

CLASSE DE PRESTIGE

DOMINION

WYRDCASTER

Wyrdcaster Level

Wyrdcaster Level

- 1 = Spellcasting Levels

Bonus

Levels

Effective Caster Level

SPELLCASTING CLASS

Niveau

+

+

+

Niveau

2

ARCANE SYNERGY

For calculating level-based effects:

Spellcasting Class Level

+

Wyrdcaster Level

WYRDCASTER			
Niveau		Wyrd Technique	Bonus Feat
1	<input type="checkbox"/> Wyrd Technique	■	
2	<input type="checkbox"/> Arcane Synergy		
3	<input type="checkbox"/> Santé Magique		
4	<input type="checkbox"/> Wyrd Technique	■	
5	<input type="checkbox"/> Don supplémentaire		■
6	<input type="checkbox"/> Chance Magique		
7	<input type="checkbox"/> Wyrd Technique	■	
8	<input type="checkbox"/> Wyrd Mastery 2/day, Bonus Feat		■
9	<input type="checkbox"/> Science de la Chance Magique		
10	<input type="checkbox"/> Wyrd Technique	■	

WYRD TECHNIQUES	
WYRD 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 Wyrdcaster 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.

Niveau 4	<input type="checkbox"/> Drain Arcane Reserve Draine des point de votre santé arcanique pour remettre vos points de dégats a zero	Cannot use again for 1 hour.
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SANTÉ MAGIQUE

Niveau 3

Points de santé magique = Niveau du sort × Wyldcaster 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.

Bassin de santé arcanique

CHANCE MAGIQUE

Niveau 6

Insight Bonus = Niveau du sort

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

Niveau 9

Appliquez votre capacité de Chance Magique après que le jet ai été fait.