

TECHNOMANCY



JURY-RIG

Target One Size 2 or smaller object that has 1 or more damage, but is not destroyed, that you can reach

You touch the target, removing 1d6 damage from it.

SHADOW 142

UTILITY 0

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TECHNOMANCY



MAGIC WRENCH

Target One creature or object within short range

You create and chuck a wrench. Make an Intellect attack roll against the target's Defense. On a success, the target takes 1d6 + 1 damage and falls prone.

Attack Roll 20+ The target also becomes impaired until the end of the round.

TECHNOMANCY



BOLT THROWER

Area A cube, 1 yard on a side, originating from a point you can reach and resting on a solid surface

Duration 1 minute

You create a Size 1 crossbow turret in the area. The turret has Defense 5 and Health equal to your Intellect score. It lasts for the duration or until destroyed. At the end of each round, the turret fires at one target creature or object within long range. Make an Intellect attack roll against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

TECHNOMANCY



CALTROPS

Area A circle on the ground with a 5-yard radius centered on a point within medium range

Duration 1 minute

Jagged metal bits erupt from the origin point, covering all horizontal surfaces in the area for the duration. A creature that enters or moves across the area must get a success on an Agility challenge roll or take $1d6 + 1$ damage and become slowed. If the creature was already slowed in this way, it falls prone and becomes immobilized. The creature removes this slowed or immobilized affliction when it heals damage.

SHADOW 142

UTILITY 1

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TECHNOMANCY



SPARKING SHIELD

Duration 1 minute

You create a magical shield on your arm that remains for the duration. Once per round, when a creature attacks you with a melee weapon and gets a success, the shield sparks and the attacking creature must make an Agility challenge roll. On a failure, it takes 1d6 damage and is moved 1d3 yards away from you, falling prone at the end of this movement.

SHADOW 142

UTILITY 1

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TECHNOMANCY



FLAMETHROWER

Duration See the effect

You create a flamethrower, a weapon that has six uses. It appears in your hands, or at your feet if you don't have a hand free. When the last use is expended, the flamethrower crumbles into spare parts. A creature wielding the flamethrower can use an action to expend a use, which looses flames across a line, 5 yards long and 1 yard wide, from a point the creature can reach. The flames deal 2d6 damage to everything in the area; each creature in the area that gets a success on an Agility challenge roll takes half the damage.

The flamethrower explodes when the creature wielding it takes damage from fire or lightning. Flames fill a sphere with a 5-yard radius originating from a point in the creature's space, dealing 1d6 damage per unexpended use to everything in the area. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

TECHNOMANCY



GRENADES

Target Up to three points within short range

You throw three grenades, dividing them as you choose among the targets. When a grenade reaches its target, or if it encounters a solid creature or object before then, it explodes. The explosion deals $1d6 + 1$ damage from fire to everything in a sphere with a 1-yard radius centered on the target or a point within the creature's or object's space. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

TECHNOMANCY



FLYING BLADES

Target Up to three creatures or objects within medium range

Five blades fly from your hand, divided as you choose among the targets. For each blade, make an Intellect attack roll against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

TECHNOMANCY



MEND

Target One Size 3 or smaller object that has 1 or more damage, but is not destroyed, that you can reach

You touch the target, removing all damage from it.

TECHNOMANCY



POWERED SUIT

Area A cube, 3 yards on a side, originating from a point you can reach

Duration Until you complete a rest; see the effect
You concentrate for 1 hour, during which time you create a powered battle suit, a huge construct, in the area. The construct remains for the duration or until incapacitated. It cannot use actions or move independently; you must move into its cockpit to control it. While inside, you treat the construct's Defense and Health scores as your own, move at its Speed, and can use its attack options and actions in place of your own.

TECHNOMANCY



MAGIC ITEM

Target One object you can reach

Duration 1 hour

You touch the target, imbuing it with magical power. For the duration, attack rolls or challenge rolls for any task attempted with the target are made with 1 boon. If the object is a weapon, attacks with it deal 1d6 extra damage. If it is a suit of armor, the wearer gains a +1 bonus to Defense.

Permanence If you expend rare ingredients worth 1 gc when you cast this spell, the effect instead lasts until you complete a rest. If you cast the spell this way on the same target each day for one month, one week, and one day, the effect becomes permanent.