

Guardians of Utaemia

Illusionist Abilities and Spells

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Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

Illusionist

Caster of the art of trickery and elusive visual spells.

Prerequisites:

1. Seeker Abilities: "Illusionist Studies"
 2. Seeker Abilities: "Magical Prowess"
 3. Trade-Skill, "Artist"
 4. Trade-Skill, "Entertainer"
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Eyes of Illusion (Spell)

Reveals illusion to the caster.

Prerequisite: "Staff of Illusion" and "Physical Illusion"

Modification Point cost: 30

Area of Effect: 1space (5') x the awareness of the caster +1 space per 10 levels advanced.

Avoidance-roll: None.

Casting time: 5 turns (25 seconds)

Damage: None.

Duration: 1 minute (12 turns) x the level of the caster.

Effect time: Instant.

Explanation: Illusionist can shed the power to see what illusion may be in his or her sight.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x the awareness of the caster.

Resting time: None.

Special: None.

Spell Preparation: Caster must have his or her "Staff of Illusion" in hand (this is a spell).

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 30,000 white-gold / **Spell-rune:** 300 white-gold

Illusion Familiar (Spell)

Creates a permanent illusion familiar that aids the caster in all tasks.

Modification Point cost: 20

Area of Effect: Illusion Familiar cannot be larger than the caster's normal size.

Avoidance-roll: The caster must make a successful avoidance-roll vs. "Intelligence"

Casting time: 1 hour (720 turns).

Damage: None.

Duration: Permanent. The familiar will become a lifelong companion and trusted ally of the caster.

Effect time: Instant.

Explanation: When this spell is cast the Illusionist will actually create a Familiar from the essence of illusion itself, bringing it into reality permanently. Thus this "illusion" is still just what it is: Illusion. But it will not fade and will be visible to others.

Illusion Familiar form and come before the illusionist, serving as a permanent companion for the remainder of the caster's life. If the caster dies, the illusion will flee back to its origin (the dimension of illusion).

There will be a 99% chance that this spell will be successful. If unsuccessful, the 10 spell-points to cast this spell will be forfeit willingly by the illusionist forever.

See: "Notes"

See: "Special".

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: Illusion familiar will be able to communicate verbally with the caster. The caster can also see through the eyes of the familiar at will.

Range: 2 spaces (10') from caster maximum.

Resting time: 24 hours.

Special: Spell-points used to cast this spell are willingly forfeited forever in trade for the familiar.

Spell Preparation: Illusionist must meditate undisturbed for the "Casting time" of the spell.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 30,000 white-gold / **Spell-rune:** 300 white-gold

Illusional Shift (Spell)

Increases the chance to make others believe an illusion is real.

This ability can be purchased multiple times.

Modification Point cost: 7

Area of Effect: Caster only.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x the level of the caster.

Effect time: Instant.

Explanation: This spell will add a + 1 to %Rolls when pitting Mental-strength against another if an illusion is cast at them. It will make it harder for your target to disbelieve the illusion.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: +23

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: Not applicable. This is a passive spell that will always be in effect, making illusions harder and harder to disbelieve.

Susceptibilities: None.

Value: Scroll: 17,000 white-gold / Spell-rune: 170 white-gold

Physical Illusion (Spell)

Caster can make him or herself appear as another creature.

Modification Point cost: 30

Area of Effect: Caster only.

Avoidance-roll: None.

Casting time: 5 turns (25 seconds)

Damage: None.

Duration: 1 hour (720 turns) x the level of the caster.

Effect time: Instant.

Explanation: The caster can take on the physical aspect of a creature no smaller than half his or her size, yet no larger than twice.

This illusion is illusion of the flesh, not the mind, and is of the more powerful illusive tricks. One can be touched, and the illusion of what is being portrayed can be felt.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: This is illusion yes, but it is real to the touch (meaning it is replicated by the sight of another). To detect such an illusion as this would first take suspicion. This will be strictly up to game-play.

Range: Caster only.

Resting time: 5 turns (25 seconds)

Special: If suspicion arises as to the validity of this illusion, the suspicious one can then know it is not real with a successful avoidance-roll vs. “Intelligence”

Spell Preparation: Only that the caster has knowledge of the physical entity he or she wishes to take the form of.

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 300,000 white-gold / **Spell-rune:** 3,000 white-gold

Staff of Illusion (Spell)

Creates a staff that detects illusion.

Modification Point cost: 20

Area of Effect: "Area of Effect" of staff: 1 space (5') per 5 levels advanced.

Avoidance-roll: avoidance-roll vs. “Dexterity” and “Intelligence” to create Staff of Illusion, and a successful avoidance-roll vs. “Intelligence” per illusion to detect each.

Casting time: 12 hours.

Damage: None.

Duration: 1 turn (5 seconds) x the level of the caster.

Effect time: Instant.

Explanation: The Staff of Illusion will shed a strange, unearthly, light. This light will not help the caster see in the dark, but will reveal illusion that is within the staff's "Area of Effect".

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: This staff consists of pure illusion. It cannot be wielded as a weapon, unless it is against an illusion (then the stats will be as a R-0 quarter staff). See: “Weapons” for details on quarter staff.

Range: Staff must be within the personal grasp of the caster.

Resting time:

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 17,000 white-gold / **Spell-rune:** 170 white-gold