

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 +

3 + 1

INT

.....

+ Poziom

11 + 2

+ Poziom

17 + 3

+ Spell
Focus

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** = 10 + [**INT** ÷ 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 wish:	2 rp

ZNANE CZARY

0

8

1

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2

3

4

5

6

MAGIC HACKS

Poziom
2

Poziom
5

Poziom

Poziom

Poziom

Poziom

Poziom