

# Alternate Reality



## Alteration, Wild

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

With this spell, the caster creates a small variation in probabilities. This variation lasts only a moment, but creates alternate results for one recent event. When the spell is cast, any one event attempted by the recipient during the previous round is recalculated, essentially allowing ( or forcing) the creature to make new die rolls.

Only events that begin and end in a single round can be affected. Only one die roll can be re rolled. If the creature touched is a willing recipient, the player can choose which roll (the original or the new roll) affects him, more than likely picking the most successful. If the creature is unwilling, he must redo the action. The second result, whatever its outcome, cannot be changed.

Typical uses of this spell include allowing a fighter to reroll an attack, forcing an opponent to reroll a saving throw, or allowing a wizard to reroll the damage caused by a fireball.

The material component is a small, unmarked die.

Notes: Restricted to wild mages; uncommon (ToM).