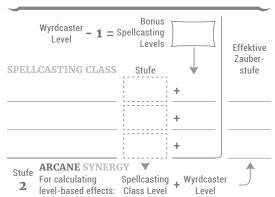
Wyrdcaster Level

WYRDCXSTER



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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 2/Tag , Bonus F	eat	
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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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.

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 Health Points = Zauber X Wyldcaster Level 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

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

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**

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