The Illustro*

The Illustro are those Tirasim who have been tapped by their government and charged with rooting out crime and corruption within the Tirasim Republic. They are honorable men and women whose values are rigorous obedience to the Chief Judge of the Tirasim Republic, respect for the dignity of all those they protect, compassion, fairness, and uncompromising personal and institutional integrity. Illustro members are arcane spell casters with their own spell list.

Hit Die: d8.

Requirements

Alignment: Any good.
Knowledge (politics): 2 ranks.
Gather Information: 4 ranks.
Search: 2 ranks.
Base Attack Bonus: +4
Diplomacy: 4 ranks
Special: Be appointed to the position by either the Chief Judge or the High Judge of the Tirasim Republic.

Class Skills

The Illustro class skills are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (politics) (Int), Knowledge (Tirasim underworld) (Int), Listen (Wis), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis), Use Rope (Dex).

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Illustro prestige class.
Weapon and Armor Proficiency: Illustro's gain the following weapon proficiencies: Dagger, dagger/punching, mace/light, club, quarterstaff, crossbow (light and heavy), sap, short sword, whip. Those of the Illustro also gain proficiency with light armor. Armor check penalties apply when using the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.
Spells: Those of the Illustro cast arcane spells. To cast a spell, the Illustro must have an Intelligence of at least 10 + the spell's level, so an Illustro with an Intelligence of 10 or lower cannot cast these spells. Illustro bonus spells are based on Intelligence, and saving throws against these spells have a Difficulty Class of 10 + spell level + Intelligence modifier.

Detect Evil Magic: Those of the Illustro are able to *detect evil magic* at will. This functions exactly as the detect magic spell however it only detects evil magic. Detect evil magic is a spell-like ability.

Dispel Evil Magic: The Illustro can *dispel evil magic* once per day per two levels. The caster level is equal to the Illustro's character level. Dispel evil magic is a spell-like ability.

Immunity to Illusions: The Illustro has a spell resistance equal to 5 + his Illustro level + his Wisdom bonus against all types of illusions.

Immunity to Enchantment: The Illustro has a spell resistance against enchantment equal to 5 + his Illustro level + his Wisdom modifier. Additionally, the Illustro gains a +1 per Illustro level on saving throws against enchantment.

Detect Lies: Beginning at 2nd level, the Illustro may attempt to detect lies once per day. In order to use this ability, the Illustro member must make a Wisdom check, with his Illustro level added, against a DC of 15 + the Wisdom bonus of the subject. If the Illustro succeeds, he can discern if that individual is lying to him. If the Illustro fails the check, no information is gained. For every two levels beyond 2nd level, the Illustro may attempt this once more each day.

Illustro Spells

Those of the Illustro choose their spells from the following list:

1st Level: *Arcane mark, comprehend languages, detect chaos/evil/good/law, detect magic, detect poison, protection from chaos/evil/good/law, read magic, remove fear.*

2nd Level: *Augury, calm emotions, detect thoughts, enthrall, hold person, locate object, silence, zone of truth.*

3rd Level: *Dispel magic, helping hand, invisibility purge, magic circle against chaos/evil/good/law, remove curse.*

4th Level: *Detect scrying, dismissal, divination, locate creature, scrying, sending, spell immunity, status, tongues.*

Illustro

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Detect Evil Magic	Dispel Evil Magic	SR**	Save Bonus	Spells per Day 1st	2nd	3rd	4th
1st	+1	+0	+0	+2	1/day		6	+1	1	-	-	-
2nd	+2	+0	+0	+3		1/day	7	+2	1	0	-	-
3rd	+3	+1	+1	+3	2/day		8	+3	1	1	-	-
4th	+3	+1	+1	+4		2/day	9	+4	2	1	-	-
5th	+4	+1	+1	+4	3/day		10	+5	2	2	0	-

6th	+5	+2	+2	+5		3/day	11	+6	2	2	1	-
7th	+6	+2	+2	+5	4/day		12	+7	2	2	2	0
8th	+7	+2	+2	+6		4/day	13	+8	3	2	2	1
9th	+7	+3	+3	+6	5/day		14	+9	3	3	2	2
10th	+8	+3	+3	+7		5/day	15	+10	3	3	3	3

*The Illustro is based on the Inquisitor prestige class developed by Malachi Martin. (malachi_m@hotmail.com)

**Spell resistance applies only against enchantment and illusion spells. Wisdom bonuses should be applied if applicable. If however, the Illustro fails the spell resistance, and he would be entitled to a saving throw, he gains the bonus listed above.