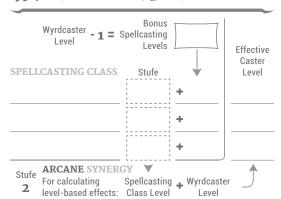
PRESTIGE CLASS

Wyrdcaster Level

WYRDC太STER



×	WYRDCASTER	1	# (
Stufe		Wyrd Technique	Bonus 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 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 Concentration check to keep the spell active: increase in spell level or casting time. 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 For a number of rounds equal to the spell level, to half your Wyrdcaster level. provoke attacks of opportunity when casting any spell. Speed Casting Cast one spell using a metamagic feat, For a number of rounds equal to the spell level, without increasing its casting time. all spells take additional time as if cast with the metamagic feat. **Drain Arcane Reserve** Stufe Drain points from your Arcane Health to Cannot use again for 1 hour. 4 take your hit points back to zero. ARCANE HEALTH

Arcane Health Points Spell 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

Stufe Bonus = Spell Source Spell Spell Source Saving throw or skill check. May only be used once per round.

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

Stufe

3