

CLASE DE PRESTIGIO

DOMINION

WYRDCASTER

Wyrdcaster Level

Wyrdcaster Level

- 1 =

Spellcasting Levels

Bonus

Levels

Nivel

Wyrdcaster

Nivel

Efectivo Lanzador

+

+

+

Nivel

Wyrdcaster

+

Wyrdcaster Level

ARCANE SYNERGY

Nivel

2

For calculating level-based effects:

Spellcasting Class Level

+

Wyrdcaster Level

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

WYRD TECHNIQUES

WYRD TECHNIQUE

DRAWBACK

☐ 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

☐ 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 to half your Wyrdcaster level.

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

☐ 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.

Nivel

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

Nivel

3

Arcane Health Points

=

Nivel de Conjuro

×

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

Nivel

6

Insight Bonus

=

Nivel de Conjuro

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

Nivel

9

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