

Charm Person

This spell causes the target creature to consider the wizard a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the subject creature as if it were an automaton, but anything the caster says or does is automatically seen in the best possible way. Thus, the subject creature wouldn't follow an order to commit suicide, but he might believe the caster if assured that the only possible way to save the wizard's life is for the subject creature to hold back an onrushing dragon "for just a couple of minutes". The spell also doesn't convey any special linguistic or communicative skills to the caster; he must already have a language in common with the subject to communicate with it.

This spell has no required gestures.

For the purposes of this spell, the term "person" applies only to the races open to Player Characters, plus man-like creatures like lizard men, frog-men, ratlings, and others.

College: Information

Philosophy: Charm

Special Effects: Arcane Magic, Information, Charm, Charm

Effect: Major Transform 4d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Special

Range: No Range

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 12

END Cost: 6

Charm Person: Major Transform 4d6 (Changes A Person Into A Person With **Psychological Limitation: Considers The Caster A Trusted Friend And Ally**; Heals Back 1 EGO Per 3 Months) - Uses Alternate Combat Value OMCV vs. DMCV; +1/4), Works On EGO Not BODY (+1/4)(60 Active Points); All Or Nothing (-1/2), Concentration (0 DCV; -1/2), Eye Contact Required (-1/2), Mental Defense Applies (-1/2), No Range (-1/2), Requires A Power Skill: Charm Magic Roll (-1/2), Spell (-1/2), Suggestions Harmful To The Target Immediately End The Spell's Effect (-1/2), Incantations (-1/4), Limited Target (Persons Only; -1/4).

Spell created by Jack Butler

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