

Cat's Grace



Alteration

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

Just as a strength spell can increase a subject's physical power for a time, cats grace can enhance a subject's Dexterity. All abilities and skills that are Dexterity-based can be affected by an enhanced Dexterity score, including reaction adjustment, missile attack adjustment, defensive adjustment, Dexterity-based proficiency scores, and adjustments to thief abilities. The exact amount of Dexterity gained depends on the subject's class; multi-classed characters use the most favorable dice.

Class	Dexterity Gain
--------------	-----------------------

Rogue	1d8 points
-------	------------

Warrior	1d6 points
---------	------------

Wizard	1d6 points
--------	------------

Priest	1d4 points
--------	------------

The spell cannot confer a Dexterity score of 20 or more, and it is not cumulative with any other Dexterity-enhancing magical or psionic power. Creatures without Dexterity scores gain a -1 bonus to AC and a +1 to attack rolls with missiles for the duration of the spell.

The material component for this spell is a few whiskers from an elven cat.

Notes: Uncommon (PO:SM)