

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.

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 ›

Nível 2

DIFFICULTY CLASS

CD

= 10 + [] ÷ 2 + INT

TECH LORE

Nível 3

BÔNUS

+

=

Technomancer Level

÷ 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