

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

☐ **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.

Level

4

☐ **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.