

# NAME




# LOOK

Sure, some wizards throw fireballs or lightning bolts or transform into dragons, but you work a more subtle craft. Why spend years trying to summon a demon when you can **pretend** one is there instead? Illusions let you do almost anything...as long as nobody else figures out what is going on, of course.

Wild Eyes, Knowing Eyes, Laughing Eyes  
 Styled Hair, Top Hat, Bed Head  
 Fancy Tuxedo, Eye-catching Robes, Official Uniform  
 Lithe Body, Average Body, Corpulent Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

|                                  |                                   |                                  |                                     |                                      |                                     |
|----------------------------------|-----------------------------------|----------------------------------|-------------------------------------|--------------------------------------|-------------------------------------|
| STRENGTH                         | DEXTERITY                         | CONSTITUTION                     | INTELLIGENCE                        | WISDOM                               | CHARISMA                            |
| <input type="checkbox"/> WEAK -1 | <input type="checkbox"/> SHAKY -1 | <input type="checkbox"/> SICK -1 | <input type="checkbox"/> STUNNED -1 | <input type="checkbox"/> CONFUSED -1 | <input type="checkbox"/> SCARRED -1 |
| STR                              | DEX                               | CON                              | INT                                 | WIS                                  | CHA                                 |

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6 + CONSTITUTION

# DRIVE

## PERFORMANCE

Fascinate and amaze with your magic.

## GREED

Swindle an important person out of his valuables.

## JUSTICE

Deceive a powerful and evil being with your illusions.

## EDUCATION

Teach someone innocent a magic trick.

# INSPIRATION

Choose your race, then choose the mythical figure that inspires you.

## COPPERFIELD

You can make anything disappear! **When you use Smoke and Mirrors**, you can make something disappear as your illusion.

## HOUDINI

No bind can hold you! **When you are using Defy Danger to escape from being bound**, you can choose not to roll and instead act as if you had rolled a 7-9.

## ANGEL

You can do anything as long as you keep the patter going. **When you lock eyes with someone and start chatting about your magic**, they will be completely distracted and cannot look away.

# STARTING MOVES

## SMOKE AND MIRRORS (CHA)

**When you weave a spell to create an illusion**, roll+CHA. \*On a 10+, you form a perfect illusion that affects 2 senses and will last a few minutes. \*On a 7-9, the illusion is imperfect. It only affects 1 sense, anything more than a cursory inspection will reveal its flaws, and it only holds for a minute or so. You can only have one illusion active at a time. No matter what, once someone realizes your illusion is not real, it will disperse.

Sensory Examples:

- Sight (a wall, an imposing bodyguard)
- Smell (decay, the smell of sulfur)
- Touch (itching all over, a sharp but fleeting pain)
- Hearing (the sound of an oncoming goblin horde, whispering)
- Taste (incredibly spicy peppers, blood)

## COLOR SPRAY (CHA)

**When you spray a jet of wild colors from your hands**, roll+CHA. \*On a 10+, a group of nearby creatures are dazed by the spell. You and your allies take +1 forward against them and they will have trouble acting. \*On a 7-9, the creatures are only dazed for a short time, you do not get the +1 bonus, and you also hit something you didn't mean to; the GM will tell you what. \*On a 6-, the spell erupts, dazing you and anyone nearby!

## PRESTIDIGITATION

**When you perform a small act of magic or trickery**, like card tricks or playing the cup game, you will always succeed in tricking your subject. You can only successfully dupe a person once, however. It may be difficult to trick a particularly clever being even once.

## MASK AURA

**When you touch a person or item**, you may change its "aura" at will. You can make it seem like a person is of a different alignment, or that an item is magical when it really isn't (and vice-versa). This effect lasts for a few minutes.

# BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ always sees right through me!

Everything I do amazes \_\_\_\_\_!

I can't believe I let \_\_\_\_\_ catch me in the act!

\_\_\_\_\_ is a complete sucker.



# THE ILLUSIONIST

LEVEL \_\_\_\_\_

XP \_\_\_\_\_

## GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight) and either a magic wand (near, 2 weight) or a chromatic staff (reach, 1 weight).

Also choose two:

- Weighted dice (1 weight)
- A marked deck of cards (1 weight)
- Lightweight leathers (1 armor, 1 weight)
- A vial of poison disguised as a healing potion (1 weight)
- A healing potion (1 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### MIRROR, MIRROR

When you surround yourself with mirror images, roll+INT. \*On a 10+, gain 3-shard. \*On a 7-9, gain 1-shard. When you are hit with an attack, lose 1-shard to take half damage from it. All shard is lost when you get a moment to catch your breath.

### THE MAGICIAN IS IN!

When you put on a magic show for the public, roll+CHA. \*On a 10+, you captivate the crowd with your tricks and spells. Once you are done, you gain Charisma\*10 gold coins. \*On a 7-9, pick a small group of people to entertain. You gain Charisma\*2 gold coins for doing some tricks. \*On a 6-, your magic is seen as a blasphemy.

### TAKES ONE TO KNOW ONE

When you Discern Realities, add this to your list of questions you can ask:  
-What illusions are in effect here?

### IMPROVED SPRAY

When you use Color Spray, on a 12+ you stun your targets, and they are unable to act until attacked or roused.

### PHANTASMAL BODYGUARD

When you weave an illusion that looks like a living creature, you may choose to focus your magic to make it tangible. It can deal your class damage. If it takes any damage or you lose your focus, it disperses.

### ILLUSION ADEPT

You may now have two illusion active at once.

### CANTRIP? CAN DO!

You have access to some cantrips. Select three from the list below.

- Abjuration: Mark a doorway. When someone passes by that mark, you will know.
- Conjunction: You may speak to animals (though they aren't too bright).
- Divination: If you have a personal effect of someone (lock of hair, memento), you can see where they parted ways with that object.
- Enchantment: Knock someone unaware of you off-balance momentarily.
- Evocation: Create a tiny flame. Just enough to light some dry wood or cloth.
- Necromancy: You can see how a freshly-deceased corpse died.
- Transmutation: Duplicate some small items (some coins, a fist-sized fruit) for a few minutes.

### BLIND THE MIND'S EYE

When you implant an illusion into someone's mind, roll+CHA. \*On a 10+, the illusion is fixed. It will last until the target is aware that they are being deceived. \*On a 7-9, the illusion lasts for only a few minutes.

### PULL THE WOOL

While someone is deceived by your illusions, your damage die becomes d8 against them.

### PROFESSIONAL DABBLER

Take a move from a spellcasting class that nobody else is using. That move must be one level lower than your own.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### MIRROR, BOOM

Requires: *Mirror, Mirror*

When you use a mirror image to take an attack for you, you may deal your damage to your attacker instead of taking half damage.

### CHAOTIC WORLD

When you let loose a powerful hallucinatory spell, roll+CHA. \*On a 10+, the hallucinations affect everyone nearby, but you are able to communicate to your allies that it is not real. \*On a 7-9, explanations are not possible. \*On a 6-, the hallucinations only affect you.

### EXPLOSIVE ILLUSIONS

When you successfully trick a creature with your illusions, you may choose to detonate the illusion, dealing your class damage to any nearby creatures. If any of those creatures are still alive afterward, they can no longer be tricked by your illusions.

### TAKES ONE TO KNOW ALL

Requires: *Takes One to Know One*

When you have successfully detected an illusion, you may use Defy Danger with INT to dispel it.

### FIRST, HARM YOURSELF

When you use Smoke and Mirrors or Color Spray, you may take a debility to act as if you had rolled a 10+.

### ARCH-ILLUSIONIST

Requires: *Illusion Adept*

You can now maintain three illusions at once. Also, each illusion can affect one more sense.

### CANTRIP CONNOISSEUR

Requires: *Cantrip? Can Do!*

You may use the rest of the cantrips.

### LAMBS TO THE SLAUGHTER

Requires: *Pull the Wool*

While someone is deceived by your illusions, they are unaware of you.

### TRANSFIXING

Requires: *The Magician is In!*

When you put on a magic show, you always draw a crowd, no matter what you roll.

### MASTER DABBLER

Requires: *Professional Dabblers*

Take another move from a spellcasting class that nobody else is using. If that move is from the same class (or magical "school"), it may be the same level as your own. Otherwise, it must be a level lower.