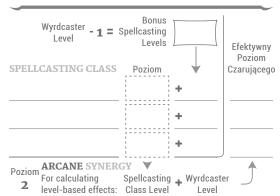
אסואומסע **VYRDCXSTER**



×	WYRDCASTER		*
Poziom		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 2/day , 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.

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spell.

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

metamagic feat.

Poziom \square **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

Arcane Sacrifice a spell slot to gain temporary hit points. Poziom = Poziom × Wyldcaster These points can only be used to absorb spell damage. Health 3 Czaru Level **Points** They disappear when you rest or fall below 0 hit points.

Arcane Health Pool

ARCANE LUCK

Poziom Insight Czaru 6 Bonus

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

Poziom 9

4

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