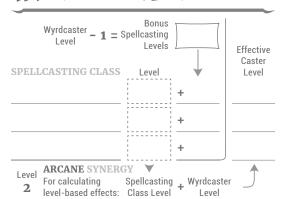
PRESTIGE CLASS

Wyrdcaster Level

# DOMINION WYRDC太STER



| ×     | WYRDCASTER                        |                   | # (           |
|-------|-----------------------------------|-------------------|---------------|
| Level |                                   | Wyrd<br>Technique | Bonus<br>Feat |
| 1     | Wyrd Technique                    |                   |               |
| 2     | Arcane Synergy                    |                   |               |
| 3     | Arcane Health                     |                   |               |
| 4     | Wyrd Technique                    |                   |               |
| 5     | Bonus Feat                        |                   |               |
| 6     | Arcane Luck                       |                   |               |
| 7     | Wyrd Technique                    |                   |               |
| 8     | Wyrd Mastery <b>2/day</b> , Bonus | Feat              |               |
| 9     | Greater Arcane Luck               |                   |               |
| 10    | Wyrd Technique                    |                   |               |

#### WYRD TECHNIQUES

## Augment Duration

Extend the duration of a spell, without increase in spell level or casting time.

#### Augment Precision

Reroll a spell's attack roll.

WYRD TECHNIQUE

#### ☐ 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.

#### Level 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

 Level 3
 Arcane Health Points
 =
 Spell S

Arcane Health Pool

### **ARCANE LUCK**

Level Insight = Spell Bonus = Level

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

May only be used once per round.

Level **9** 

4

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