

TECHNOMANCER

SPELLS ›

Spells Save DC	Conjuros Conocidos	Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales
		0	∞	INT
		1		
		2		
		3		
		4		
		5		
		6		

▲ CD Salv  
de Conjuros

= 10 + INT

+ Nivel de  
Conjuro

+ Spell  
Focus

Nivel 3 +1

Nivel 11 +2

Nivel 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

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

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

Nivel 12  
arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Technomancer Level

DIFFICULTY CLASS

CD

= 10 + [     ÷ 2 ] + INT

TECH LORE

Technomancer Level

Nivel 3

BONIFICADOR

+     =     ÷ 3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT ›

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

FUSE SPELLS

Nivel 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

CONJUROS CONOCIDOS

0

∞

Connection Spell

1

Connection Spell

2

Connection Spell

3

Connection Spell

4

Connection Spell

5

Connection Spell

6

MAGIC HACKS

Nivel 2

Nivel 5

Nivel 8

Nivel 11

Nivel 14

Nivel 17

Nivel 20