

TECHNOMANCER

SPELLS ›

Spells Save DC	Incantesimi conosciuti	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus
	0	∞				INT
	1					
	2					
	3					
	4					
	5					
	6					

▲ CD TS
Incantesimi

= 10 +

INT

+

Livello
Inc.

+

Spell
Focus

Livello

3 +1

Livello

11 +2

Livello

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

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

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

Livello 12
arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Livello 2 **DIFFICULTY CLASS** **CD** = 10 + [

Technomancer
Level

 ÷ 2] + INT

TECH LORE

Livello 3 **BONUS** **+** =

Technomancer
Level

 ÷ 3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

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

FUSE SPELLS

Livello 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

INCANTESIMI CONOSCIUTI

0

∞

Connection Spell

1

Connection Spell

2

Connection Spell

3

Connection Spell

4

Connection Spell

5

Connection Spell

6

MAGIC HACKS

Livello

2

Livello

5

Livello

8

Livello

11

Livello

14

Livello

17

Livello

20