

TECHNOMANCER

SPELLS ›

Spells Save DC	Spells Known	Spells per day	=	Base Spells	+	Bonus Spells
		0		∞		INT
		1				
		2				
		3				
		4				
		5				
		6				

▲ Spell  
Save DC

= 10 +

INT

+

Spell  
Level

+

Spell  
Focus

Level

3 +1

Level

11 +2

Level

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

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

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

Level  
12  
arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Level  
2

Technomancer  
Level

DIFFICULTY CLASS

DC

= 10 + [

÷ 2

]+ INT

TECH LORE

Level  
3

Technomancer  
Level

BONUS

+

=

÷ 3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

Level  
19

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

FUSE SPELLS

Level  
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

KNOWN SPELLS

0

∞

Connection Spell

1

Connection Spell

2

Connection Spell

3

Connection Spell

4

Connection Spell

5

Connection Spell

6

MAGIC HACKS

Level  
2

Level  
5

Level  
8

Level  
11

Level  
14

Level  
17

Level  
20