

# 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.

Used  
today

## 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** Technomancer Level

**CD** = 10 + [  ÷ 2 ] + INT

## TECH LORE

Nível **BÔNUS** Technomancer Level

**3**  = ..... ÷ **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 <b>20</b>	To combine lower-level spell slots into a single higher-level spell slot:	1 rp
	To combine two 6th level spell slots to cast <i>wish</i> :	2 rp

## MAGIAS CONHECIDAS

0

 $\infty$ 

1


2

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3


4


5


6


## MAGIC HACKS

Nível **3**

Nível **5**

Nível **8**

Nível **11**

Nível **14**

Nível **17**

Nível **20**