TECHNOMANCER

SPELLS ›

Spells Save DC	Magias Conhecidas		Magias por dia	=	Base Magia	+ Magias Bônus
		0	∞			INT
		1				
		2				
		3				
		4				
		5				
		6				

Teste de Resistência CD = 10 + INT + Magia Nível + Spell Focus

Nível 3 +1 Nível 11 +2 Nível 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

Nível 6 _____
detect radiation, disguise self, keen senses or unseen servant

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

Nível 12 _____
arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Nível 2 — DIFFICULTY CLASS: CD = 10 + [Technomancer Level ÷ 2] + INT

TECH LORE

Nível 3 — BÔNUS: + = Technomancer Level ÷ 3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

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

FUSE SPELLS

Nível 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

MAGIAS CONHECIDAS

0

∞

Magia de Conecção	
1	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
2	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
3	☐☐☐ ☐☐☐ ☐☐☐ ☐
4	☐☐☐ ☐☐☐ ☐☐☐ ☐
5	☐☐☐ ☐☐☐ ☐☐☐
6	☐☐☐ ☐☐☐ ☐☐☐

MAGIC HACKS

Nível 2 _____

Nível 5 _____

Nível 8 _____

Nível 11 _____

Nível 14 _____

Nível 17 _____

Nível 20 _____