

TECHNOMANCER

SPELLS ›

| Spells Save DC | Spells Known | Spells per day | = | Base Spells | + | Bonus Spells |
|-------------------|-----------------|-------------------|---|----------------|---|-----------------|
| | | 0 | | ∞ | | INT |
| | | 1 | | | | |
| | | 2 | | | | |
| | | 3 | | | | |
| | | 4 | | | | |
| | | 5 | | | | |
| | | 6 | | | | |

▲ Spell
Save DC

= 10 +

INT

+

Spell
Level

+

Spell
Focus

Level

3 +1

Level

11 +2

Level

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

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

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

Level 12
arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Level 2 **DIFFICULTY CLASS** **DC** = 10 + [

Technomancer Level

 ÷ 2] + INT

TECH LORE

Level 3 **BONUS** **+** =

Technomancer Level

 ÷ 3

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT

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

FUSE SPELLS

Level 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

KNOWN SPELLS

0

∞

1

2

3

4

5

6

2

5

11

14

17

20