



Illusionist

Discipline of Facades

Lvl.	Name:	Description:	Duration:	Range:	Area of Effect:	Type/IM:
1.	Camouflaged from Prying Eyes	Target's clothing, skin, and/or surface change color to roughly match that of his surroundings. This spell adds a special + 10% to +25% to the target's Stalking skill and a special +30% to +50% bonus to his Hiding skill.	2 min/lvl	100'	1 target	S/4
2.	Blurring the Form	Target's appearance is blurred. This adds a +10% bonus to his DB.	2 round/lvl	100'	1 target	S/4
3.	Shrink/Enlarge the Form	Target may be shrunk by up to 3% per level of the caster or enlarged by 10% per level of the caster. The target's damage modifiers for STR and weapons are modified according to the percent the target's body is shrunk or enlarged.	2 min/lvl	100'	1 target	S/4
4.	Changing of Faces	Alters target person's face to appear differently. The target's sex, race, coloration, and features may be changed, but the face cannot resemble that of another's.	2 min/lvl	100'	1 target	S/4
5.	Lesser Invisibility of the Form	Target is unable to be seen through normal means. If the target suffers or makes a violent action, then he instantly becomes visible.	24 hours	100'	1 target	S/4
6.	Lesser False Form	Target appears to be up to 5 levels higher or lower for the purposes of magical detection.	2 min/lvl	100'	1 target	S/4
7.	Displacement of the Form	An image of target person or animal is displaced up to 10 feet away from the real one. If the image is struck by a violent blow, then it vanishes. The image moves just at the target moves.	2 min/lvl	100'	10' radius	I/4
8.	Changing of Form	Alters target person's appearance to look differently. The target's sex, race, coloration, and features may be changed, but his appearance cannot resemble that of another's.	2 min/lvl	100'	1 target	S/4
9.	Lesser Polymorphing	Caster may take on the form of any non-fantastic animal. The caster gains all abilities of the animal he becomes.	2 min/lvl	caster	caster	S/4
10.	Greater Invisibility of the Form	Target is not detectable through any normal means, including sound, smell, and touch. If the target suffers or makes a violent action, then he returns to normal.	24 hours	100'	1 target	S/4
11.	Mimic Face	Target's face is altered to resemble that of another's	3 min/lvl	100'	1 target	S/4

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12.	False Form	Target appears to be up to 10 levels higher or lower for the purposes of magical detection.	3 min/lvl	100'	1 target	S/4
13.	Lesser Independent Form	An illusionary person is created in the image of the caster. The form can walk around, and the caster can see through his eyes. The form has no abilities, and cannot move in anyway the caster could not normally move (i.e. cannot pass through walls, fly, etc.).	3 min/lvl	100'	NA	I/4
14.	Mass Invisibility of the Forms	Up to six targets are unable to be seen through normal means. If one of the targets suffers or makes a violent action, then he alone instantly becomes visible.	24 hours	100'	1-6 targets	S/4
15.	Lesser Mimic of the Form	Target's form is altered to appear as another's. Only the person's appearance is copied, not his clothes, memories, mannerisms, voice, etc.	4 min/lvl	200'	1 target	S/9
16.	Displaced Forms	Creates up to eight images of the target that can be no more than 20 feet away from the real target. If one of the images is struck, then it alone vanishes. All the images move just as the target moves. Each images count as a separate illusions.	4 min/lvl	200'	20' radius	I/9
17.	Mass Change Form	Up to six targets have their appearance changed. The targets' sex, race, coloration, and features may be changed, but their appearance cannot resemble that of another's.	4 min/lvl	200'	1-6 targets	S/9
18.	Greater Polymorphing	Caster may take on the form of any non-fantastic animal or object. The caster gains all abilities of the animal or object he becomes.	4 min/lvl	caster	caster	S/9
19.	Non-detection Through the Art of Magic	Target cannot be detected by any magical means.	5 min/lvl	200'	1 target	S/9
20.	Greater False Form	Target appears to be up to 20 levels higher or lower for the purposes of magical detection.	5 min/lvl	200'	1 target	S/9
21.	Greater Mimic of the Form	Target's form and voice is altered to appear as another's. The person's appearance and voice are copied, not his clothes, memories, mannerisms, etc.	5 min/lvl	200'	1 target	S/9
22.	Mass Greater Invisibility of the Forms	Up to twelve targets are not detectable through any normal means, including sound, smell, and touch. If one of the targets suffers or makes a violent action, then he alone returns to normal.	24 hours	200'	1 target	S/9
23.	Master of Face	Caster may change his face at any time. His face may be made from his own imagination or mimic that of another's.	24 hours	Caster	caster	S/9
24.	Mass Non-detection	Up to 12 targets are not detectable by magical means.	5 min/lvl	200'	1-12 targets	S/9

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25.	Dopplegang	Target assumes all abilities, memories, mannerisms, appearance, and voice of any other person he can see. As the change is taking place, the caster must make a Res. vs. Con check or lose consciousness. If he fails, the transformation does not take place.	10 min/lvl	500'	1 target	S/15
26.	Mass Polymorph	Up to 12 targets can change their form to that of any animal. Each target gains the abilities of the animal they change into.	10 min/lvl	500'	1-12 targets	S/15
27.	Master of Form	Caster may change his form at any time. His form may be made from his own imagination or mimic that of another's.	24 hours	caster	caster	S/15
28.	Master of Non-detection	Caster is undetectable through any normal or magical means. He may also pass through walls like they were thin air.	10 min/lvl	caster	caster	S/15
29.	Master of Polymorphing	Caster may assume the form of any creature including fantastic creature he has ever seen.	10 min/lvl	caster	caster	S/15
30.	Greater Independent Form	An illusionary person is created in the image of the caster. The form can walk around, and the caster can see through his eyes. The form has all the abilities of the caster including spell casting, and is under the caster's control.	10 min/lvl	500'	1 form	I/15

