

TECHNOMANCER

SPELLS ›

Spells Save DC	Bekannte Zauber	Zauber pro Tag	= Grund- zauber	+ Bonus- Zauber
	0	∞		IN
	1			
	2			
	3			
	4			
	5			
	6			

▲ RW gegen
Zauber

= 10 +

IN

+ Zauber
Level

+ Spell
Focus

Stufe 3 +1

Stufe 11 +2

Stufe 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

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 ›

Stufe 2

DIFFICULTY CLASS

SG

= 10 + [

÷ 2

]+ IN

Technomancer Level

TECH LORE

Stufe 3

BONUS

+

=

÷ 3

Technomancer Level

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

Stufe 19

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

FUSE SPELLS

Stufe 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

BEKANNTE ZAUBER

0

∞

1

2

3

4

5

6

MAGIC HACKS

Stufe 2

Stufe 5

Stufe 8

Stufe 11

Stufe 14

Stufe 17

Stufe 20