

TECHNOMANCER

SPELLS ›

Spells Save DC	Bekannte Zauber	Zauber pro Tag	= Grund- zauber	+ Bonus- Zauber
		0	∞	IN
		1		
		2		
		3		
		4		
		5		
		6		

▲ RW gegen Zauber = 10 + IN + Zauber Level + Spell Focus

Stufe 3 +1 Stufe 11 +2 Stufe 17 +3

SPELL CACHE

An item that allows you to store and access spells.
Once a day, cast any spell you know, of any level.

Used today
☐

CACHE CAPACITOR

Stufe 6
detect radiation, disguise self, keen senses or unseen servant

Stufe 8
dark vision, lesser resistant armour, life bubble or spider climb

Stufe 12
arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Technomancer Level

DIFFICULTY CLASS

SG

= 10 + [÷ 2] + IN

TECH LORE

Technomancer Level

Stufe 3

BONUS

+

= ÷ 3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

Stufe 19 Each time you cast a 6th level spell, regain 1 rp.

FUSE SPELLS

Stufe 20

To combine lower-level spell slots into a single higher-level spell slot: 1 rp

To combine two 6th level spell slots to cast wish: 2 rp

BEKANNTE ZAUBER

0

∞

Connection Spell

1

Connection Spell

2

Connection Spell

3

Connection Spell

4

Connection Spell

5

Connection Spell

6

MAGIC HACKS

Stufe 2

Stufe 5

Stufe 8

Stufe 11

Stufe 14

Stufe 17

Stufe 20