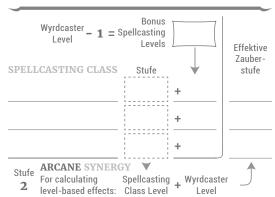
Wyrdcaster Level

# WYRDCXSTER



WYRDCASTER				
Stufe			Wyrd Technique	Bonus Talent
1		Wyrd Technique		
2		Arcane Synergy		
3		Arcane Health		
4		Wyrd Technique		
5		Bonustalent		
6		Arcane Luck		
7		Wyrd Technique		
8		Wyrd Mastery <b>2/Tag</b> , Bonus	Feat	
9		Greater Arcane Luck		
10		Wyrd Technique		

#### WYRD TECHNIQUES

## WYRD TECHNIQUE Augment Duration

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

#### Augment Precision

Reroll a spell's attack roll.

#### ☐ 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.

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spell.

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

#### Stufe Drain Arcane Reserve

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

Cannot use again for 1 hour.

### ARCANE HEALTH

Stufe
Realth Points

Sacrifice a spell slot to gain temporary hit points.

These points can only be used to absorb spell damage. They disappear when you rest or fall below 0 hit points.

E HEALTH
Sacrifice a spell slot to gain temporary hit points.

Arcane Health Pool

#### **ARCANE LUCK**

 $_{\mathbf{6}}^{\text{Stufe}}$   $_{\text{Bonus}}^{\text{Insight}}$  =  $_{\text{Level}}^{\text{Zauber}}$ 

Sacrifice a spell slot to gain an insight bonus to one saving throw or skill check.

May only be used once per round.

Stufe **9** 

4

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