

Spellshaper

Nu mou are known far and wide for their magical prowess and their efficiency with spells, but some are exceptionally gifted, specializing in two schools; black magic and illusions. These individuals marry separate methods of thought into a coherent caster that is engaging on the battlefield and in social discourse.

The spellshaper is an archetype of the illusionist class, available only to nu mou illusionists.

Archetype Main Ability Scores: The spellshaper mainly focuses on CHA and INT for spell casting and CHA for their class features.

Archetype Feature Replacements: **1st** – [Spells](#), [Cantrips](#). **2nd** – Discern Deception. **4th** – Social Cloaking. **9th** – [Illusionary Puppet](#). **13th** – [Cloak of Shadows](#).

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

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

Spells: A spellshaper casts black magic and illusionist spells which are drawn from the black mage and illusionist spell lists. A spellshaper begins play with 1 1st level black magic spells and 1 1st level illusionist spells of her choice. The spellshaper also selects a number of additional 1st-level black magic spells equal to her Intelligence modifier and a number of additional 1st-level illusionist spells equal to her Charisma modifier to add to her list of spells. Each time a character attains a new spellshaper level, she gains one black magic and one illusionist spell of her choice to add to her list of spells. These free spells must be of spell levels she can cast. Like most mages, a spellshaper can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a black magic spell, the spellshaper must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a spellshaper's black magic spell is 10 + the spell level + the spellshaper's Intelligence modifier. In addition, a spellshaper gains additional MP for having a high attribute (Intelligence).

To learn or cast an illusionist spell, the spellshaper must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a spellshaper's illusionist spell is 10 + the spell level + the spellshaper's Charisma modifier. In addition, a spellshaper gains additional MP for having a high attribute (Charisma).

This ability modifies spells.

Cantrips: Spellshapers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Spellshapers begin with 2 0-level spells from either the black mage or illusionist spell list and gain an additional 0-level spell every four levels after 1st level.

This ability modifies cantrips.

Elemental Manipulation (Su): Starting at 2nd level, the spellshaper may use a limited version of Elemental Spell (Metamagic), in which they can only change all the damage, and not half. This does not increase the MP cost of the spell, but however, adds a Will disbelief save to undo the metamagic.

This ability replaces discern deception.

Cogent Caster (Su): Starting at 4th level, the spellshaper's spells no longer offers a Will disbelief save to any creature with 6 or less Intelligence. At 9th level, this increases to 10 or less Intelligence, then 14 or less Intelligence at 13th level.

This ability replaces social cloaking, illusionary puppet, and cloak of shadows.