

TECHNOMANCER

SPELLS ›

Spells Save DC	Magias Conhecidas	Magias por dia	=	Base Magia	Magias Bônus
	0	∞			INT
	1				
	2				
	3				
	4				
	5				
	6				

▲

Teste de Resistência CD

=

10

+

INT

+

Magia Nível

+

Spell Focus

Nível

3

+1

Nível

11

+2

Nível

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

Nível

6

detect radiation, disguise self, keen senses or unseen servant

Nível

8

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

Nível

12

arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Technomancer Level

DIFFICULTY CLASS

CD

=

10

+

[

÷

2

]

+

INT

TECH LORE

Technomancer Level

BÔNUS

Nível

3

+

=

÷

3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

Nível

19

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

FUSE SPELLS

Nível

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

MAGIAS CONHECIDAS

0

∞

Connection Spell

1

Connection Spell

2

Connection Spell

3

Connection Spell

4

Connection Spell

5

Connection Spell

6

MAGIC HACKS

Nível

2

Nível

5

Nível

8

Nível

11

Nível

14

Nível

17

Nível

20