TECHNOMANCER

SPELLS > Spells Bekannte Zauber Grund-Bonus-Save DC Zauber pro Tag zauber Zauber 0 1 2 3 4 5 6 ▲ RW gegen = 10 + Spell Zauber Level Focus Zauber Strufe 3 +1 gt 11 +2 gt 17 +3

SPELL CACHE

Used An item that allows you to store and access spells. today Once a day, cast any spell you know, of any level. CACHE CAPACITOR Stufe

6 detect radiation, disguise self, keen senses or unseen servant Stufe 8

dark vision, lesser resistant armour, life bubble or spider climb Stufe 12

arcane sight, flight, see invisibility or tongues

MAGIC HACKS >

Technomancer Stufe **DIFFICULTY CLASS** Level 2 ÷2]+ IN

TECH LORE

Technomancer **BONUS** Level Stufe÷3 3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

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

FUSE SPELLS

To combine lower-level spell slots into a single 1 rp Stufe higher-level spell slot: 20

To combine two 6th level spell slots to cast wish: 2 rp

BEKANNTE ZAUBER

MAGIC HACKS

Stufe

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Stufe 2

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Stufe 5		

Stufe 11

Stufe 14

Stufe **17**

Stufe 20