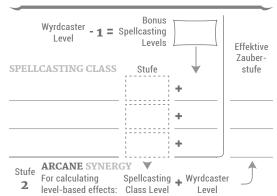
# אסואומסע **VYRDCASTER**



×	WYRDCASTER		<i>*</i>
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 <b>2/Tag</b> , Bonus	Feat	
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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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** Stufe

Drain points from your Arcane Health to take your hit points back to zero.

Cannot use again for 1 hour.

## ARCANE HEALTH

Arcane Zauber 🗙 Stufe Wyldcaster Health Level 3 Level **Points** 

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

**=** Zauber Stufe Insight 6 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.

#### Stufe 9

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