

PRESTIGE CLASS

DOMINION

WYRDCASTER

Wyrdcaster Level

Wyrdcaster Level

- 1 =

Spellcasting Levels

Effective Caster Level

SPELLCASTING CLASS

Level

+

+

+

Level

2

ARCANE SYNERGY

For calculating level-based effects:

Spellcasting Class Level

+

Wyrdcaster Level

| WYRDCASTER |                          |                                      |            |
|------------|--------------------------|--------------------------------------|------------|
| Level      |                          | 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.

Level

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

Level

3

Arcane Health Points = Spell Level × 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

Level

6

Insight Bonus = Spell Level

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

Level

9

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