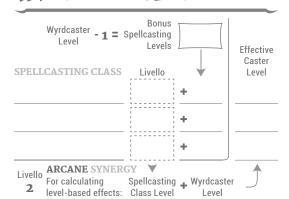
PRESTIGE CLASS

Wyrdcaster Level

# WYRDC太STER



×	WYRDCASTER	2	<b>#</b> 1
Livello		Wyrd Technique	Bonus Feat
1	Wyrd Technique		
2	Arcane Synergy		
3	Arcane Health		
4	Wyrd Technique		
5	Bonus Feat		
6	Arcane Luck		
7	Wyrd Technique		
8	Wyrd Mastery <b>2/day</b> , Bonus	Feat	
9	Greater Arcane Luck		
10	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.

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.

Drain Arcane Reserve

Livello

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

Livello
3 Arcane
Health
Points = Livello
Inc. × 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

Livello Insight and Livello Bonus and Livello

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.