligence modifier to add to her spellbook. At each new abstract thief level, she gains two new spells of any spell level or levels that she can cast (based on her new abstract thief level) for her spellbook. At any time, an abstract thief can also add spells found in other spellbooks to her own.

An abstract thief can learn spells from a wizard's spellbook, just as a wizard can from an abstract thief's spellbook. The spells learned must be on the abstract thief spell list, as normal. An alchemist can learn formulae from an abstract thief's spellbook, if the spells are also on the alchemist spell list. An abstract thief cannot learn spells from an alchemist. Additionally, any wizard spells they learn are considered to be the abstract thief's version for purposes of spell slots and spell level.

Steal the Abstract (Su): An abstract thief draws upon a mystical font of energy which allows her to take essential elements of others. An abstract thief has a number of abstraction points equal to $\frac{1}{2}$ her abstract thief level (minimum 1) + her Intelligence modifier. The points refresh to their full value once per day when she prepares her spells.

At 1st level, an abstract thief can spend one abstraction point as a swift action to grant a +4 bonus on her next Bluff, Disable Device, Disguise, Escape Artist, Sleight of Hand, or Stealth check. In such cases the abstraction is being used at its most base form to aid the abstract thief in winning over the hearts, minds, and valuables of others.

At 4th level, an abstract thief can spend one abstraction point as a swift action to make a combat maneuver check against an opponent, substituting their Intelligence modifier in place of their Strength modifier for the check. This maneuver can be made within a range of 30 feet, and manifests as an invisible conjuration of force which hinders, knocks over, or otherwise inconveniences the target.

At 9th level, an abstract thief can undertake a 10 minute ritual and spend 5 abstraction points to gain the benefit of a Mage's Private Sanctum spell, with the area of cubes centered on the abstract thief. The abstract thief casts this as a spell-like ability, except that she must provide the necessary material components for the casting.

Trapfinding (Ex): At 2nd level, an abstract thief adds $\frac{1}{2}$ her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). An abstract thief can use Disable Device to disarm magic traps.

Sneak Attack (Ex): At 2nd level, the abstract thief gains the sneak attack special ability. If an abstract thief can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The abstract thief's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the abstract thief

flanks her target. This extra damage is 1d6 at 2nd level, and increases by 1d6 every three abstract thief levels thereafter. Should the abstract thief score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), an abstract thief can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. The abstract thief must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An abstract thief cannot sneak attack while striking a creature with concealment.

An abstract thief's sneak attack stacks with the sneak attack progression of other classes. For example, an abstract thief 5/rogue 3 deals 4d6 extra damage on a sneak attack.

Abstraction (Su): An abstract thief can select an abstraction, a concept which they can steal from a creature and temporarily gain its essence. Due to the sheer variety of concepts in the multiverse, each one must be examined and learned separately for the abstract thief to master. Starting at 3rd level, and every 3 levels thereafter, an abstract thief can select one abstraction of her choice provided she meets the prerequisites. Unless specifically noted in its description, an abstraction's duration lasts a number of minutes equal to the abstract thief's class level, can only be taken once, and costs 1 abstraction point per use.

In order to use an abstraction, they must spend the proper amount of abstraction points and have line of sight to a creature within 30 feet. As a standard action they can use the abstraction on a creature, and its effects take place if the target fails a Will save (DC $10 + \frac{1}{2}$ abstract thief's class level + Int modifier). The temporary loss of abilities cannot cause a target to lose the use of feats, prestige class abilities, and other integral

aspects of their character. If the creature succeeds on its save, then the ability has no effect, and the abstraction points and action are wasted.

Dark Step (Ex): There are many strange creatures in the world with amazing sensory perceptions, and an abstract thief learns how to get around these abilities to better remain undetected. At 4th level, an abstract thief can roll a Stealth check against a creature with blindsight, blindsense, lifiesense, scent, or tremorsense at a -5 penalty to avoid detection, even if the abstract thief is within the creature's sensory radius.

Preternatural Precision (Ex): An abstract thief's sneak attack ability is capable of landing a hit even when circumstances suggest otherwise. At 5th level, an abstract thief can deal sneak attack damage on targets with concealment, and can make ranged sneak attacks on targets up to 60 feet away. Additionally, the abstract thief can use an abstraction as part of a sneak attack by spending the appropriate amount of abstraction points.

Silent Spell: At 6th level, an abstract thief gains Silent Spell as a bonus feat. If she already has this feat, she can pick another feat of her choice provided she meets the prerequisites.

Fool the Unbeating Heart (Su): At 7th level, an abstract thief treats constructs, oozes, plants, and undead creatures with an Intelligence score as humanoids for the purposes of mind-affecting effects, effectively bypassing their immunity granted by type. Mindless creatures (lacking an Intelligence score) are still immune, however.

Nondetection (Sp): At 9th level, the abstract thief is under the constant benefit of a nondetection spell with a caster level equal to her character level, which can be dismissed and resumed at will as a free action.

Hide in Plain Sight (Ex): At 10th level, an abstract thief can use the Stealth skill to hide in any terrain, even while being observed. This is different than the rogue advanced talent of the same name, as it applies to all terrain types.

Still Spell: At 13th level, an abstract thief gains Still Spell as a bonus feat. If she already has this feat, she can pick another feat of her choice provided she meets the prerequisites.

Unseen Attacker (Su): At 15th level, whenever an abstract thief successfully deals sneak attack damage against a flat-footed opponent, they may immediately cast an illusion or enchantment spell with a casting time of 1 standard or move action as a swift action.

Extend Spell: At 16th level, an abstract thief gains Extend Spell as a bonus feat. If she already has this feat, she can pick another feat of her choice provided she meets the prerequisites.

Persistent Images (Su): At 19th level, whenever an abstract thief casts an illusion spell with a duration of "concentration," it lasts an additional number of rounds equal to $\frac{1}{2}$ their abstract thief level (rounded down). If the abstract thief also possesses wizard levels and has the illusion arcane school, then this ability stacks with the "Extended Illusions" ability.

Legendary Deceiver (Ex): At 20th level, the abstract thief's exploits and talents are harnessed into perfection. She can use two abstractions in the same round as a standard action by spending abstraction points for both abilities. Additionally, she can use any application of the Disable Device, Disguise, Escape Artist, or Sleight of Hand skills as a swift action.

List of Abstractions:

Steal Aptitude: An abstract thief can take a little bit of a target's natural ability and add it to themselves. The abstract thief chooses an ability score to be affected. If successful, the target suffers four points of ability damage on that score, while the abstract thief gains a +4 enhancement bonus to that same ability score. The bonus lasts for 1 minute per level, as does the ability damage for the target (this is an exception to the way ability damage normally works).

Steal Divination: An abstract thief can take a bit of insight intended for the target. If successful, the next time a beneficial divination spell is cast on the target or by the target, the abstract thief benefits instead as though she had cast the spell. The original caster still provides the verbal, somatic, material components, and arcane or divine focus.

If a divination spell is not cast by the target or on the target within the next 24 hours, then the abstract thief loses this benefit and must successfully use the abstraction again if she hopes to benefit. The abstract thief must be at least 9th level in order to select this abstraction.

Steal Force: The abstract thief can steal the deadliness of a weapon (manufactured or natural) and add it to a weapon they possess. Any bonuses the weapon gains from masterwork quality, magical enhancement, the keen magical weapon property, or similar effect which improves/modifies damage is transferred over to a weapon in the abstract thief's possession of her choice. If used on a magic weapon, the target weapon still counts as magical for the purposes of damage reduction and Detect Magic, but otherwise loses its enhancement bonus. If the abstract thief's desired weapon already has an enhancement bonus, it uses its own or that of the target weapon, whichever is greater. The abstract thief must be at least 6th level in order to take this abstraction.

Steal Fortune: An abstract thief can steal a target's good fortune. If successful, the abstract thief gains a +2 luck bonus on their next d20 roll, and the target suffers a -2 luck penalty on their next d20 roll. This luck is lost if the abstract thief does not make a d20 roll within a number of minutes equal to their class level; the same duration applies to the target's luck penalty.

Steal Fortune, Greater: An abstract thief can bestow incredibly bad luck on a target, and gain great luck in turn by spending 2 abstraction points. If successful, the abstract thief can reroll a failed attack roll, skill check, or saving throw and take the better of two results, while the target must reroll and take the worse of two results for their next roll. The good luck dissipates if the abstract thief does not make a d20 roll within a number of minutes equal to their class level; the same duration applies to the target as well for their own reroll. The abstract thief must be at least 9th level and know Steal Fortune in order to select this ability.

Steal Knowledge: An abstract thief can steal a target's memorized training in a single area of expertise. She chooses a single Intelligence-based skill to steal from the target. If the target is untrained (has no ranks) in said skill, then another skill is selected at random by the DM. If the target has no ranks in any Intelligence-based skills, then this abstraction's use is wasted. If successful the abstract thief absorbs a number of ranks in the skill equal to the abstract thief's level or the total ranks the target possesses, whichever is less, and adds it to her own ranks in the skill. The abstract thief retains these ranks for 10 minutes per abstract thief level, after which they return to the target. The abstract thief cannot gain ranks in a skill beyond her character level.

The abstract thief must have Steal Memory in order to select this abstraction.

Steal Life: The abstract thief learns the deadly art of severing the bonds which hold all living things together. This can only be used on living creatures; the target creature must succeed on a Will Save or die, and the abstract thief gains a number of temporary hit points equal to 2 x the creature's hit dice. The effect is instantaneous. The abstract thief must be at least 9th level and have Steal Vitality in order to select this abstraction.

Steal Memory: An abstract thief can forcibly intrude into a target's thoughts and take up to 1 minute worth of memories from the target. The abstract thief has to know what to look for in a general sense ("what's the password to Redstone Fortress?"), and if the target creature does not possess said memory then this ability automatically fails. If successful, the abstract thief gains the memory, along with the particular senses

and experiences the target was going through at the moment. The target creature still has knowledge of the memory. The abstract thief must be at least 6th level to select this abstraction.

Steal Passion: The abstract thief can steal a target creature's emotions and take them into themselves. If the target creature is under the effects of a fear effect, a barbarian's rage, or a morale bonus or penalty from a spell or spell-like ability, then a successful use of this abstraction acts as a calm emotions spell and the abstract thief takes the effects upon themselves for a number of minutes equal to their abstract thief level or until the end of the effect's normal duration, whichever comes first.

An abstract thief can also use this to mimic the effects of a charm person spell on a target creature ("stealing their heart").

Steal Proficiency: An abstract thief can take a target's martial training in a particular weapon, armor, or shield. If successful, the abstract thief gains Weapon Proficiency as a bonus feat the target is proficient in (a specific listed weapon, Armor Proficiency in a category of armor (light, medium, or heavy), shields, or tower shields) for a number of minutes equal to the abstract thief's level. If the abstract thief is already proficient in said equipment, then this abstraction has no benefit, but it still steals the target's proficiency. If the target possesses feats or special abilities which require proficiency, then he will lose the use of said abilities for the abstraction's duration.

Steal Sense: An abstract thief can steal one sensory ability of a target creature. The abstract thief can gain low-light vision, darkvision, blindsight, blindsense, lifesense, telepathy, tremorsense, or scent, if the target creature possesses said ability, for a number of minutes equal to the abstract thief's level. The abstract thief must be at least 6th level in order to select this abstraction.

Steal Shadow: An abstract thief can take the shadow cast by a target creature and turn it into the monster of the same name (see Pathfinder Bestiary). If successful, the shadow is ripped from the target and replaces the abstract thief's own. The shadow is of Neutral alignment and obeys the abstract thief's bidding, including fighting on her behalf. The shadow must remain

within 30 feet of the abstract thief, and automatically stretches to hit distant creatures. The shadow lasts for a number of rounds equal to the abstract thief's level, after which it rejoins the target creature and ceases to be a monster. The abstract thief can only possess one stolen shadow at a time. The abstract thief must be at least 6th level in order to select this abstraction.

Shadowfriend: An abstract thief can imbue stolen shadows with their own magic to bolster its power. By spending 2 abstraction points, a shadow taken with the Steal Shadow power becomes Greater Shadow. The abstract thief must be at least 12th level and have Steal Shadow in order to select this abstraction.

Steal Soul: This powerful and insidious abstraction allows the abstract thief to obtain the soul of a living creature killed with Steal Life or Steal Vitality. This mimics the effects of the Trap the Soul spell except that the abstract thief must still provide the necessary material components. The abstract thief must be at least 15th level and possess the Steal Life and Steal Vitality abstractions in order to select this one.

Steal Space: An abstract thief can switch places with a target within range. If successful, the abstract thief and target switch squares. This is considered a teleportation effect, and the abstraction automatically fails if the target or abstract thief would be physically incapable of fitting into the new space.

The abstraction cannot entirely negate falling damage; if used on a falling target, or on a ground-bound target if the abstract thief is falling, the falling target takes damage equal to the amount of feet traveled at the time the abstraction was used. Keep in mind that a target transported to a space in mid-air begins falling.

Steal Spell: An abstract thief can steal one prepared spell, or one spell slot and use of the spell in the case of spontaneous spells, from a target creature. If successful, the abstract thief can cast that spell with an effective caster level equal to her abstract thief level. The abstract thief uses her Intelligence modifier for the purposes of determining the spell's Save DC, and must be cast in a number of minutes equal to the abstract thief's level or it becomes lost to both abstract thief and target creature alike. The spell stolen is chosen by the abstract thief provided she knows that the target possesses said spell, or otherwise chosen at random by

the Gamemaster.

Steal Vitality: An abstract thief can steal the life energy from a living opponent. If successful, she absorbs a number of hit points equal to triple her abstract thief level from the target. The effect is instantaneous. If this would reduce the target past the amount of negative points necessary for its death, any excess hit points are lost. For example, a 12th-level abstract thief who reduces a 1st-level Commoner with 6 hit points and 10 Constitution to -10 hit points would only gain 16 hit points and not the full value of 36.

Steal Youth: An abstract thief can sap the youthful vigor and energy from a target. If successful, the abstract thief ages the target to the next available age category, while the abstract thief moves down to the next younger age category. The target suffers the associated penalties to physical ability scores but does not benefit from any bonuses to mental ability scores. This abstraction cannot put a target past their maximum age, and the abstract thief cannot regress farther back than the minimum age requirement for their race and class. If you regress to a lower age category and suffered penalties to your ability scores as a result, then the effects of these penalties are reversed for Steal Youth's duration. The duration of this abstraction is one day per abstract thief level, after which both the abstract thief and target revert to their normal ages. The abstract thief must be at least 6th level in order to select this abstraction.



Abstract Thief's Spell List:

Spells marked with an asterisk (*) are from the Pathfinder Advanced Player's Guide. Spells marked with two asterisks (**) are from Ultimate Magic

0- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Know Direction, Light, Lullaby, Mending, Open/Close, Mage Hand, Mending, Message, Prestidigitation, Read Magic, Resistance

1st- Alarm, Animate Rope, Burning Hands, Charm Person, Color Spray, Comprehend Languages, Detect Secret Doors, Disguise Self, Expeditious Retreat, Feather Fall, Grease, Hold Portal, Identify, Jump, Magic Aura, Magic Missile, Memory Lapse (*), Mount, Obscuring Mist, Silent Image, Shield, Sleep, True Strike, Unseen Servant, Vanish (*)

2nd- Alter Self, Arcane Lock, Blur, Cat's Grace, Darkness, Detect Thoughts, Disguise Other (**), Eagle's Splendor, Fox's Cunning, Glitterdust, Invisibility, Locate Object, Minor Image, Misdirection, Obscure Object, Pyrotechnics, Rope Trick, See Invisibility, Silence, Spider Climb, Touch of Idiocy, Web, Whispering Wind

3rd- Arcane Sight, Blink, Clairaudience/Clarovoyance, Deep Slumber, Dispel Magic, Displacement, Explosive Runes, Haste, Heroism, Hold Person, Invisibility Sphere, Flight, Major Image, Nondetection, Phantom Steed, Protection From Energy, Secret Page, Shrink Item, Suggestion, Tongues, Water Breathing, Wind Wall

4th- Arcana Theft (**), Arcane Eye, Charm Monster, Confusion, Crushing Despair, Detect Scrying, Dimension Door, Greater Darkvision (**), Greater Invisibility, Hallucinatory Terrain, Illusory Wall, Locate Creature, Phantasmal Killer, Rainbow Pattern, Scrying, Secure Shelter, Shadow Conjuration, Shadow Step (**), Solid Fog, Wall of Fire, Wall of Ice

5th- Dominate Person, Echolocation (**), False Vision, Mass Suggestion, Mind Fog, Mirage Arcana, Overland Flight, Passwall, Persistent Image, Secret Chest, Seeming, Shadow Evocation, Shadow Walk, Symbol of Scrying (**), Telekinesis, Teleport, Wall of Stone

6th- Contingency, Find the Path, Flesh to Stone, Freez-

ing Sphere, Greater Dispel Magic, Legend Lore, Mass Cat's Grace, Mass Eagle's Splendor, Mass Fox's Cunning, Mislead, Permanent Image, Programmed Image, Project Image, Stone to Flesh, True Seeing, Veil, Wall of Iron

Favored Class Bonuses

Instead of receiving an additional hit point or skill rank whenever they gain a level in a favored class, an abstract thief of the appropriate race can instead gain a bonus listed below:

Dwarves: Add +1 bonus on Stealth checks when using the Dark Step class feature against opponents with the listed special abilities.

Drow: Add +1/2 spell to the abstract thief's spellbook.

Gnomes: Add +1/2 bonus on Perception and Spellcraft checks when interacting with illusion magic and spells with the (shadow) descriptor.

Halflings: Add +1/3 to the abstract thief's dodge bonus to Armor Class when under partial or total concealment.

Half-orcs: Add +1 bonus on sneak attack damage and damage rolled for spells of the illusion school.

Humans: Select a single abstraction the abstract thief knows. Add +1/2 bonus minutes to the abstraction's duration.



ing deck as dart weapons which deal slashing damage instead of piercing. They are not treated as improvised weapons, being just as deadly as any real weapon, and you can choose to apply your Dexterity modifier instead of your Strength modifier to their damage bonus. Additionally, once per day you can consult a deck of cards for insight by performing a minute-long ritual which takes the effects of playing a card game. At the end of the ritual, you gain the benefits of an augury spell as a spell-like ability with a caster level equal to your character level.

Extra Abstractions [General]

Your mystical font of energy grows, allowing you to steal essence more often.

Prerequisite: Steal the Abstract class feature

Benefit: You can 2 additional abstraction points.

Special: This feat can be taken more than once. The effects stack.

Quick Fingers [General]

Your skill at deftly manipulating objects is so swift that even experienced spellcasters swear that it's magic!

Prerequisites: Sleight of Hand 5 ranks, Dexterity 15

Benefit: You can perform a Sleight of Hand check as a move action without taking the normal -20 penalty on the skill check. Additionally, you can retry Sleight of Hand attempts against the same target or observer of your previous check without increasing the DC by 10.
Normal: Performing a Sleight of Hand check as a move action imposes a -20 penalty on the check. After an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Scry-Proof Item [Item Creation]

You've unearthed the hidden qualities in a common material which guards against scrying and similar forms of divination magic. Items and structures crafted by your hands with this material are highly valued for this magical immunity.

Prerequisites: Craft (any one skill) 7 ranks, Knowledge (Arcana) 5 ranks, Spellcraft 7 ranks, Use Magic Device 5 ranks

Benefit: Pick a relatively common material from this list: copper, glass, iron, paper, vines, or wood. By incanting a minute-long magical ritual over one 10 foot cube of this material, you "erase" its presence to magic and treat it and any material created from it as a

Feats

Be Quiet and Follow Me [General]

Your knack for spotting potential obstacles helps you guide others when sneaking off to do acts of mischief.

Prerequisites: Perception 3 ranks, Stealth 3 ranks.

Benefit: When making a Stealth check, you can apply the results of your roll to all allies within 10 feet of you. This decision must be made before you roll. Additionally, you use the size penalty of the largest ally in the group (it's harder to cover for the mistakes of bigger friends).

Special: If you have the Hide in Plain Sight advanced talent, you can apply its benefits to allies within 10 feet. If you are under the effects of an invisibility spell or effect, your allies only gain the bonus to stealth rolls if they're under an invisibility spell or effect as well.

Card Sharp [General]

Your uncanny insight into card games and tricks grants additional abilities beyond the realm of entertainment.

Prerequisites: Profession (Gambler) 3 ranks, Sleight of Hand 3 ranks, Spellcraft 3 ranks

Benefit: You can treat the cards in a tarot deck or play-

thin sheet of lead for the purposes of blocking various divination spells. Crafting items out of this enchanted material adds +5 to the Craft DC and +2,000 to the base price of an item. In the case of buildings and other large structures, you need to enchant as many cubes of the material as are necessary to cover the area. For a completely-covered structure, adjust the base price by 300%.

Special: This feat can be taken more than once. Every time you take the feat you select an additional material you can enchant. Despite being an Item Creation feat, this feat can be taken by characters with no levels in a spellcasting class. In such a case these people either learned their trade from prestigious craftsmen (such as master dwarven artificers), an esoteric guild, or simply aped the effects of magic through distant observation and research.

Abstract Thieves in the World

Love and hate, life and death, success and failure, insight and ignorance. To use the art of magic to foil the very concepts of the multiverse is a difficult one, at best. No two abstract thieves practice the same arcane techniques: some subject themselves to academic rigor, pouring over musty old tomes penned by planar scholars. Others adopt meditative practices to gain greater awareness of the links between all things. Some combine experimental magical theory with existing spells to make something altogether different. With enough effort and talent, the abstract thief can take the core aspects of others, stealing what was previously thought to be inviolate. Any common criminal can steal another's possessions, and an enchanter can steal one's free will. But to steal someone's luck, someone's youth, something less tangible; that is not so simple. To be able to steal these things are what abstract thieves strive to accomplish.

Depending upon the campaign world, abstract thieves might be inheritors of a magical legacy, students of a long-lost art, unorthodox wizards, an elite order of magical spies and infiltrators, or any other possibility you or the Game Master might think up! Below are a few suggestions to better customize them for your gaming sessions:

The Legend of Jellina: In millennia past, a magnificent city of golden spires and might archmages proudly stood in the deserts of the south. It was a bastion of civilization in an inhospitable land, but even it had its cast-offs and underprivileged. Where magic gems were a more precious commodity than gold, and its wizard-priests used extensive rituals to achieve immortality, those who were not fortunate enough to be born with sorcery or studious enough to learn wizardry were subject to the whims of an arrogant magocracy.

Jellina was a poor woman born in the city's working quarter. At age 13 she was assigned to be an apprentice to a coppersmith. After the city watch caught her stealing, she fell in with the city's Thieves' Guild. They taught her the art of wizardry from stolen scrolls and spellbooks, and in time she grew to be a great burglar and con artist. It was said that there was nowhere she couldn't reach by lock or by silver tongue. Where other thieves of her ilk sought only to enrich their material wealth, Jellina hoped to steal the wizard-priests'

magical power, the very foundations upon which the city was built.

Eventually Jellina made it into the Grand Palace itself, outwitting its numerous wards and sharp-eyed guards. First she stole the King's heart, earning his trust. Then she stole his knowledge, learning the rituals necessary for the mightiest spells and hidden sanctum where the King performed them. Then she stole his shadow, so that the demons guarding the sanctum's chambers believed her to be the King which bound them. She stole the demon's claws and infernal vision, granting her terrible might. Upon performing the ritual, she stole the King's power and bonded the city to her, making her the new Queen of the land as it was written in the ritual's codex. The King was furious, but once he moved against her he found that his spells were of no use, his demonic guards loyal to another master. And so Jellina stole the only thing left of him, his life.

Jellina proved to be a fair ruler. She extended the benefits of magic to all, so that no family would go hungry and no worker would have to toil all day for a pittance of pay. Nobody knows if this city really existed, or how it fell, but some bards tell that Jellina's own magical secrets were hidden from the rest of the populace, knowing of the terror it would wrought in the wrong hands. Many abstract thieves swear that this story is true, that all knowledge of abstractions stem from her own precocious talents and research. Many arcanists, abstract thief or not, seek to find the lost city so that they can claim the power of the ancients in Jellina's and the wizard-priests' spellbooks.

But perhaps these are all just stories, and there is no need to fear of some mage thief's power falling into the wrong hands. Only time will tell.

The First Necromancer: It is said that before the world was formed, the progenitors of mortal kind lived as insubstantial souls and elementals in the planes. The deities were still carving out the earth of the Material Plane for a world to populate, and their faithful waited for that day. Karshire, a soul serving under the one who'd become the God of Death, worried over this prospect and what it entailed. Putting souls into the limited forms of flesh and blood bodies would drastically reduce their might. His God listened, and tasked Karshire to help Sanet, a fellow minion, with creating a hidden outlet for mortals to escape these limitations.

Once the gods finished forming the world and the first mortal civilizations arose, Karshire and Sanet spent many years learning among the mages and clerics who came to dominate the cities. Sanet took naturally to wizardry, of the schools of transmutation to shape the land, abjuration to guard against the predators outside the gates, and conjuration to call forth the minions of the gods in times of crisis. Karshire was skilled as well, but not on Sanet's level; he developed a series of formulas which could potentially dilute the bonds of mortality in an individual and make them neither living nor dead. Sanet did not take much stock in Karshire's revolutionary formulas, believing that the already-developed schools of magic to be of most use to their God, and downplayed his "wild, untested theories" amid the magical scholars.

Karshire grew resentful of Sanet's mockery, and the two drifted apart to accomplish the work of their god independently. Without the funding and assistance of fellow mages, Karshire turned to theft in order to continue his work. One night, Karshire and a fellow thief obtained a bagful of scrolls from an inattentive wizard. Unfortunately the wrathful mage caught up and summoned a terrible viper which killed his partner. Karshire fired a spell off to kill the mage and attended to his dying ally. As he saw the thief's life drain from his eyes, his mind flashed with insight. For the longest time Karshire tried to create spells which would make the caster immortal, but he never developed them to be used on another! It turned out that this was indeed easier, and he created the first undead in his experimental laboratory by taking away the essence of life. The first of them were powerful but rebellious, so he had to develop alternative techniques to rob them of the essence of will and bend them to his whims. And so he created walking, non-sentient corpses to serve as



his minions. And his God was pleased.

Sanet abandoned his God's workings, flush with the trappings of success, and cast his lot in with the Sun God. When he heard of Karshire's betrayal he destroyed his creations with burning light. Karshire retreated to the depths of the earth, and formulated ways to steal the shadows from the living to better fight the power of light. He created the first shadows by taking them from the people of the city, who saw it as an omen of doom. That night, shadowy forms rose up from the ground and slaughtered the people of the city. The God of Death now commanded fear and respect from mortal and god alike, and he awarded Karshire with the greatest prestige on his home plane. The God extended his protection to thieves all over the world, for it was by the act of stealing that the first undead came to be.

And so ends the tale of the first necromancer and the first abstract thief. The tale's factual accuracy is widely disputed, especially by necromantic wizards and clerics who refuse to believe that their art came from such accidental beginnings. Still, the power to create shadows, steal souls, and ravage others with the passages of time definitely bear necromantic similarities, leading historians to theorize that the God of Death's favor might indeed be present among abstract thieves.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. **Definitions:** (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or

graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly

licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C.

Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Anger of Angels. © 2003, Sean K Reynolds.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

The Abstract Thief, © 2014, Quasar Knight Enterprises; Authors: Ray Chapel.

Commercial Stock Art License

The commercial terms and conditions for the Stock Art are simple and flexible.

The image can appear in print, electronic or web-based advertisements for the product in which it features.

The image may not be used in another stock art collection.

The licensee may crop, rotate, and/or resize the image as they see fit to work within the publication provided the artist's signature must legibly appear in the final image or be credited below it. If the image is resized, the original proportions must be maintained.

The artist's name must appear in the product's credits.

Private Use License

This illustration can be used in personal products without restriction.

How to Contact the Artist for Additional Commissions

gary@gdupuis.com

<http://www.gdupuis.com/>

mattmorrowart@gmail.com

<http://mz9000.carbonmade.com>

Steal the Unstealable!

The Abstract Thief is a new base class for the Pathfinder Role-Playing Game. Utilizing the connection of ideas which make up reality, abstract thieves can steal intangible concepts from others! Life, youth, knowledge, luck, all are within easy reach of one who masters the esoteric art of Abstractions.

In addition to being skilled in mundane cloak-and-dagger skills, the abstract thief has a versatile assortment of spells to better confound and outwit their enemies. Introducing the abstract thief into your game is great for both Player and Game Masters alike, as it provides new sneaky tricks for the party and formidable adversaries for future adventures!

Within this book you'll find:

A new base class

18 **Abstractions**, the unique abilities which allow the abstract thief to take a target's good fortune, hit points, weapon proficiencies, skills, souls, spells, and more!

5 new feats, from **Be Quiet and Follow Me** which helps the sneakier members of your party to keep the entire party concealed, to **Scry-Proof Item** which masks equipment and structures from the prying eyes of diviners.

Two sample legends for how the art of abstract thieves came to be known in the world.

Get the jump on the opposition and buy *The Abstract Thief*!

