

## Phantom Blade

*A phantom blade can create illusions so realistic that they border on reality. The fearsome illusion weapons that they create enable them to vanquish a large array of foes. Being master manipulators, phantom blades know the best ways to use illusions to dishearten, distract, and defeat their foes.*

The phantom blade is an archetype of the illusionist class.

**Limited Spellcasting:** A phantom blade loses access to 7th through 9th level spells and has a lower Base MP as noted below.

Level	Base MP	Spell Level
1 <sup>st</sup>	1	1 <sup>st</sup>
2 <sup>nd</sup>	2	1 <sup>st</sup>
3 <sup>rd</sup>	3	1 <sup>st</sup>
4 <sup>th</sup>	4	2 <sup>nd</sup>
5 <sup>th</sup>	6	2 <sup>nd</sup>
6 <sup>th</sup>	8	2 <sup>nd</sup>
7 <sup>th</sup>	10	3 <sup>rd</sup>
8 <sup>th</sup>	14	3 <sup>rd</sup>
9 <sup>th</sup>	17	3 <sup>rd</sup>
10 <sup>th</sup>	20	4 <sup>th</sup>
11 <sup>th</sup>	25	4 <sup>th</sup>
12 <sup>th</sup>	29	4 <sup>th</sup>
13 <sup>th</sup>	33	5 <sup>th</sup>
14 <sup>th</sup>	40	5 <sup>th</sup>
15 <sup>th</sup>	46	5 <sup>th</sup>
16 <sup>th</sup>	50	6 <sup>th</sup>
17 <sup>th</sup>	59	6 <sup>th</sup>
18 <sup>th</sup>	66	6 <sup>th</sup>
19 <sup>th</sup>	74	6 <sup>th</sup>
20 <sup>th</sup>	79	6 <sup>th</sup>

**Martial Prowess:** A phantom blade's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases phantom blade's hit dice from d6 to d8.

**Limit Break (Su):** At 1st level, the phantom blade receives the Limit Break (Bladestorm).

*Bladestorm (Su):* This Limit Break allows the phantom blade to summon hundreds of his illusion weapons (chosen when this limit break is activated) to rain upon his enemies. Enemies within 30 feet of the phantom blade take 1d6 points of non-elemental damage per illusionist level, a Reflex save (DC 10 + half of the illusionist's level + his Charisma modifier) for half damage.

This ability replaces the Limit Break (Terrifying Nightmare).

**Illusion Weapon (Su):** A 1st-level phantom blade is an expert at dangerous illusions. He has trained his ability to summon illusions such that he can create semi-real illusion weapons of his choice as a move action that last for as long as he may choose.

When he first attacks a creature with the illusion weapon, it is entitled to a Will save to realize the weapon isn't real (DC 10 + half of the illusionist's level + his Charisma modifier). On a successful save, the weapon deals

only minimum damage to the target. An illusion weapon also only deals minimum damage to objects (such as constructs) but is still considered a magic weapon for the purposes of overcoming damage reduction. A creature only gets one saving throw, regardless of how often he strikes the creature.

A phantom blade can create a set of two light weapons that deal 1d6 non-elemental damage, one simple or martial one-handed weapon that deals 1d8 non-elemental damage, or one simple or martial two-handed weapon that deals 1d10 non-elemental damage that he may switch between reach and non-reach as a move action, with threat ranges of 20/×2. All of the weapons have a bonus damage of +1 non-elemental. He uses Charisma instead of Strength for attack bonuses and bonus damage, and he is automatically proficient with his illusion weapons. As such, Power Attack and similar feats do not work for these illusion weapons. For every four levels he advances past 1st level as a phantom blade, the bonus damage increases by 1 (+2 at 5th level, +3 at 9th level, +4 at 13th level, and +5 at 17th level).

This ability replaces blinding ray.

**AC Bonus (Ex):** When unarmored and unencumbered, the phantom blade adds his Charisma bonus (if any) to his AC and his CMD. He uses illusory magic to evade his foes' attacks. In addition, a phantom blade gains a +1 bonus to AC and CMD at 5th level. This bonus increases by 1 for every five illusionist levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). This bonus reflects the phantom blade's intense training in unarmored combat. These bonuses to AC apply even against touch attacks or when the phantom blade is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears armor, when he carries a shield, or when he carries a medium or heavy load.

This ability replaces cantrips, but the phantom blade gains the *detect magic* and *read magic* cantrips. He can cast either of these as 1st-level spells.

**Veil Pool (Su):** At 1st level, the phantom blade gains a reservoir of illusionary energy that he can draw upon to fuel his powers and enhance his illusion weapons. This veil pool has a number of points equal to half his illusionist level (minimum 1) + his Charisma modifier. The pool refreshes once per day when the phantom blade rests for a full 8 hours.

At 1st level, a phantom blade can expend 1 point from his veil pool as a swift action to grant any and all illusion weapons he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 3rd, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 19th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves nor does any other similar ability (such as Arcane Pool).

At 5th level, these bonuses can be used to add any of the following weapon properties: abyssal, abyssal burst, dancing, earthen, earthen burst, flaming, flaming burst, frost, icy burst, jetstream, jetstream burst, keen, roaring, roaring burst, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. These bonuses and properties are decided when the veil pool point is spent and cannot be changed until the next time the phantom blade uses this ability.

A phantom blade can only enhance all of his illusion weapons in this way at one time. If he uses this ability again, the first use immediately ends.

This ability modifies and replaces veil pool.

**Refine Illusion (Su):** At 2nd level, a phantom blade begins refining his skill at making illusion weapons. His illusion weapons gain a +1 enhancement bonus. For every four additional levels he advances past 2nd level as a phantom blade, the bonus is increased by 1 (+1 at 2nd level, +2 at 6th level, +3 at 10th level, etc.).

This ability replaces mirror.

**Sneak Attack (Ex):** If a phantom blade can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The phantom blade's attack deals extra damage (called "precision damage") anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the phantom blade flanks his target. This extra damage is 1d6 at 3rd level, and increases by 1d6 every three illusionist levels thereafter. Should the phantom blade score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a phantom blade can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. The phantom blade must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A phantom blade cannot sneak attack while striking a creature with concealment.

This ability replaces haze.

**Sharper Image (Su):** A 3rd-level phantom blade's summoned blades are even sharper. His illusion weapons gain a 19–20/x2 critical hit modifier. However, the weapon's bonus damage isn't multiplied by critical hits.

This ability replaces chain of disbelief.

**Illusionary Weapon Talent:** As he gains levels, a phantom blade learns special talents tailored to his specific way of blending martial puissance and illusionary power. Starting at 3rd level, a phantom blade gains one illusionary weapon talent. He gains an additional illusionary weapon talent for every three levels of illusionist attained after 3rd level. Unless specifically noted in an illusionary weapon talent's description, a phantom blade cannot select a particular illusionary weapon talent more than once. A phantom blade may take Extra Veil Power feats to take extra illusionary weapon talents.

*Accurate Strike (Ex):* The phantom blade can expend 2 points from his veil pool as a swift action to resolve all of his illusion weapon attacks until the end of his turn as melee touch attacks. **Prerequisite:** The phantom blade must be at least 6th level to select this talent.

*Bane Blade (Su):* Whenever the phantom blade enhances his illusion weapon using his veil pool, he may spend 1 additional point from his veil pool to add the bane special ability to the weapon. **Prerequisite:** The phantom blade must be at least 15th level to select this talent.

*Blinding Blade (Su):* The phantom blade can expend 2 points from his veil pool to increase the amount of light his illusion weapon blades give off excessively. As a standard action, he may force opponents within the radius of his illusion weapon's light effect from his bright blade class feature to make a Will save (DC 10 + half of the illusionist's level + his Charisma's modifier) or be blinded for 1 minute. If they succeed on the Will saving throw, they are instead dazzled for the same duration. **Prerequisites:** The phantom blade must have the bright blade and dazzling blade illusionary weapon talents to select this talent.

*Bright Blade (Su):* As long as the phantom blade has at least 1 point in his veil pool, he can, as a free action, cause his illusion weapons to emit light like the *torchlight* spell.

*Dazzling Blade (Su):* The phantom blade can expend 1 point from his veil pool to increase the danger and intensity of his illusionary weapon's light. As a standard action, he may force opponents within the radius of

his illusion weapon's light effect from his bright blade illusionary weapon talent to make a Will save (DC 10 + half of the illusionist's level + his Charisma's modifier) or be dazzled for 1 round per illusionist level.

**Prerequisite:** The phantom blade must have the bright blade illusionary weapon talent to select this talent.

*Deadly Detail (Su):* When the phantom blade forms his Illusion Weapon, he can sacrifice the enhancement bonus of the weapon to increase the DC to disbelieve by an amount equal to the bonus sacrificed. This bonus remains lost for 1 round and then returns, setting the DC back to its original value. This is a free action that can be done once per round.

*Dispelling Strike (Su):* The phantom blade can spend 1 or more points from his veil pool as a swift action to imbue his illusion weapon with a special power. If the illusion weapon strikes a creature within the next minute, that creature is the subject of a targeted *dispel* using the illusionist's level as the caster level, except that this effect cannot dispel a spell of a level higher than the number of veil pool points expended to activate this ability (treat higher-level spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful. **Prerequisite:** The phantom blade must be at least 6th level to select this talent.

*Disruptive (Ex):* The phantom blade gains Disruptive as a bonus feat.

*Enduring Blade (Su):* Whenever the phantom blade enchants his illusion weapon using his veil pool, he may spend 1 additional point from his veil pool to increase the duration to 1 minute per illusionist level.

*Ghost Blade (Su):* Whenever the phantom blade enchants his illusion weapon using his veil pool, he may spend 1 additional point from his veil pool to add the brilliant energy and ghost touch special abilities to the list of available options. **Prerequisite:** The phantom blade must be at least 6th level to select this talent.

*Hasted Assault (Su):* The phantom blade can expend 1 point from his veil pool as a swift action to move more quickly. This functions as *haste*, but only targets the phantom blade and lasts for a number of rounds equal to the phantom blade's Charisma modifier. **Prerequisite:** The phantom blade must be at least 6th level to select this talent.

*Illusionary Accuracy (Su):* The phantom blade can expend 1 point from his veil pool as a swift action to grant himself an insight bonus equal to his Charisma modifier on all attack rolls until the end of his turn.

*Illusionary Edge (Su):* The phantom blade can expend 1 point from his veil pool as an immediate action after hitting a target with his illusion weapon in order to deal an amount of bleed damage equal to his Charisma modifier (minimum 0). **Prerequisite:** The phantom blade must be at least 6th level to select this talent.

*Illusionary Shield (Su):* When a phantom blade with this talent forms two light illusion weapons they may spend 1 point from their veil pool and forgo the second weapon to instead form a shield. The shield functions as a light, steel shield with an enhancement bonus equal to that of the phantom blade's illusionary weapon. The shield has no armor check penalty and does not interfere with the phantom blade's AC bonus, but cannot be used to shield bash. A phantom blade with this talent is proficient with shields (except tower shields).

*Lingering Pain (Su):* The phantom blade can expend 1 point from his veil pool as an immediate action after hitting a target with his illusion weapon. All damage from that attack is considered continuous damage for the purposes of any concentration checks made by the target prior to the beginning of the phantom blade's next turn.

*Lingering Realization (Su):* Creatures that make the save to disbelieve the illusion weapon still take the full effect of the weapon for 1 round as if they had failed the Will save. **Prerequisite:** The phantom blade must be at least 6th level to select this talent.

*Prescient Attack (Su):* The phantom blade can expend 1 point from his veil pool as an immediate action after hitting a target with his illusion weapon, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the phantom blade's attacks until the end of the phantom blade's next turn.

*Prescient Defense (Su):* The phantom blade can expend 1 point from his veil pool as an immediate action after hitting a target with his illusion weapon, granting him a premonition of his enemy's intentions. The phantom blade gains a bonus to his AC and on Reflex saves equal to his Charisma modifier (minimum 0) against attacks by that opponent until the beginning of his next turn. **Prerequisite:** The phantom blade must be at least 6th level to select this talent.

*Spellbreaker (Ex):* The phantom blade gains Spellbreaker as a bonus feat. **Prerequisite:** The phantom blade must be at least 12th level to select this talent.

These abilities replace veil powers.

**Phantom Stealth (Ex):** At 4th level, a phantom blade becomes one with being unseen, like a phantom. He gains a bonus to Stealth checks equal to half his illusionist level.

This ability replaces social cloaking.

**Fully-Armed Caster (Ex):** At the beginning of 4th level, a phantom blade is able to cast illusion spells while both hands are occupied. He must make a concentration check (DC 15 + double the spell's level) or the spell fizzles and the MP is spent. The phantom blade gains a +2 bonus to concentration checks to cast while fully-armed, plus an additional +2 bonus for every four illusionist levels after 4th.

This ability replaces clear vision.

**Surprise Casting (Ex):** Starting at 5th level, when the phantom blade successfully uses the Bluff skill to feint in combat, his target is denied its Dexterity bonus (if it has one) to AC for the next melee attack the phantom blade makes against it or the next spell he casts. The phantom blade must remain in melee with the target, and the attack must be made or the spell cast on or before his next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against the phantom blade if he does not cast defensively.

At 10th level, the phantom blade gains the ability to feint in combat as a move action instead of a standard action. If he has the Improved Feint feat, he can now feint in combat as a swift action.

This ability replaces true illusion and illusionary puppet.

**Displacement (Su):** At 7th level, phantom blades learn that it's a lot easier to defeat a foe when they think you are somewhere else as their use of illusions rub off on their souls and beings, making them less real. It becomes harder for opponents to discern a phantom blade's actual location, and he benefits from a permanent 15% chance that a foe that attacks him will instead hit an illusion of him as if he had total concealment. *True seeing* negates his illusionary self.

This ability replaces master of disguise.

**Swirling Colors (Sp):** Also at 7th level, a phantom blade has improved his skill at focusing illusions through his illusion weapons. Once per day, as a standard action, he may create a *rainbow pattern* effect centered on his illusion weapon that lasts for one minute for each illusionist level he has. The phantom blade gains one additional use of swirling colors per day for every three levels after 7th level. The phantom blade is immune to his own effect.

This ability replaces quick veil.

**Refine Illusion II (Ex):** A 9th-level phantom blade has refined his ability to craft illusions further. His illusion spell's DC is increased by a +2 inherent bonus.

This ability replaces extended illusions.

**Quick Summon (Su):** At 11th level, phantom blades are able to materialize their illusion weapons with just a flurry of magic. He can create semi-real illusion weapons of his choice as a swift action instead of as a move action.

This ability replaces beguiling aura.

**Improved Sharper Image (Su):** As of 12th level, a phantom blade hits critically with his illusion weapon's non-elemental damage too. When he scores a critical hit with his illusion weapons he adds his bonus non-elemental damage to his critical hit multiplication.

This ability replaces body double.

**Greater Sharper Image (Su):** A 15th-level phantom blade gains very precise and detailed control over his illusion weapon's blade lines, divots, and notches that make up his blades. He may choose to either gain an 18–20/×2 critical hit modifier with his illusionary weapons, or gain a 19–20/×3 critical hit modifier with his illusionary weapons.

This ability replaces doublecast.

**Improved Displacement (Su):** At 19th level, a phantom blade's displacement improves, giving him now a 25% chance that a foe that attacks him will instead hit an illusion of him as if he had total concealment. *True seeing* negates his illusionary self.

This ability replaces master of the veil.

**Flicker (Sp):** At 20th level, a phantom blade learns to amplify their displacement with illusion magic in combat. 3 times per day, as a standard action, he is able to make his body seem to flit around in his battle grid squares and go in and out of existence suddenly and rapidly. For 1 minute, he benefits from a 50% chance that a foe that attacks him will instead hit an illusion of him as if he had total concealment. *True seeing* negates his illusionary movements.

This ability replaces bend reality.