

TEMPT FATE

DIVINATION - FORTUNE

CASTING TIME



COMPONENTS

S

RANGE

120 FT

TARGET

THE TRIGGERING

CREATURE

TRIGGER

TARGET ATTEMPTS A

SAVING THROW

~~You twist the forces of fate to make a moment~~
dire or uneventful, with no in-between. The target gains a +1 status bonus to the triggering saving throw. If the saving throw's result is a success, it becomes a critical success. If it's a failure, it becomes a critical failure, and the critical failure can't be reduced by abilities that usually reduce critical failure, such as improved evasion.

If the triggering ability did not have both a critical success and critical failure condition, tempt fate fails, but you don't expend the Focus Point for Casting this Spell.

Heightened (8th) : The bonus on the saving throw is +2.