

# TECHNOMANCER

**SPELLS ›**

Spells Save DC	Znane Czary	Czary Dziennie	=	Czary Bazowe	+	Czary Premiowe
	0	∞				INT
	1					INT
	2					INT
	3					INT
	4					INT
	5					INT
	6					INT

▲ ST Rzutu  
Obronnego = 10 + INT

3 + 1

11 + 2

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

## Poziom

**6** \_\_\_\_\_  
detect radiation, disguise self, keen senses or unseen servant

## Poziom

**8** \_\_\_\_\_  
dark vision, lesser resistant armour, life bubble or spider climb

Poziom

**12** *arcane sight, flight, see invisibility or tongues*

## MAGIC HACKS ›

Poziom **DIFFICULTY CLASS** Technomancer  
2 **ST** Level  
= 10 + [  ÷ 2 ] + INT

## TECH LORE

Poziom **PREMIA** Technomancer  
 3 + =  ÷ 3  
 Level

Bonus applies to Computers and Mysticism checks.

## RESOLVE ATTUNEMENT

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

## FUSE SPELLS

Poziom	To combine lower-level spell slots into a single higher-level spell slot:	1 rp
20	To combine two 6th level spell slots to cast <i>wish</i> :	2 rp

## ZNANE CZARY

0

8

1


2


3


4


5


6


## MAGIC HACKS

Poziom

Poziom  
5

Poziom

Poziom

Poziom

Poziom

Poziom