

Charm Person

- [Charm person](#)

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Level: 1 **Range:** 120' **Duration:** Varies **Casting Time:** 1 round **Save:** Will vs. check

The caster charms an enemy to become a friend! Any mundane living humanoid can be affected normally. Druids can also use this spell on animals. Wizards can attempt this spell on monsters and un-dead with a -2 check penalty and attempt to affect outsiders and demons with a -4 check penalty.

Misfire: Roll 1d4: (1) caster falls in love with intended target; (2) 1d4 randomly determined nearby creatures fall in love with each other; (3) caster inadvertently puts intended target to sleep [Will save to resist]; (4) target is not charmed but instead repulsed and angered by caster.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Mercurial Magic: Chain casting. Each successive casting of the spell grants a +1 bonus to wizard's spell check, up to a total bonus equal to the caster's Int or Luck modifier (whichever is higher). If the wizard casts another spell, he breaks the chain, resetting the modifier back to +0.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11: Lost. Failure.

12-13: A single target must make a Will save or be dazed for 1d4 rounds. Dazed targets can move at half speed but can perform no other actions.

14-17: A single target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. Unfortunately, the target's willpower must be forcibly subverted for the caster to exercise control, so it is but a shell of its former self, operating at a -2 penalty to all rolls, saves, checks, and ability scores while under the wizard's control. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of the caster's control. Roll 1d4: (1) odd facial tic; (2) deep bags under eyes; (3) posture and facial expressions resemble caster; (4) hair stands straight up.

18-19: A single target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of the caster's control, and its posture and facial expressions subtly change to resemble the caster's.

20-23: The wizard can target a number of creatures equal to his caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

24-27: The caster can target a number of creatures equal to 1d6 + caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

28-29: The caster can target a number of creatures equal to 2d6 + caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

30-31: The caster can target a number of creatures equal to 3d6 + caster level. Targets of equal to or less HD than the caster do not receive a save. Those with greater HD than the caster must make a Will save or fall under the wizard's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

32+: The caster can influence the emotions of large groups of people, including crowds of public spectators or armies of angry warriors. The caster can attempt to charm up to 100 people at once, as long as they are within his line of sight there is no effective range limit, and the targets need not be grouped together (e.g., if the wizard is using scrying means to observe multiple armies, he can target 20 people from each army). Targets of equal to or less HD than the caster do not receive a save. Those with greater HD than the caster receive a Will save. Failure indicates the targets fall under the caster's complete control and consider him their close friend. The targets receive another save to break the charm according to their original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day