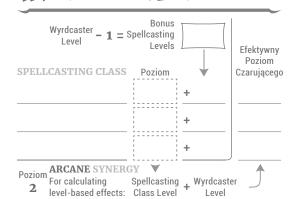
WYRDC太STER



| WYRDCASTER | | | | |
|------------|--|--|-------------------|---------------|
| Poziom | | | Wyrd Technique | Bonus Feat |
| 1 | | Wyrd Technique | | |
| 2 | | Arcane Synergy | | |
| 3 | | Arcane Health | | |
| 4 | | Wyrd Technique | | |
| 5 | | Atut Premiowy | | |
| 6 | | Arcane Luck | | |
| 7 | | Wyrd Technique | | |
| 8 | | Wyrd Mastery 2/day , Bonus Feat | | |
| 9 | | Greater Arcane Luck | | |
| 10 | | Wyrd Technique | | |

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.

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.

Poziom 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

Arcane Health Pool

ARCANE LUCK

Poziom Insight Bonus = Poziom Czaru

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

May only be used once per round.

Poziom **9**

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