

Illusion Magic

Senses: Illusions can simulate a limited number of senses: Sight, Sound, Touch, Smell/Taste, Scry (magical senses / detection)

Tier 0: Hologram

● Create an obviously magical illusion of [$\frac{1}{2}$ Skill] senses in a space you can see.

Tier 1: Mirage

● Create a convincing illusion of [Tier+1] senses. As long as you can see it, you can have it react appropriately to the environment. As a ♦Minor Action you can control and move the illusion. As an ♦Action, you can substantially change the illusion (but not change which Senses it uses)

Tier 2: Disguise

● Create an illusory disguise of [Tier] senses over yourself or a character or object you can see. When disguising others, the illusion begins to break down and misalign when you lose line-of-sight to your target.

The disguise can't dramatically alter size or body shape. You can alter the disguise with ♦

Tier+1: Disguise two additional targets

Tier 3: Delusion

● Create a special illusion of [Tier+1] Senses. The caster omits details from the illusion, and each person who perceives it rationalizes the illusion, filling in details from their own minds.

The caster does not know exactly what each person sees, and may specifically target characters (only they see it) or omit them.