

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 + [**Technomancer** ÷ 2] + **IN**
Level

TECH LORE

Stufe **3** **BONUS** $\boxed{+}$ = $\div 3$ 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 <i>wish</i> :	2 rp

BEKANNTE ZAUBER

0

8

1

2

3

4

5

6

MAGIC HACKS

Stufe 2

Stufe **5**

Stufe **8**

Stufe **11**

Stufe **14**

Stufe **17**

Stufe **20**