

TECHNOMANCER

SPELLS ›

Spells Save DC	Conjuros Conocidos	Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales
	0	∞		INT
	1			
	2			
	3			
	4			
	5			
	6			

▲ CD Salv
de Conjuros

= 10 + INT

+ Nivel de
Conjuro

+ Spell
Focus

Nivel 3 +1

Nivel 11 +2

Nivel 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

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

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

Nivel 12
arcane sight, flight, see invisibility or tongues

MAGIC HACKS ›

Nivel 2

DIFFICULTY CLASS

CD

= 10 + [] ÷ 2 + INT

Technomancer
Level

TECH LORE ›

Nivel 3

BONIFICADOR

+

= [] ÷ 3

Technomancer
Level

Bonus applies to Computers and Mysticism checks.

RESOLVE ATTUNEMENT ›

Nivel 19

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

FUSE SPELLS ›

Nivel 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

CONJUROS CONOCIDOS

0

∞

1

2

3

4

5

6

MAGIC HACKS

Nivel 2

Nivel 5

Nivel 8

Nivel 11

Nivel 14

Nivel 17

Nivel 20