DOMINION
WYRDCASTER

Wyrdcaster Level [ ]

$$\text{Wyrdcaster Level} - 1 = \text{Bonus Spellcasting Levels}$$

SPELLCASTING CLASS   Уровень

Effective Caster Level

+
+
+

Уровень **2** **ARCANE** SYNERGY ▼

$$\text{For calculating level-based effects:} = \text{Spellcasting Class Level} + \text{Wyrdcaster Level}$$

WYRDCASTER

Уровень			Wyrd Technique	Bonus Feat
1	☐	Wyrd Technique	■	
2	☐	Arcane Synergy		
3	☐	Arcane Health		
4	☐	Wyrd Technique	■	
5	☐	Доп. Черта		■
6	☐	Arcane Luck		
7	☐	Wyrd Technique	■	
8	☐	Wyrd Mastery **2/day**, Bonus Feat		■
9	☐	Greater Arcane Luck		
10	☐	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.

Уровень **4** ☐ **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

Уровень **3** $$\text{Arcane Health Points} = \frac{\text{Уровень Заклинания}}{} \times \text{Wyldcaster Level}$$ 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.

Arcane Health Pool

ARCANE LUCK

Уровень **6** $$\text{Insight Bonus} = \frac{\text{Уровень Заклинания}}{}$$ Sacrifice a spell slot to gain an insight bonus to one saving throw or skill check. May only be used once per round.

Уровень **9**   Apply your Arcane Luck ability after the roll has been made.