

LOST CLASSES OF FANTASY

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ILLUSIONIST

BACKGROUND

“There is Power in Lies”. A common point of view held by those who have eschewed the ordinary conventions of Arcane Magic, and delved deeply into the arts of manipulating the senses of friend and foe alike. An Illusionist is a cunning spellcaster, one who has studied the nature of consciousness, and learned to utilize great and terrible magics, in the service of creed, country, or simple pursuit of wealth and fame.

Not simply a bookish savant or a bumbling but honest spellslinger, any Illusionist worth their salt spends a great deal of time observing the nature of their world’s denizens. Seeking out their loves, their fears, and their desires. Slick, cunning individuals, an Illusionist rarely sees the need to put on dramatic airs. Doing so--after all--puts people on their guard, and makes them all the harder to trick. Of course, there are times where appearing as a great and mighty arcanist may have advantages of it’s own--and an Illusionist is nothing if not adaptable.

ROLE

An Illusionist is a trickster to the core. A clever spellcaster, who uses superior knowledge of mortal mindsets to tailor their magics for each encounter. For obvious reasons, they’re quite poor in a melee, and many are quite quick to point this out at any opportunity. For a good Illusionist though, this is all part of the scheme. As their enemies find out all too late in the end, when they’ve exhausted their strength muscling past the Illusionist’s companions. Only to find that their hated enemy was simply another immaterial image.

For obvious reasons, an Illusionist isn’t exactly the most welcome of spellcasters in polite company. They tend to put people on edge as a result of their subtle tricks, and while useful, many need to go to



WRITTEN BY CHARLES W. KILEY III ART BY ANTHONY COUNOYER

ILLUSIONIST

ILLUSIONIST

| Base Attack Fort | | | Ref | Will | Spells per Day | | | | | | | | | | |
|------------------|--------|------|------|------|-----------------------------|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Level | Bonus | Save | Save | Save | Special | 0 | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1 | +0 | +0 | +0 | +2 | Master of Lies, Cantrips | 3 | 1 | - | - | - | - | - | - | - | - |
| 2 | +1 | +0 | +0 | +3 | Deceitful | 4 | 2 | - | - | - | - | - | - | - | - |
| 3 | +1 | +1 | +1 | +3 | | 4 | 2 | 1 | - | - | - | - | - | - | - |
| 4 | +2 | +1 | +1 | +4 | | 4 | 3 | 2 | - | - | - | - | - | - | - |
| 5 | +2 | +1 | +1 | +4 | Lesser Profile, Bonus Feat | 4 | 3 | 2 | 1 | - | - | - | - | - | - |
| 6 | +3 | +2 | +2 | +5 | | 4 | 3 | 3 | 2 | - | - | - | - | - | - |
| 7 | +3 | +2 | +2 | +5 | Truth Behind the Lie | 4 | 4 | 3 | 3 | 1 | - | - | - | - | - |
| 8 | +4 | +2 | +2 | +6 | | 4 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9 | +4 | +3 | +3 | +6 | | 4 | 4 | 4 | 3 | 3 | 1 | - | - | - | - |
| 10 | +5 | +3 | +3 | +7 | Profile, Bonus Feat | 4 | 4 | 4 | 3 | 3 | 2 | - | - | - | - |
| 11 | +5 | +3 | +3 | +7 | | 4 | 4 | 4 | 4 | 3 | 2 | 1 | - | - | - |
| 12 | +6/+1 | +4 | +4 | +8 | | 4 | 4 | 4 | 4 | 3 | 3 | 2 | - | - | - |
| 13 | +6/+1 | +4 | +4 | +8 | | 4 | 4 | 4 | 4 | 4 | 3 | 2 | 1 | - | - |
| 14 | +7/+2 | +4 | +4 | +9 | | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 2 | - | - |
| 15 | +7/+2 | +5 | +5 | +9 | Greater Profile, Bonus Feat | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 2 | 1 | - |
| 16 | +8/+3 | +5 | +5 | +10 | | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 2 | - |
| 17 | +8/+3 | +5 | +5 | +10 | | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 2 | 1 |
| 18 | +9/+4 | +6 | +6 | +11 | | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 2 |
| 19 | +9/+4 | +6 | +6 | +11 | | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 |
| 20 | +10/+5 | +6 | +6 | +12 | Nothing is Real, Bonus Feat | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

exceptional lengths to win the full trust of patron and ally alike.

ALIGNMENT

An Illusionist is bound to no particular inclination of good or evil, and one is just as likely to be a happy-go-lucky trickster as they are to be a sinister vizier. Most tend to lean towards Chaos over Law, on account of their reliance on deception and cunning over raw power and straightforwardness, but Lawful Illusionists have cropped up in the past. Admittedly, many of those cases were those with official sanction to use shadier methods to uphold the law of society, but it does happen on occasion.

REQUIREMENTS

While an Illusionist doesn't require any inherent talents beyond that of a more traditional spellcaster, they must be Specialists in the Illusion School. An Arcane Spellcaster with a different Specialization cannot take levels in this class.

Hit Die: d6

CLASS SKILLS

The Illusionist's Class Skills are Appraise (*Cha*), Bluff (*Cha*), Disguise (*Cha*) Knowledge (*All*) (*Int*), Linguistics (*Int*), Sense Motive (*Wis*), Spellcraft (*Int*), and Use Magic Device (*Cha*)

Skill Ranks Per Level: 2 + Int Modifier

CLASS FEATURES

All of the following are Class Features of the Illusionist

Weapon And Armor Proficiency: Illusionists are proficient in with the Club, Dagger, Heavy Crossbow, Light Crossbow, and Quarterstaff, but not with any type of armor or shield. Armor interferes with an Illusionist's movements, which can cause spells with somatic components to fail.

Spells: An Illusionist casts arcane spells as a Sorcerer or Wizard. Like a Wizard, an Illusionist must memorize their spells ahead of time--though as they develop in ability, they may gain new and interesting ways of employing their spells. All Illusionists must be specialists in the Illusion school of magic, though they are free to select which two schools are opposed, fitting their personality and talents,

though Evocation is a common choice for one of them, due to the nature of some of their powers.

Bonus Languages: An Illusionist may substitute Sylvan for one of the bonus languages available to their race.

Cantrips: Illusionists can prepare a number of Cantrips, or 0-Level spells, each day. These spells are cast like any other, but are not expended when used. While of middling power, even a young Illusionist of particular cunning can use these small tricks to set the stage, to give additional weight to their deceptions.

Master of Lies (Ex): An Illusionist is as much a researcher of the mind as they are a spellcaster, and they possess an uncanny knack towards knowing what another wishes to hear, tailoring their message to touch upon those issues. On the flip-side, this also makes them rather difficult to trick, as they're well aware of the same techniques that might be employed against them. To that end, an Illusionist receives a special bonus to each of their Class Skills (*Save for Knowledge, Spellcraft, and Linguistics*). This increase is +1 at First level, and increases by 1 for each odd numbered class-level after that, up to a total of +10 at level 19. This bonus stacks with others, and count as bonus Skill Ranks. However, this bonus can't raise the skill's Rank higher than the maximum possible for the Illusionist's level.

In addition, Master of Lies can augment the power of spells in the Illusion School, increasing the save DC by the Illusionist's Charisma Modifier. This aspect of the Class Feature counts as a Supernatural Ability

Bonus Feats: At 5th, 10th, 15th, and 20th level, an Illusionist gains a bonus feat. At each such opportunity, they may choose any Metamagic Feat or Spell Mastery. The Illusionist must still meet all prerequisites of for a bonus feat, including Caster Level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The Illusionist is not limited to the categories of Metamagic Feats or Spell Masteries when choosing these Feats. Unlike a more traditional spellcaster, an Illusionist may not select an Item Creation Feat with these bonuses.

Spellbooks: An Illusionist must study their spellbook every day to prepare their spells. They cannot prepare any spell not recorded in their spellbook, except for Read Magic, which all Illusionists can prepare from memory. An Illusionist begins play with a spellbook containing all 0-Level spells (*Except those from their chosen Prohibited Schools*), plus three 1st-Level spells of their choice. They may also select a number of additional 1st-Level spells

equal to their Intelligence Modifier to add to their spellbook. At each new Illusionist Level, they may gain two more spells of any spell level or levels that they can cast (*Based on their Illusionist Level*) for their spellbook. They may also add spells found in other wizards' spellbooks to their own.

Deceitful: An Illusionist gains the Deceitful Feat at 2nd Level as an additional Bonus.

Lesser Profile (Ex): An Illusionist who lasts long enough to get a fair bit of seasoning usually does so through internalization of a certain lesson. Each mortal race has different ways of reacting to the same image. An image of a raging Orc carrying a large battleaxe would cause most civilized races to run screaming in fear, assuming the brute was out to kill them. Use that same image on an Elf, and you'll see them drawing steel and preparing for battle. That very same image on a small number of lesser goblins? You'll get them fawning and scraping and trying to make themselves useful to the image. Three wildly differing effects from the same basic design. An Illusionist with experience though can take extra time to memorize a brief profile of the race in question, and tailor their illusions to better gain a desired effect.

When memorizing their spells for the day, the Illusionist--or one of their companions--can select a particular group of mortal beings, rolling an appropriate Knowledge check against DC 20 to build a profile of common personality or cultural quirks, which the Illusionist can use against them. Assuming success, the Illusionist will increase the Save DC against spells used of the Illusion or Enchantment School by 5. This represents increased subtlety and finesse in the actual casting of the spell, rather than increased power, allowing this bonus to stack with Metamagic Feats and the Master of Lies Class Feature.

Truth Behind the Lie (Su): There are times where the young Illusionist must detail their plans ahead of time, in the interest of a greater cause. An experienced Illusionist though has no such constraints, allowing them to pick and choose the subjects of their art with a surgeon's touch and a dancer's grace.

An Illusionist of 7th level or greater may modify the targets of any spells cast within the Illusion, Enchantment, or Divination schools. This allows the Illusionist to select up to their Will Bonus in individuals who will not be subject to the effects of the spell. This allows any number of interesting tactics--from invisibility that allows your allies to see you, to phantasmal images of great horror that can only be seen by one man. As an additional bonus, an Illusionist with this Feature may expand the scope of

Divination Spells, and allow their allies to directly witness any information gained from such magics.

Profile (Ex): Later in their career, an Illusionist has hoodwinked giants, goblins, and angry house cats--only to find that their finest arts have little effect on any beings that could truly shift the course of history. Being one who has come this far though, a skilled Illusionist hardly lets such little details as innate magic resistance get in the way of their tricks. By projecting images, smells, and other sensations through the air, a good trickster avoids the worst of those defenses. Though it does require further study.

An Illusionist of the 10th level or higher gains a superior version of their Lesser Profile Class Feature, retaining all of it's original abilities, with the addition of a new technique--the precision needed to slip past magical defenses and resistances by indirectly applying their illusions. When forming their Profile, a successful application of an appropriate Knowledge Skill at DC 35 gains enough insight on the nature and physiology of the target group to bypass any magical resistances--so long as the spell does not physically or mentally harm the target (*Specifically, reducing the target's Hit Points or any of their ability scores or saves*). While this effect isn't perfect, providing none of the increased Save DC that it's predecessor did--most Illusionists would call being able to work their arts on older Dragons and other superpredators a fair trade.

Greater Profile (Ex): The oldest and wisest of Illusionists have tailored tricks and deceptions for hundreds--if not thousands--of beings, and assembling a profile usually amounts to recalling what they had forgotten previously in light of further knowledge.

Greater Profile works as it's predecessors, enhanced by allowing the Illusionist to hold up to their Intelligence Modifier in Profiles simultaneously. Appropriate research is still necessary, as it was for all of it's predecessors, though gaining the standard Save DC modifier only requires a single DC 20 to account for all of the necessary profiles. Nullifying resistances still requires a DC 35 success for each group targeted, and it still retains the inability to directly damage a target who's magic resistance has been bypassed as such.

Nothing Is Real (Su): An Illusionist at the peak of their talents has learned much over the course of their career. The malleable nature of reality in the hands of a skilled arcanist, the knowledge that everyone and everything can be deceived as long as they want to believe in the Lie. Such insights into the nature of awareness give the mightiest of Illusionists a fearsome ability--the ability to trick the very bodies of their enemies into believing what is not true.

This gives the Illusionist the strange freedom of never being forced to cast another physical spell again.

An Illusionist of the 20th Level's mastery over deception and illusion has reached it's pinnacle, allowing their magics to strike unerringly, baffling the efforts of the body to resist or evade the efforts--the Illusionist's finesse has grown too great to allow for such limited defenses to work. As such, the Illusionist may freely replace any Save a spell would ordinarily require, with a Will Save, as the victim forces their body to recognize that indeed, no damage had actually been done. While no actual, physical damage occurs as a result of such modified spells--after all, an illusory fireball isn't actually going to blow up and cause mass property damage--a target who is unable to make the Will Save genuinely suffers the shock that being attacked with such a powerful spell would have, and enough damage to kill them simply results in their hearts stopping, their brains shutting down, or whatever other kind of effect appropriate given the target creature. Finally, the nature of this technique renders inanimate objects immune to whatever powers are used. This allows considerable discretion when it comes to complicated situations, especially when coupled with the other insights an Illusionist has internalized over the course of their career.

NEW FEATS SEEN IT ALL

You've seen a lot of strange things in your life, and it takes quite a bit to pull one over on you.

Prerequisite: Int 14, Wis 14, Will Save +3

Benefit: You've grown jaded to the wiles of mice and men, and ordinary stunts and tricks barely even get your attention. The DC to affect you with Bluff or Disguise Checks are increased by 2. Additionally, you receive a +2 bonus when utilizing your Will Save against spells of the Illusion School.

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CHARACTER NAME

PLAYER

CLASS & LEVEL

RACE

ALIGNMENT

DEITY

SIZE / TYPE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



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| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|--------------|---------------|------------------|-----------------|--------------------|
| STR | | | | |
| DEX | | | | |
| CON | | | | |
| INT | | | | |
| WIS | | | | |
| CHA | | | | |

| HP | TOTAL | DR |
|----|-------|----|
| | | |

| WOUNDS / CURRENT HP |
|---------------------|
| |

| NONLETHAL DAMAGE |
|------------------|
| |

| INITIATIVE | TOTAL | DEX MODIFIER | MISC. MODIFIER |
|------------|-------|--------------|----------------|
| | | | |

| SPEED | BASE SPEED | WITH ARMOR | TEMP MODIFIERS |
|-------|------------|------------|----------------|
| | | | |

| FLY | MANEUVERABILITY | SWIM | CLIMB | BURROW |
|-----|-----------------|------|-------|--------|
| | | | | |

| SKILLS |
|--------|
| |

| SKILL NAMES | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|---|--------------|--------------|-------|------------|
| <input type="checkbox"/> ACROBATICS | _____ = DEX | | | |
| <input type="checkbox"/> APPRAISE | _____ = INT | | | |
| <input type="checkbox"/> BLUFF | _____ = CHA | | | |
| <input type="checkbox"/> CLIMB | _____ = STR | | | |
| <input type="checkbox"/> CRAFT (_____) | _____ = INT | | | |
| <input type="checkbox"/> CRAFT (_____) | _____ = INT | | | |
| <input type="checkbox"/> CRAFT (_____) | _____ = INT | | | |
| <input type="checkbox"/> DIPLOMACY | _____ = CHA | | | |
| <input type="checkbox"/> DISABLE DEVICE* | _____ = DEX | | | |
| <input type="checkbox"/> DISGUISE | _____ = CHA | | | |
| <input type="checkbox"/> ESCAPE ARTIST | _____ = DEX* | | | |
| <input type="checkbox"/> FLY | _____ = DEX | | | |
| <input type="checkbox"/> HANDLE ANIMAL* | _____ = CHA | | | |
| <input type="checkbox"/> HEAL | _____ = WIS | | | |
| <input type="checkbox"/> INTIMIDATE | _____ = CHA | | | |
| <input type="checkbox"/> KNOWLEDGE (ARCANA)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (HISTORY)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (LOCAL)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (NATURE)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (PLANES)* | _____ = INT | | | |
| <input type="checkbox"/> KNOWLEDGE (RELIGION)* | _____ = INT | | | |
| <input type="checkbox"/> LINGUISTICS* | _____ = INT | | | |
| <input type="checkbox"/> PERCEPTION | _____ = WIS | | | |
| <input type="checkbox"/> PERFORM (_____) | _____ = CHA | | | |
| <input type="checkbox"/> PERFORM (_____) | _____ = CHA | | | |
| <input type="checkbox"/> PROFESSION* (_____) | _____ = WIS | | | |
| <input type="checkbox"/> PROFESSION* (_____) | _____ = WIS | | | |
| <input type="checkbox"/> RIDE | _____ = DEX | | | |
| <input type="checkbox"/> SENSE MOTIVE | _____ = WIS | | | |
| <input type="checkbox"/> SLEIGHT OF HAND* | _____ = DEX | | | |
| <input type="checkbox"/> SPELLCRAFT* | _____ = INT | | | |
| <input type="checkbox"/> STEALTH | _____ = WIS | | | |
| <input type="checkbox"/> SURVIVAL | _____ = WIS | | | |
| <input type="checkbox"/> SWIM | _____ = STR | | | |
| <input type="checkbox"/> USE MAGIC DEVICE | _____ = CHA | | | |

☐ CLASS SKILL * TRAINED ONLY
CONDITIONAL MODIFIER:

LANGUAGES:

| AC | TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER |
|----|-------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|
| | | | | | | | | |

| TOUCH | FLAT-FOOTED | MODIFIER |
|-------|-------------|----------|
| | | |

| SAVING THROWS | TOTAL | BASE SCORE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | MODIFIERS |
|------------------|-------|------------|------------------|----------------|----------------|--------------------|-----------|
| FORTITUDE | | | | | | | |
| REFLEX | | | | | | | |
| WILL | | | | | | | |

| BASE ATTACK BONUS | SPELL RESISTANCE |
|-------------------|------------------|
| | |

| CMB | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MODIFIER |
|-----|-------|-------------------|-------------------|---------------|----------|
| | | | | | |

| CMD | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | DEX MODIFIER | SIZE MODIFIER |
|-----|-------|-------------------|-------------------|--------------|---------------|
| | | | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------------|--------------|-------------------|--------------|
| | | | |
| RANGE | TYPE | AMMUNITION | NOTES |
| | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------------|--------------|-------------------|--------------|
| | | | |
| RANGE | TYPE | AMMUNITION | NOTES |
| | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------------|--------------|-------------------|--------------|
| | | | |
| RANGE | TYPE | AMMUNITION | NOTES |
| | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------------|--------------|-------------------|--------------|
| | | | |
| RANGE | TYPE | AMMUNITION | NOTES |
| | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------------|--------------|-------------------|--------------|
| | | | |
| RANGE | TYPE | AMMUNITION | NOTES |
| | | | |

PLAYER

LPJXX21



RACE

ALIGNMENT

| AC ITEMS | | | | | | |
|----------|-------|------|---------------|---------------|--------|------------|
| | BONUS | TYPE | CHECK PENALTY | SPELL FAILURE | WEIGHT | PROPERTIES |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| TOTAL | | | | | | |

[illegible]

| | | | |
|----------------|--------------------------|--------------------|--------------------------|
| LIGHT LOAD | <input type="checkbox"/> | LIFT OVER HEAD | <input type="checkbox"/> |
| MEDIUM LOAD | <input type="checkbox"/> | LIFT OFF GROUND | <input type="checkbox"/> |
| HEAVY LOAD | <input type="checkbox"/> | PUSH OR DRAG | <input type="checkbox"/> |

| MONEY | |
|-------|--|
| CP— | |
| SP— | |
| GP— | |
| PP— | |

[illegible][illegible]

| EXPERIENCE POINTS | NEXT LEVEL |
|-------------------|------------|
| | |

| SPELLS | | | | |
|----------------------|----------------------|-------|----------------------|----------------------|
| SPELLS KNOWN | SPELLS SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
| <input type="text"/> | <input type="text"/> | 0 | <input type="text"/> | — |
| <input type="text"/> | <input type="text"/> | 1ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 2ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 3RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 4TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 5TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 6TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 7TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 8TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 9TH | <input type="text"/> | <input type="text"/> |

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 □□□□□□□□

1ST

[illegible]

3RD □□□□□□□□

4TH □□□□□□□□

[illegible][illegible]

7TH □□□□□□□□

8TH □□□□□□□□

9TH