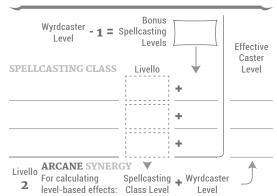
Level



×	WYRDCASTER		×
Livello		Wyrd Technique	Bonus Feat
1	Wyrd Technique		
2	Arcane Synergy		
3	Arcane Health		
4	Wyrd Technique		
5	Talento Bonus		
6	Arcane Luck		
7	Wyrd Technique		
8	Wyrd Mastery 2/day , Bonus	Feat	
9	Greater Arcane Luck		
10	Wyrd Technique		(

WYRD TECHNIQUES

Augment Duration

Extend the duration of a spell, without increase in spell level or casting time.

Augment Precision

Reroll a spell's attack roll.

WYRD TECHNIQUE

Ignore Environment

Always succeed at concentration checks.

Increase Caster Level

Increase caster level for the next spell by up to half your Wyrdcaster level.

Speed Casting

Cast one spell using a metamagic feat, without increasing its casting time.

DRAWBACK

Concentration check to keep the spell active: DC = 20 +spell level + augmented spell level

For a number of rounds equal to the spell level, reduce AC by the spell level.

For a number of rounds equal to the spell level, provoke attacks of opportunity when casting any spell.

For a number of rounds equal to the spell level, provoke attacks of opportunity when casting any

spell.

For a number of rounds equal to the spell level, all spells take additional time as if cast with the metamagic feat.

Drain Arcane Reserve Livello

Drain points from your Arcane Health to take your hit points back to zero.

Cannot use again for 1 hour.

ARCANE HEALTH

Arcane Sacrifice a spell slot to gain temporary hit points. Livello 🗙 Livello Wyldcaster These points can only be used to absorb spell damage. Health 3 Inc. Level **Points** They disappear when you rest or fall below 0 hit points.

Arcane Health Pool

ARCANE LUCK

= Livello Livello Insight 6 Bonus

Sacrifice a spell slot to gain an insight bonus to one saving throw or skill check. May only be used once per round.

Livello 9

4

Apply your Arcane Luck ability after the roll has been made.