# TECHNOMANCER SPELLS >

#### Spells Spells Spells Base Bonus Save DC Known per day Spells Spells 0 1 2 3 4 5 Spell Spell Spell = 10 + Save DC Level Focus

#### SPELL CACHE

<sup>∞</sup>/<sub>0</sub> 3 +1

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

<u></u> 11 +2

<sup>∞</sup>/<sub>≈</sub> 17 +3

# 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 >

Technomancer Level **DIFFICULTY CLASS** Level 2 ÷2]+ INT

### TECH LORE

Technomancer **BONUS** Level Level ....÷3 3 Bonus applies to Computers and Mysticism checks.

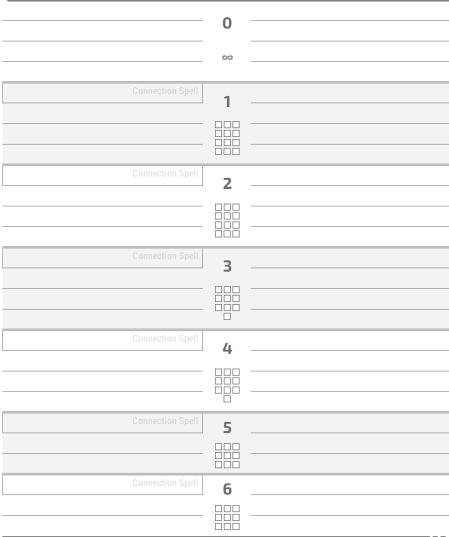
# RESOLVE ATTUNEMENT

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

#### FUSE SPELLS

To combine lower-level spell slots into a single 1 rp higher-level spell slot: 20

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



## **MAGIC HACKS**

Level

8

KNOWN SPELLS

Level 2

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5	
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Level 11

14

Level **17** 

Level 20