

TECHNOMANCER

SPELLS

Spells
Save DC

Sorts
Connus

Sorts
par jour

=

Base
Sorts

+

Sorts
Supplémentaires

		0	∞		INT
		1			
		2			
		3			
		4			
		5			
		6			

Sort
DD sauvegarde

= 10 +

INT

+

Niveau
du sort

+

Spell
Focus

Niveau

3 +1

Niveau

11 +2

Niveau

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

Niveau

6

detect radiation, disguise self, keen senses or unseen servant

Niveau

8

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

Niveau

12

arcane sight, flight, see invisibility or tongues

MAGIC HACKS

Niveau

2

DIFFICULTY CLASS

DD

= 10 + [

÷ 2

]+ INT

Technomancer
Level

TECH LORE

Niveau

3

BONUS

+

=

÷ 3

Technomancer
Level

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

Niveau

19

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

FUSE SPELLS

Niveau

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

SORTS CONNUS

0

∞

Connection Spell

1

Connection Spell

2

Connection Spell

3

Connection Spell

4

Connection Spell

5

Connection Spell

6

MAGIC HACKS

Niveau

2

Niveau

5

Niveau

8

Niveau

11

Niveau

14

Niveau

17

Niveau

20