

# Illusions

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There are two types of illusions: *Figments* and ('true') *Illusions*. The type is specified in the description of the spell or talent.

- **Figments** are the weakest illusions. Any interaction with it reveals it as an illusion without any need for a special ability or test to detect. For example: The 'Cloak' spell would lose its effect against anyone who bumped into the character using it.
- ('True') **Illusions** are stronger. Magic interact with the target to 'compels' it to 'believe' in the illusion to the point of 'tricking' his physical senses: a person would be able to 'touch' an illusionary wall and feel as if its was no different from a real wall.. To be able to see through a ('true') Illusion, a sensing test is necessary (see below). For example, someone 'touching' an illusionary appendage of a character using the Monstrous Mantle spell would not realize that it is s an illusion without a successful Sensing Test.

## Sensing Illusions.

Any interaction that would (based on common sense) risk exposing an illusion is automatically also a Sensing Test against that illusion. The difficulty for a Sensing Test is based on the Circle of the spell (16 for 1<sup>st</sup> Circle, 17 for 2<sup>nd</sup> etc.).

So, for example, let's say a Warrior is using Melee Weapon against a 1<sup>st</sup> Circle illusion:

- If the Melee Weapon test is less than 16, then the Warrior do not realize that he is striking an illusion. He will feel as if his sword has hit actual flesh/armor even if, in reality, it just flew through empty air.
- If the Melee Weapon test is 16 or better, the Warrior realize there is an illusion and is not affected by it anymore.
- The same mechanic would apply for damage tests.

Someone who has detected an illusion can help others to overcome its effects. If he tries to convince others that what they are facing is an illusion, they get a +5 bonus on their own Sensing Tests against that illusion. This bonus is cumulative if several people are trying to convince someone.

## Disbelieving Illusions:

Illusions with short duration (usually combat spells) can be disbelieved without a Sensing Test. If the character has reasons to believe the spell is an illusion, he must declare that he will attempt to disbelieve an incoming spell before the Spellcasting Test is rolled.

- If the spell was really an illusion, the target suffers no damage/effect whatsoever.
- If the spell was NOT an illusion, the target is considered to have a Mystic Defense of 2 against that spell for the purpose of determining the number of successes. The target cannot use any active defenses (like Steel Thought) to resist that spell.

### **Final notes:**

- Illusionary damage is real; the body really think it was damage and 'hurts itself' accordingly.
- Contrary to **Shadowrun**; Illusion spells affect the Patterns in astral space, thus Astral Sight/Sense is not more (or less) effective than 'regular' senses to detect illusions (p: 207 'True to Form')