

CLASSE DI PRESTIGIO

DOMINION

WYRDCASTER

Wyrdcaster Level

Wyrdcaster Level

- 1 = Spellcasting Levels

Bonus

Levels

Effective Caster Level

SPELLCASTING CLASS

Livello

+

+

+

Livello

2

ARCANE SYNERGY

For calculating level-based effects:

Spellcasting Class Level

+

Wyrdcaster Level

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

WYRD TECHNIQUES

WYRD TECHNIQUE

DRAWBACK

☐ **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

☐ **Augment Precision**
Reroll a spell's attack roll.

For a number of rounds equal to the spell level, reduce AC by the spell level.

☐ **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.

☐ **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.

☐ **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.

☐ **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

Livello

Arcane Health Points

=

Livello Inc.

×

Wyrdcaster 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

Insight Bonus

=

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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.