

CLASSE DE PRESTIGE

DOMINION

WYRDCASTER

Wyrdcaster Level

Wyrdcaster Level

- 1 = Spellcasting Levels

Bonus

Effective Caster Level

SPELLCASTING CLASS

Niveau

+

+

+

Niveau

2

ARCANE SYNERGY

For calculating level-based effects:

Spellcasting Class Level

+

Wyrdcaster Level

WYRDCASTER			
Niveau		Wyrd Technique	Bonus Feat
1	<input type="checkbox"/>	Wyrd Technique	■
2	<input type="checkbox"/>	Arcane Synergy	
3	<input type="checkbox"/>	Santé Magique	
4	<input type="checkbox"/>	Wyrd Technique	■
5	<input type="checkbox"/>	Don supplémentaire	■
6	<input type="checkbox"/>	Chance Magique	
7	<input type="checkbox"/>	Wyrd Technique	■
8	<input type="checkbox"/>	Wyrd Mastery 2/day, Bonus Feat	■
9	<input type="checkbox"/>	Science de la Chance Magique	
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.

☐ **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.

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.

Niveau

4

☐ **Drain Arcane Reserve**  
Draine des point de votre santé arcanique pour remettre vos points de dégats a zero

Cannot use again for 1 hour.

SANTÉ MAGIQUE

Niveau

3

Points de santé magique = Niveau du sort × 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.

Réserve de santé magique

CHANCE MAGIQUE

Niveau

6

Insight Bonus = Niveau du sort

Sacrifice a spell slot to gain an insight bonus to one saving throw or skill check. May only be used once per round.

Niveau

9

Appliquez votre capacité de Chance Magique après que le jet ai été fait.