TECHNOMANCER

SPELLS > Spells Znane Czary Czary Czary + Premiowe Save DC Czary Dziennie Bazowe 0 1 2 3 4 5 Poziom + ST Rzutu = 10 + Spell Focus Czaru 3 +1 11 +2 17 +3

SPELL CACHE

An item that allows you to store and access spells.

Used today
Once a day, cast any spell you know, of any level.

CACHE CAPACITOR

Poziom

detect radiation, disguise self, keen senses or unseen servant

Poziom **8**

 $\textit{dark vision, lesser resistant armour, life bubble or spider \textit{climb}}$

Poziom **12**

arcane sight, flight, see invisibility or tongues

MAGIC HACKS >

DIFFICULTY CLASS Technomancer
Level

ST = 10 + [÷ 2] + INT

TECH LORE

Poziom PREMIA Technomancer
Level

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

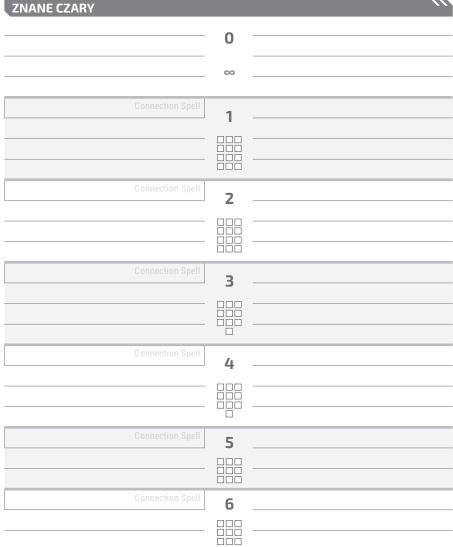
Poziom

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

FUSE SPELLS

Poziom higher-level spell slots into a single 1 rp higher-level spell slot:

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



MAGIC HACKS

Poziom

8

Poziom Z

Poziom - 14