

PRESTIGE CLASS

DOMINION

WYRDCASTER

Wyrdcaster Level

Wyrdcaster Level

- 1 =

Spellcasting Levels

Effective Caster Level

Level

+

+

+

Level

2

ARCANE SYNERGY

For calculating level-based effects:

Spellcasting Class Level

+

Wyrdcaster Level

| WYRDCASTER | | | |
|------------|--------------------------|--------------------------------|------------|
| Level | | Wyrd Technique | Bonus Feat |
| 1 | <input type="checkbox"/> | Wyrd Technique | ■ |
| 2 | <input type="checkbox"/> | Arcane Synergy | |
| 3 | <input type="checkbox"/> | Arcane Health | |
| 4 | <input type="checkbox"/> | Wyrd Technique | ■ |
| 5 | <input type="checkbox"/> | Bonus Feat | ■ |
| 6 | <input type="checkbox"/> | Arcane Luck | |
| 7 | <input type="checkbox"/> | Wyrd Technique | ■ |
| 8 | <input type="checkbox"/> | Wyrd Mastery 2/day, Bonus Feat | ■ |
| 9 | <input type="checkbox"/> | Greater Arcane Luck | |
| 10 | <input type="checkbox"/> | Wyrd Technique | ■ |

| WYRD TECHNIQUES | | |
|--|--|--|
| WYRD TECHNIQUE | DRAWBACK | |
| <input type="checkbox"/> 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 | |
| <input type="checkbox"/> Augment Precision Reroll a spell's attack roll. | For a number of rounds equal to the spell level, reduce AC by the spell level. | |
| <input type="checkbox"/> 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. | |
| <input type="checkbox"/> 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. | |
| <input type="checkbox"/> 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. | |

| | | |
|---------|--|------------------------------|
| Level 4 | <input type="checkbox"/> 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 Level × Wyrdcaster 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

Level 6

Insight Bonus = Spell 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

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