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ABANDONED ARTS® PRESENTS:

FEATS OF ILLUSION

NINE NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME



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Agile Figments

You can direct your figments to move with living grace.

PREREQUISITES: Cha 13, Spell Focus (illusion)

BENEFIT: Figments produced by illusion spells that you cast have an Armor Class equal to 10 + the figment's size modifier + your Charisma modifier. You may suppress this benefit as a free action.

NORMAL: A figment has an Armor Class of 10 + its size modifier.

Cloaked Spell [metamagic]

You can disguise the spells that you cast.

BENEFIT: You may alter a spell with a casting time of one round or less so that it is both harder to identify and potentially misleading to observers. The Spellcraft skill DC to identify a cloaked spell is increased by 5. Additionally, you may choose to present the spell as though it were another, specific spell. Observers whose Spellcraft skill check fails to identify the spell by 5 or more instead mistakenly identify the spell that you specify.

A cloaked spell takes up a spell slot one level higher than the spell's actual level.

Deathly Shadows

You can wield shadows as if they were weapons.

PREREQUISITES: Spell Focus (illusion)

BENEFIT: When you cast a spell with the shadow descriptor, all damage dealt by that spell is increased by 2.

Enspelled Stealth

You can wrap yourself in a cloak of illusions.

PREREQUISITES: Spell Focus (illusion)

BENEFIT: Whenever you make a Stealth check to hide within the area of a figment spell that you cast, you gain a competence bonus on the check equal to the level of the spell in which you are attempting to hide.

Illusory Components

Your illusions can perform your somatic and verbal spell components for you.

PREREQUISITES: Silent Spell, Still Spell

BENEFIT: As long as you are within the area of a figment or shadow illusion spell that you cast, you can direct an aspect of that illusion (such as an image of yourself, or a disembodied hand, or another creature) to perform somatic spell components in your place, fulfilling somatic component requirements for spells that you cast. If the spell allows for illusory sound capable of duplicating speech, you may substitute verbal spell components in the same way.

Illusory Shuffle

You can play an illusory shell game with your figment spells.

PREREQUISITES: Greater Spell Focus (illusion)

BENEFIT: While you use a figment spell to produce an image designed to look identical to yourself, an unattended object, an ally, or a creature that you summon, you gain the ability to cause other creatures to confuse that illusory image with the subject to which it appears identical. By passing the figment through the space of the original creature or object, opponents that witness the action lose any previously-held knowledge of which is the original, even if they had previously identified the figment spell as an illusion when you cast it, or disbelieved the illusory image.

NORMAL: After a successful saving throw reveals a figment to be false, the figment thereafter appears to the viewer as a translucent outline of itself.

Paradoxical Light

Your figments reflect light as though they were solid entities.

PREREQUISITES: ability to cast *light*, Spell Focus (illusion)

BENEFIT: You can target some aspect of figment spells that you cast with the *light* spell, as though your figments were solid. For example, you could cast *light* on an illusory torch, or cause an illusory lamp to glow.

In addition, you may choose to allow your figments to cast shadows and reflections as if they were solid; such shadows and reflections may even extend beyond the range of the figment spell.

Suppress Spell

You can stifle the effects of certain spells.

PREREQUISITES: caster level 12th

BENEFIT: As a standard action that provokes an attack of opportunity, you can suppress and effectively dispel a spell with a duration of "concentration" that you cast (including spells with a duration of "concentration" plus a number of rounds). While suppressed, you must continue to concentrate on the spell normally in order to maintain it. If you have ceased concentration on a spell, you may not suppress it in this way. The action of suppressing the spell counts as one round of concentration.

While suppressed, a spell is effectively dispelled or dismissed – it has no effect. Time spent in this suppressed state still counts against the maximum duration of the spell.

Skeptic's Sight

Your analytical eye can pick out errors and inconsistencies in illusory images.

PREREQUISITES: Perception 3 ranks

BENEFIT: You can make a Perception skill check in place of a Will saving throw when actively attempting to disbelieve an illusion.

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