

Level	Experience	Hit Dice	BAB	Skills	Weapon Feats	1	2	3	4	5	6	7	8	Death Ray/Poison	Magic Wands	Paralysis/Petrify	Breath Weapon	Rod/Staff/Spell	Special
1		04+C	1	4	2	1	-	-	-	-	-	-	-	7	6	7	4	5	Find Components, Preparation, Weak Magic
2	1200	7+2C	1	4	2	1	-	-	-	-	-	-	-	7	6	7	4	5	
3	2,400	10+3C	1	4	3	2	-	-	-	-	-	-	-	7	6	7	4	5	Substitute Components
4	4,800	13+4C	2	4	3	2	-	-	-	-	-	-	-	8	7	8	5	6	
5	9,600	16+5C	2	5	3	2	1	-	-	-	-	-	-	8	7	8	5	6	Advanced Preparation
6	20,000	19+6C	3	5	4	2	1	-	-	-	-	-	-	9	8	9	6	7	
7	40,000	22+7C	3	5	4	2	2	-	-	-	-	-	-	9	8	9	6	7	
8	80,000	25+8C	4	5	4	2	2	-	-	-	-	-	-	10	9	10	7	8	
9	160,000	28+9C	4	6	5	2	2	1	-	-	-	-	-	10	9	10	7	8	Transmute Matter
10	280,000	30+9C	5	6	5	3	2	1	-	-	-	-	-	11	10	11	8	9	
11	400,000	32+9C	5	6	6	3	2	2	-	-	-	-	-	11	10	11	8	9	
12	520,000	34+9C	6	6	6	3	2	2	-	-	-	-	-	12	11	12	9	10	
13	640,000	36+9C	6	7	6	3	2	2	1	-	-	-	-	12	11	12	9	10	
14	760,000	38+9C	7	7	7	3	2	2	1	-	-	-	-	13	12	13	10	11	
15	880,000	40+9C	7	7	7	3	3	2	2	-	-	-	-	13	12	13	10	11	Transcend Energy
16	1,000,000	42+9C	8	7	7	3	3	2	2	-	-	-	-	14	13	14	11	12	
17	1,120,000	44+9C	8	8	7	3	3	2	2	1	-	-	-	14	13	14	11	12	
18	1,240,000	46+9C	9	8	7	3	3	2	2	1	-	-	-	15	14	15	12	13	
19	1,360,000	48+9C	9	8	7	4	3	3	2	2	-	-	-	15	14	15	12	13	
20	1,480,000	50+9C	10	8	7	4	3	3	2	2	-	-	-	15	14	15	13	14	
21	1,600,000	52+9C	10	9	7	4	4	4	3	2	-	-	-	16	15	16	13	14	
22	1,720,000	54+9C	11	9	7	4	4	4	3	2	-	-	-	16	15	16	14	15	
23	1,840,000	56+9C	11	9	8	4	4	4	3	2	1	-	-	16	15	16	14	15	
24	1,960,000	58+9C	12	9	8	4	4	4	3	2	1	-	-	16	15	16	15	15	
25	2,080,000	60+9C	12	10	8	5	4	4	3	2	2	-	-	17	16	17	15	16	
26	2,200,000	62+9C	13	10	8	5	4	4	3	2	2	-	-	17	16	17	16	16	
27	2,320,000	64+9C	13	10	8	5	4	4	4	3	2	-	-	17	16	17	16	16	
28	2,440,000	66+9C	14	10	8	5	4	4	4	3	2	-	-	17	16	17	16	16	
29	2,560,000	68+9C	14	11	8	5	4	4	4	3	2	1	-	18	17	18	17	17	
30	2,680,000	70+9C	15	11	9	5	4	4	4	3	2	1	-	18	17	18	17	18	
31	2,800,000	72+9C	15	11	9	5	5	5	4	3	2	2	-	18	17	18	17	18	
32	2,920,000	74+9C	16	11	9	5	5	5	4	3	2	2	-	18	17	18	17	18	
33	3,040,000	76+9C	16	12	9	6	5	5	4	4	3	2	-	18	18	18	18	18	
34	3,160,000	78+9C	17	12	9	6	5	5	4	4	3	2	-	18	18	18	18	18	
35	3,280,000	80+9C	17	12	9	6	5	5	4	4	3	2	1	18	18	18	18	18	
36	3,400,000	82+9C	18	12	10	6	5	5	4	4	3	2	1	18	18	18	18	18	

Equipment Restrictions: Technomages may use any one-handed weapon, and may use leather armor. They may not use two-handed weapons or shields. Technomages may use any missile weapon.

Spells: Technomages may prepare and cast spells as a magic-user of the same level and may cast spells in armor.

Weak Magic: Although Technomage "Spells" function the same as traditional magic, when cast from memory they are much less effective. For all purposes (range, duration, damage, etc) a technomage counts as a magic-user of half their level (rounded up) when casting spells normally.

Find Components: Through advanced materials scanning technologies, the technomage may find any necessary mundane spell components within a short range, as well as known compounds.

Preparation: When preparing spells, any spell may be concocted as a powder, balm, or liquid solution providing the same effect as the spell. The effects of spells prepared in this way are not magical, and are not subject to the technomage's weak magic. Roll a D20 on each use of a preparation, on a roll of 1, something has gone awry (DM's judgment). Prepared spells last for 1d4 days.

Substitute Components: The technomage's knowledge of materials science is such that they can find a mundane substitute (DM's discretion). They can also identify magical potions and detect any energy coming from an item (Radiance, magical, and so forth).

Advanced Preparation: As Preparation above, but the technomage's spells may now be imbued onto any appropriate item. Attack spells, including ranged spells, may be imbued onto any battery, which is cast and drained when fired in a weapon, or as a trap when used in other items

Transmute Matter: Through intense application of Radiance, a technomage may change the nature of a non-living object to another non-living object, up to 1lb per level of experience. The original material must be one solid piece. The purity of the result, and its value, is 1gp per level, per pound (so a 20lb log could be transmuted into a 200gp, 2lb chunk of ore, or a 2gp, 200lb block of stone, for example). The final shape of the object is up to the technomage. Roll a D20 on each attempt, on a roll of 1, the object explodes as a fireball, dealing 1d6 damage per pound of the original item.

Transcend Energy: A technomage may convert energy (lightning, radiance, or spells/technomagic simultaneously cast dealing 120 points of damage or more) into matter. This energy can be used to recharge magical items (3d6 charges), animate constructs or golems (1 HD per level), reverse the aging process (one week per level), or return the dead to life (dead no more than one day per level). Roll a D20 on each attempt, on a roll of 1, a fireball explodes dealing 1d6 damage per level of the technomage and destroyed the targeted object.