

WYRDCASTER

Wyrdcaster
Level

The diagram illustrates the formula for calculating Effective Wizardry Level:

$$\text{Wyrdcaster Level} - 1 = \text{Spellcasting Levels}$$

SPELLCASTING CLASS

Stufe	Bonus	Effective Zauberstufe
(Empty box)	(Empty box)	
	+	
	+	
	+	

ARCANE SYNERGY

For calculating level-based effects:

$$\text{Stufe } 2 + \text{Spellcasting Class Level} + \text{Wyrdcaster Level}$$

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

WYRD TECHNIQUES

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- ☐ **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.

- Stufe **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

- $$\text{Stufe } 3 \times \text{Arcane Health Points} = \text{Zauber Level} \times \text{Wyldcaster Level}$$

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

ARCANE LUCK

- Stufe 6 Insight Bonus = Zauber Level

Sacrifice a spell slot to gain an insight bonus to one 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.