

TECHNOMANCER

SPELLS

Spells Magias Conhecidas Magias por dia Magias Básicas Magias Bônus
Save DC

	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. Used today ☐

Once a day, cast any spell you know, of any level.

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 = 10 + [CD] ÷ 2 + INT

TECH LORE

Nível 3 BONUS = Technomancer Level ÷ 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 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

MAGIAS CONHECIDAS

0

∞

1

3x3 grid

2

3x3 grid

3

3x3 grid

4

3x3 grid

5

3x3 grid

6

3x3 grid

MAGIC HACKS

Nível 2

Nível 5

Nível 8

Nível 11

Nível 14

Nível 17

Nível 20