

Pictomancer

There is a school of thought that through appropriate blend of color and shading some illusions can be made so life like and realistic that they blur the lines between phantom and creation. The pictomancer dedicates himself to this art and transforms a world of black and white into one of scintillating and dangerous color.

The pictomancer is an archetype of the illusionist class.

Limit Break (Su): At 1st level, the pictomancer receives the Limit Break (Perfect Likeness).

Perfect Likeness (Su): This Limit Break allows the pictomancer to create a perfect likeness of someone currently on the battlefield (essentially, making a paint construct version of that creature) possessing all abilities, items, etc. as the original (including current health but not any Limit Breaks). This ability can only affect a creature with HD no greater than two times the illusionist's level. This construct acts on the pictomancer's turn and obeys her commands. Any items dropped by the construct disappear and the construct disappears when the duration is over. This limit break lasts for a duration of 1 round + 1 round per four illusionist levels after 1st.

This ability replaces the Limit Break (Perfect Illusion).

Brilliance (Su): The phenomenal skill of the pictomancer is beyond what any artist could hope to achieve, but is also taxing and subject to the whims of the muses for inspiration. Using this resource can empower the pictomancer's abilities, but is difficult to replenish. The pictomancer starts the day with a number of brilliance points equal to her Charisma modifier (minimum 1) and can fluctuate during the day but cannot rise above her Charisma modifier. A pictomancer can use brilliance points to spend on veil powers. A pictomancer can regain brilliance points in the following ways:

- Anytime a target critically fails their Will save versus an illusionist spell or supernatural ability.
- Anytime the pictomancer witnesses an ally score a critical hit against an enemy affected by a status effect.

At 1st level, a pictomancer can spend 1 point of brilliance as a standard action to duplicate the effects of *disguise self*, lasting a number of hours equal to her illusionist level. A successful Will save to disbelieve, with the DC equal to 10 + half of the illusionist's level + her Charisma modifier.

At 5th level, she can duplicate the effects of *disguise other*.

At 9th level, she can duplicate the effects of *hallucinatory terrain*.

This ability replaces veil pool.

Rough Sketch (Su): At 1st level, as a standard action, the pictomancer can draw a rough sketch of an enemy. The harsh nature of the brush strokes and the haphazard perspective manifest in unpredictable ways on the target. The pictomancer rolls a d6 and checks the result from below, a successful Will save (DC 10 + half of the illusionist's level + her Charisma modifier) negates this effect. A pictomancer can use this ability a number of times per day equal to 3 + her Charisma modifier.

1. The likeness is so extraordinary, the pictomancer gains a point of brilliance.
2. The target is dazzled for 1d4 rounds.
3. The target is deafened for 1d4 rounds.
4. The target is entangled for 1d4 rounds.
5. The target is shaken for 1d4 rounds.

6. The target is sickened for 1d4 rounds.

This ability replaces blinding ray.

Masterpiece in Progress (Ex): At 3rd level, the pictomancer gains a bonus to their Craft (Painting) skill equal to half of her illusionist level (rounded down). In addition, she is so skilled at modifying shoddy work, that she does not risk wasting supplies when she fails a Crafting check. Since art has no set value, a pictomancer can continue working on a piece until she wishes to sell it.

This ability replaces haze.

Artistic Genius (Su): Also at 3rd level, the pictomancer develops new ways to utilize her artistic brilliance. Pictomancers may select the following veil power available only to them.

Color of Self (Su): A pictomancer can spend a single brilliance point as a standard action to pull the chromatic value from herself and use it as a projectile against a foe. The pictomancer makes a ranged touch attack versus a single opponent, on a successful hit, a swirling mist of color surrounds the target's head acting as a single target *fog cloud* for a single round. As a secondary benefit, the pictomancer is now mostly transparent and is able to make a Stealth check to hide, even while being observed and the pictomancer receives a circumstance bonus to this Stealth check equal to half her illusionist level.

Fabulous Color Display (Su): A pictomancer can spend two brilliance points as a full-round action to create a beautiful visual display of colors that can *fascinate* as the bard class feature. This ability relies only on visual components.

Inspired Painter's Trick (Su): At 10th level, when a pictomancer paints together an illusion spell, she gains cover from the additional paint splatter for a number of rounds equal to the spell's level.

This ability replaces moderate illusion esoterica.

Art Imitates Life (Su): At 12th level, a pictomancer can paint into reality a false image of a creature as per the *shadow summoning* that can only utilize the 'summoning' type and lasting for only a single round before fading away. This ability can be used a number of times per day equal to 3 + her Charisma modifier.

This ability replaces illusionary puppet.

Painted Copies (Su): At 13th level, the pictomancer has so perfectly practice painting herself that she can call forth these practice art pieces to aid in protecting her during battle. This functions like the *mirror image* spell with a limit of being able to manifest no more than her Charisma modifier in duplicates at a time and no more than her pictomancer level in duplicates per day.

This ability replaces invisibility field.

Masterful Painter's Trick (Su): At 15th level, the pictomancer can cast any illusion spell with double the duration (as per the Extend Spell feat) without an increase in caster level or MP cost. She can use this ability a number of times per day equal to her Charisma modifier.

This ability replaces major illusion esoterica.

Life Imitates Art (Su): At 19th level, the Art Imitates Life ability of the pictomancer functions as *greater shadow summoning* instead.

This ability replaces master of the veil.