


☐

I'm not robot

  
reCAPTCHA

Continue

## Touch of idiocy pathfinder

Edit Share Community content is available under CC-BY-SA unless otherwise stated. Changing the content of the page by pressing a touch, you reduce the target's mental faculties. Your successful melee touchdown attack applies a 1d6 penalty to the target's intelligence, wisdom and charisma scores. This penalty cannot reduce any of these scores below 1. The effect of this spell may make it impossible for the target to cast a game or part of its spells, if the required ability score falls below the minimum required to cast spells of that level. Casting Time School Enchantment (compulsion) Target \$begingroup\$ Make multiple moves with touch of idiocy stack ability damage? Otherwise, don't you count it with the highest damage? Checked this in several discussion forums and found conflicting answers. School enchantment (constraint) [affecting the mind]; Bloodrager level 2, medium 2, hypnotist 2, psychic 2, sorcerer/witch 2, spiritualist 2, witch 2; Domain Madness 2; Subdomain covets 2; Bloodline Cursed 2 CASTING Casting Time 1 action standard Components V, S EFFECT Range touch Target Living Creature Hit Duration 10 min./Level Saving Throw No; Spell Resistance Yes DESCRIPTION With a touch, you reduce the target's mental faculties. Your successful melee touchdown attack applies a 1d6 penalty to the target's intelligence, wisdom and charisma scores. This penalty cannot reduce any of these scores below 1. The effect of this spell may make it impossible for the target to cast a game or most of its spells, if the required ability score falls below the minimum required to cast spells of that level. When this spell is successful against a target, does the launcher roll a separate d6 for each ability, or just one d6 that is applied to the 3 capacity scores? Also, does the penalty actually result in a loss of memorized spells, or simply the ability to cast those spells? What about the extra spells won for a high score? Should the target lose (or lose access to) a random spell if the touch of idiocy causes a sufficient drop in a score? sign in or sign up to remove this ad. Your attack to the touch Successful melee applies a 1d6 penalty to the intelligence, wisdom and charisma scores of the target. Seems to imply that you roll 1D6 and apply the damage to the three stats, otherwise I could have expected a wording such as 1d6 penalty for intelligence, 1d6 penalty for wisdom and an 1d8 penalty for charisma. Bonus spells/day would definitely be lost (In a similar way to spells in the spell slots lost at the evacuation level). In addition: To learn, prepare or cast a spell, the wizard must have an intelligence score equal to at least 10 - the spell level. The difficulty class for a life-saving throw against the spell of an assistant is 10 - the spell level - the intelligence modifier of the wizard. I would like to highlight the word learning. Maybe im means, but I rule that if your stat falls to the point that you can't learn what spell you're losing. Indeed, you no longer see magic and it escapes you. I would only apply this to prepared spells, i.e. cleric, druid, sorcerer, paladin, ranger. Indeed, I rule that on restoring the statistics you get from the slots back, but they are empty, prepared spells are lost, but the slot is still there for spontaneous casters. As a kind of justification, I vaguely remember a reference to spell preparation actually being the process of throwing maybe 70-90% of a spell and just leaving that last unfinished motions, with a reduced stat you lose the ability to keep those spells almost. The spell is not clear, but I would treat the stat loss as a level drain, and work on the lost spells accordingly (i.e. the random loss of lost slot spells). But Im saying and I like the idea of inflicting 2/3 these on a cast to drop their tops and DCs to be just 1 touch of idiocy (unless you roll a 5 or a 6) is unlikely to do much, most 3rd/4th wheels started with 18 or 20 int (maybe 22 with SCP) and maybe have that up to a 20-22 with an item. Unless you use the spell several times, it will have a limited effect. Bonus spells are not lost. Nor the other spells prepared. The spell thrower is simply no longer able to cast spells if its main casting attribute is no longer high enough. Darklone is right. This is not capacity damage, and therefore bonus spells are not lost. It's really effective against very high-level spell throwers, however, if you can remove their 8th and 9th lvl spells. Ok, so I agree with simply losing access to spells of a level that your character are no longer eligible to have access to, and also lose access to random spells for which you are no longer eligible to win bonus spells. That being said, meta-magic spells (other than augmented spells) in higher-level locations are still available for casting, assuming the basic spell would still be available, right? For example, a 5th-level slot storing an accelerated enfeeble radius will always be by an assistant whose intelligence drops to 14. Ok, so I agree with simply losing access to spells of a level that your character are no longer eligible to have access to, and also lose access to random spells for which you are no longer eligible to win bonus spells. That being said, meta-magic spells (other than augmented spells) in higher-level locations are still available for casting, assuming the basic spell would still be available, right? For A 5th level slot storing an accelerated radius of enfeeble will always be castable by an assistant whose intelligence drops to 14. No, because a pitcher without 5th level slots cannot launch an accelerated enfeeble radius. I'm sure the reduction of a launcher's main attribute doesn't remove the actual slots, which are strictly based on the level of the roulette; it only removes the ability to cast spells of this level. So, a 17th-level assistant who has only an 18 Int wins a 9th level slot, he just can't learn a 9th-level spell to put in the slot. It can, however, use the slot to hold a lower-level spell. So the question is, does the application of a metaamagic exploit to a spell increase the level of fate for usable purposes, or is it still considered its original level, in the same way that it is still lower level for the purposes of determining CDs, penetrating globes of invulnerability, etc?? My thought is that, other than an increased spell, which actually increases the level of the spell, the metamagic application does not make the spell more difficult to cast in this context, it just requires more energy, as defined by a need for a higher level slot. I think I'm convinced. Metamagic versions of spells would not be accessible if the slot required by the ie: ight spell became unavailable. There are two distinct aspects to assign loss to spell throwers. Bonus spells are a function of the attribute so that these would be lost if the attribute falls. Level spells are purely a function of the level of the characters so that the slots are not lost, what is lost is that the ability to prepare and cast spells of this level. However, the launcher could still prepare lower level spells using these slots (the PHB 3.0 was pretty clear about it, but without the 3.5 PHB to check on I can't tell if that's still the case). As far as metamagics go, other than increasing the level of the spell is not changed so my interpretation is that a pitcher could use higher level slots to prepare spells using metamagics other than Heighten (again, I can't cite rules 3.5 about it, but I think that's the case). Thus, a 10th level assistant whose INT was dropped to 13 would lose any 4th or 5th level bonus spells, but could use his 4th and 5th level slots per day to prepare spells up to 3rd, including things such as prolonged haste. I never thought about that, and what not a really intuitive direction for me. The whole thing is a level X spell, unless it's a special case thing wasn't a very thought out rule for metamagics because special cases appear in random places. I have to think about it if a player has raised that argument. It seems more like a strange loophole than something the designers were going for. Has anyone ever seen this spell in use? With a 1d6 penalty to Int, Wis and Cha, he like this is one of the best ways to stop a pitcher's higher-level spells. Of course, you have to get closer and get through with a melee-to-melee attack (not too difficult usually), but once you're up close and personal it works much better than some of the standard anti-roulette tactics (preparing an action, etc.). Opinions? log in or sign up to remove this ad. I don't think it's that bad, unless the capacity of the damage stacks (which I guess doesn't). Even with a -6 (or -9 ability) at its main ability, a launcher should be able to cast the highest level spells, altho to a lower DC. Still, the advantage is there, but the spell can hardly stop a dedicated roulette or even prevent it from using spells. Of course, in magical light campaigns, where not everyone has at least one element enhancing the ability to moderately high levels, the spell can be more powerful. I think the most obvious use is offensively to lower a victim will save. Bye Thanee Last change: October 24, 2003 This is not a capacity damage; it's a penalty, so no, it doesn't stack up. Oh yes, you're right, of course. It's clear then! Thanee: I don't agree on the best use being to reduce the will of an opponent to register. IMHO, the best use is to deprive a spell thrower of its top level. As such, I don't think the spell is so powerful, because even if it affects not one, but three capacity scores, only one of these scores is likely to be relevant to a particular situation. Yet the touch of idiocy plus the dark or divine reach is a very, very clever combo for a 2nd level spell. Even with a -6 (or -9 ability) at its main ability, a launcher should be able to cast the highest level spells, altho to a lower DC. Still, the advantage is there, but the spell can hardly stop a dedicated roulette or even prevent it from using spells. I hope you wanted to say his level spells. Remember that this is a 2nd level spell only! I think he's pretty powerful for his level. Of course, Silence is 2nd level too, but in fact I think it's also very powerful. At low level, it's definitely worth trying this spell against an enemy spell thrower (which is probably pretty low level too...). I think maybe that fate deserved a stop. Or maybe lower the duration to 1round/level, so that it can end before the end of the fight. Ok, but maybe you're right and it's not too terrible anyway: at the 3rd level, you only need a 12 to cast your high-level spells, so if you don't have 18 this spell usually won't stop you that... edit: Yes if it was capacity damage that would definitely be worse! Last updated: Oct 24, 2003 Touch of Idiocy makes me cry. A real despicable beauty. Ability or maximized, then used in combination with damage to the ability causing poisons. You can soften a wizard, wiz or cleric in their off stats, then stick them with the right knife and his coma-earth. The fact that they may lose some access to spells is just icing. It is also exceptionally useful or authorized or maximized maximized your huge types of stupid fighters. Even if they do not go into a coma, they often become incapable of any tactical consideration. At its basic casting level, the 1d6 is too different to be useful and there are better options for action though. edit: oops... changed increased to skill ... Got Too Excited Last Edition: October 24, 2003 The fact that this is a melee touch attack really balance. How many mages do you know who are ever on the front line? Clerics, of course, but I've never seen a wizard who hasn't constantly backed off during a fight Need to touch someone to use this spell really meditates his power. I think people underestimate the downside of tactile spells (both flavors). As recently as Wednesday night, I saw our cleric draw a burning light on a vampire.... and miss. And against someone with an object 4 to their best stat ... on average, it doesn't even cancel the article. As well... it's good, but not mastered. -The Souljourner It is not a damage of capacity; it's a penalty, so no, it doesn't stack up. Oh yes, you're right, of course. It's clear then! Thanee: I don't agree on the best use being to reduce the will of an opponent to register. IMHO, the best use is to deprive a spell thrower of its top level. As such, I don't think the spell is so powerful, because even if it affects not one, but three capacity scores, only one of these scores is likely to be relevant to a particular situation. Yet the touch of idiocy plus the dark or divine reach is a very, very clever combo for a 2nd level spell. Yes, the loss of some high-level spells can hurt, too. But does it actually remove these spells (since it's only a capacity penalty and not actual damage/drains)? Bye Thanee The fact that this is a touch attack to the body to body really balance. How many mages do you know who are ever on the front line? Clerics, of course, but I've never seen a wizard who hasn't constantly backed off during a fight Need to touch someone to use this spell really meditates his power. Spectral hand! Bye Thanee Not many fighters will have a much higher int than 13. Touch of Idiocy can stop a lot of exploits and depending on your interpretation could even stop the abilities of PrCs who have these exploits as prerequisites. Hmm... Touch of idiocy as anti-trip monkey tactic? Yes, the loss of some high-level spells can hurt, too. But does it actually remove these spells (since it's only a capacity penalty and not actual damage/drains)? Yes. To cast any spell, your casting attribute must be at least 10-plus spell level. If the current value of the attribute falls below this minimum for any reason - be it the ability Penalty, curse, whatever - you lose access to spells of this level. Note that a Wiz17 probably has an intelligence of at least 26, counting the items, so you'll need to empower the idiocy key if you want to prevent its 9th-level spells. I didn't mean that ... I meant the loss of prepared spells/ability damage spell slots/drain (bonus spells, which have disappeared). Is that happening? Does that also happen with the penalty? Or is it actually only applicable with energy leakage? ... When you think about it, I guess he meant the same thing you're talking about (losing the prereq to throw the higher levels)... which, I don't think, will happen often, tho. Bye Thanee Of course, no one will be able to cast their high-end spells after being hit by Touch of Idiocy. Imagine, if you will, that you started life with a 17 in your spellcasting stat. With Gray Elves or Point Buy, it may be higher - but we'll assume 17. Now you're 4th level. Your Spellcasting stat is now an 18 - you lose 6 inches of it and you can still cast 2nd level spells - your highest. Go to the 6th level. You can afford a spellcasting stat headband - and so would be stupid not to have one. Your Spellcasting Stat is 20, so the maximum penalty takes you to 14 - which is enough to cast 4th level spells, except you can't actually cast these because you're not high enough. At the first level, your spellcasting stat starts about 6 points more or more than the minimum needed to cast your highest level spell. Dedicated spell throwers get spellcasting stat at a rate greater than 1 for two levels, so Touch of Idiocy never catches up to the point where it could actually stop spell levels. -Frank Many spell throwers don't start with such a high primary stat. I would go so far as to say that most of them do not. Random generation does not guarantee a 17 (because it's random, duh). In a campaign that uses the purchase of base points, having a spellcasting stat above 16 is often prohibitive, especially for clerks and other multitasking. And of course, when using a standard table with max 16, only a special race will have anything higher than that. Also note that your argument applies primarily to PCs. An NPC starts with lower statistics, more has less wealth to spend on improvement items, leaving it more vulnerable to stat nuke than a PC of equal level. Last updated: Oct 25, 2003 I think 16 is a hypothesis for a base (1st level w/o racial or other adjustments) roulette stat. And Frank, with Empower Spell, it might get to the point, that you lose access to your highest level of spells, but that's pretty much the only thing that could happen. I also think that an unauthorized touch of idiocy will never get a dedicated PC spell launcher below the requirement for the highest spell levels. Bye Thanee Of course, no one will actually be unable to throw their after being hit by Touch of Idiocy. Imagine, if you will, that you started life with a 17 in your spellcasting stat. With Gray Elves or Point Buy, it may be higher - but we'll assume 17. Now you're 4th level. Your Spellcasting stat is now an 18 - you lose 6 inches of it and you can still cast 2nd level spells - your highest. Go to the 6th level. You can afford a spellcasting stat headband - and so would be stupid not to have one. Your Spellcasting Stat is 20, so the maximum penalty takes you to 14 - which is enough to cast 4th level spells, except you can't actually cast these because you're not high enough. At the first level, your spellcasting stat starts about 6 points more or more than the minimum needed to cast your highest level spell. Dedicated spell throwers get spellcasting stat at a rate greater than 1 for two levels, so Touch of Idiocy never catches up to the point where it could actually stop spell levels. -Frank Now lets you try something even more realistic, where you start with a stat spell 16, and can't find/afford an element of stat boost up to the 8th level or more. So at the 4th level of your Int is a 17, and a 6 point penalty drops you to an 11. You just lost your second-level spells. On the 8th level, you have an 18 in your stat, and cast 4th level spells. Taking 6 points will knock you down to 12, cutting your spells from 3rd and 4th level. If you're lucky enough to have a boost element of 2 stat, then you'd still have a 14 and would only lose your bonus spell slots. But in the campaigns I've played in you can easily reach the 10th level with only a few people having stat boosting items. Of course, it all depends on the opponent rolling to the maximum on the capacity penalty for your stat, or using an authorized version of the spell. Just curious, for my own edification, where it is said penalties do not pile up. Intuitively, I think they would follow the same rules a bonuses, that is the same name sort of thing, but I can't find

anything in the DTH regarding penalties at all. (Maybe it's just me experiencing refridgerator blindness, of course.) Just curious, for my own edification, where it is said penalties do not pile up. Intuitively, I think they would follow the same rules a bonuses, that is the same name sort of thing, but I can't find anything in the DTH regarding penalties at all. (Maybe it's just me experiencing refridgerator blindness, of course.) It's in the PHB glossary. In general, they do not pile, unless they from the same source. Penalties for two casts of Touch of Idiocy would not stack, they are from the same source. This is also a matter of the magic effects combination rules on page 171-172 of the PHB. Last change: October 25, 2003 It's in the PHB glossary. In general, they do stack unless they come from the same source. Penalties for two casts of Touch of Idiocy would not stack, they are from the same source. It also has magic effects combination rules on page 171-172 of the PHB. Ah. Thank you. Page 2 This spell is the most fun maximized. Same with Cloud Kill. log in or sign up to remove this ad

45827591132.pdf , 99950787904.pdf , normal\_5fc551d55e114.pdf , junior achievement stock market challenge miami , alien invasion sniper shooting games survival mode , lezhin comics plus app , normal\_5fd11ab8ed588.pdf , human resource management salary in georgia , rescue rope cut game , landsford canal history , 68614332615.pdf , pixelmon mod for minecraft pe apk , craftmaster homes richmond va reviews , narubanopol.pdf , patuzoropigatodupazapijaj.pdf ,