

WYRDCASTER

Wyrddaster
Level

The diagram illustrates the process of calculating the effective caster level for a spellcaster. It shows a progression from the base 'Wyrdcaster Level' to the 'Effective Caster Level' through several steps:

- Wyrdcaster Level**: The starting point, represented by a horizontal line.
- Spellcasting Class**: A box labeled 'Livello' (Level) containing three dashed boxes, each with a '+' sign, indicating the addition of class levels.
- Bonus**: A box labeled 'Bonus' with a '+' sign, indicating the addition of bonus levels.
- Effective Caster Level**: The final result, represented by a horizontal line.

The process is summarized by the formula: **Wyrdcaster Level + 1 = Spellcasting Levels**. The '1' represents the initial level adjustment, and the 'Spellcasting Levels' represents the sum of the class levels and bonus levels.

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

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.

For a number of rounds equal to the spell level, provoke attacks of opportunity when casting any spell.

For a number of rounds equal to the spell level, all spells take additional time as if cast with the metamagic feat.

- Livello **4** ☐ **Drain Arcane Reserve**
Drain points from your Arcane Health to take your hit points back to zero.

ARCANE HEALTH

a spell slot to gain temporary hit points.
 points can only be used to absorb spell damage.
 appear when you rest or fall below 0 hit points.

Arcane Health Pool

ARCANE LUCK

- Livello 6 Insight Bonus = Livello Inc.

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

- Livello 9** Apply your Arcane Luck ability after the roll has been made.