

# TECHNOMANCER

SPELLS ›

Spells Save DC	Znane Czary	Czary Dziennie	=	Czary Bazowe	+ Czary Premiowe
	0	∞			INT
	1				
	2				
	3				
	4				
	5				
	6				

▲ ST Rzutu Obronnego = 10 + INT + Poziom Czaru + Spell Focus

Poziom 3 +1 Poziom 11 +2 Poziom 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

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

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

Poziom 12  
arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Poziom 2 DIFFICULTY CLASS = 10 + [ ST ÷ 2 ] + INT

TECH LORE

Poziom 3 PREMIA + = Technomancer Level ÷ 3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

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

FUSE SPELLS

Poziom 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

ZNANE CZARY

0

∞

Connection Spell

1

Connection Spell

2

Connection Spell

3

Connection Spell

4

Connection Spell

5

Connection Spell

6

MAGIC HACKS

Poziom 2

Poziom 5

Poziom 8

Poziom 11

Poziom 14

Poziom 17

Poziom 20