

CLASSE DI PRESTIGIO

DOMINION

WYRDCASTER

Wyrddcaster Level

Wyrddcaster Level

- 1 = Spellcasting Levels

Bonus

Levels

Effective Caster Level

Spellcasting Class

Livello

+

+

+

Livello

2

ARCANE SYNERGY

For calculating level-based effects:

Spellcasting Class Level

+

Wyrddcaster Level

WYRDCASTER			
Livello		Wyrdd Technique	Bonus Feat
1	<input type="checkbox"/>	Wyrdd Technique	■
2	<input type="checkbox"/>	Arcane Synergy	
3	<input type="checkbox"/>	Arcane Health	
4	<input type="checkbox"/>	Wyrdd Technique	■
5	<input type="checkbox"/>	Talento Bonus	■
6	<input type="checkbox"/>	Arcane Luck	
7	<input type="checkbox"/>	Wyrdd Technique	■
8	<input type="checkbox"/>	Wyrdd Mastery 2/day, Bonus Feat	■
9	<input type="checkbox"/>	Greater Arcane Luck	
10	<input type="checkbox"/>	Wyrdd Technique	■

WYRDCASTER TECHNIQUES	
WYRDCASTER TECHNIQUE	DRAWBACK
<input type="checkbox"/> Augment Duration Extend the duration of a spell, without increase in spell level or casting time.	Concentration check to keep the spell active: DC = 20 + spell level + augmented spell level
<input type="checkbox"/> Augment Precision Reroll a spell's attack roll.	For a number of rounds equal to the spell level, reduce AC by the spell level.
<input type="checkbox"/> Ignore Environment Always succeed at concentration checks.	For a number of rounds equal to the spell level, provoke attacks of opportunity when casting any spell.
<input type="checkbox"/> Increase Caster Level Increase caster level for the next spell by up to half your Wyrddcaster level.	For a number of rounds equal to the spell level, provoke attacks of opportunity when casting any spell.
<input type="checkbox"/> Speed Casting Cast one spell using a metamagic feat, without increasing its casting time.	For a number of rounds equal to the spell level, all spells take additional time as if cast with the metamagic feat.

Livello 4	<input type="checkbox"/> Drain Arcane Reserve Drain points from your Arcane Health to take your hit points back to zero.	Cannot use again for 1 hour.
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ARCANE HEALTH

Livello 3

Arcane Health Points

=

Livello Inc.

×

Wyrddcaster Level

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.

Arcane Health Pool

ARCANE LUCK

Livello 6

Insight Bonus

=

Livello Inc.

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

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