

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

WYRD TECHNIQUES		
WYRD TECHNIQUE	DRAWBACK	
<input type="checkbox"/> 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	
<input type="checkbox"/> Augment Precision Reroll a spell's attack roll.	For a number of rounds equal to the spell level, reduce AC by the spell level.	
<input type="checkbox"/> 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.	
<input type="checkbox"/> 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.	
<input type="checkbox"/> 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	<input type="checkbox"/>	Drain Arcane Reserve Drain points from your Arcane Health to take your hit points back to zero.	Cannot use again for 1 hour.
4			

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	Insight Bonus	Spell Level
6		
Sacrifice a spell slot to gain an insight bonus to one saving throw or skill check. May only be used once per round.		
Level	Apply your Arcane Luck ability after the roll has been made.	
9		