OCCU	LTIST	Заклинателя ;	*	Известные заклинания	* (
Abjuration Conjuration	Evocation Illusion			0	
Divination					
Divination Necromancy				1	
Enchantment Transmutation					
×	Заклинания	7		2	
Заклинаний КС Заклинаний_Базовых Бонусных известно спасброска в день Заклинаний 4 ∞ №					
	0			3	
	2				
	3				
	4			4	
	5		_		
	6			5	
КС Спаса от заклинан	ия = 10 + ИНТ +)	/ровень закл-ия		6	
To cast a spell without the corresponding implement:					
CONCENTRATION Spell CHECK DC Level				IMPLEMENTS	<i>x</i>
= 10			Impler	ment Школа	Mental Focus
	ENTAL FO	CIIC			
Spend 1 hour each morning to invest mental focus in implements. Activate the resonant power of your implements by expending					
mental focus. POINTS Occu	ultist				
PER DAY Le					
= + INT					
GENERIC FOCUS					
Focus invested in yours implement's resonant p	ower, but costs t				
Ypobehb SHIFT FOCUS With 1 minute of quiet contemplation, shift a number of points from one implement to another at the cost of 1pt.				MAGIC CIRCLES	
OB	BJECT READ	DING	Уровені	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus	from anywhere.
Spend 1 minute handling an item to learn its history.			8	^b It becomes a permanent magic circle against any alignment not your own. Only a living creature can break the circle.	
• If the item is magical, learn its properties and command word as if successful at <i>detect magic</i> and Spellcraft. Уровень This may not reveal a cursed item's properties.				BINDING CIRCLES Spend an additional 1pt of mental focus from anywhere to create an invisible binding ci	ircle.
If the item is historical, learn one piece of information about its past.			Уровені	A creature of the given alignment who steps into the circle will be trapped. **REFLEX*** Occultist**	
• If the item was used recently (1 day per Occultist Level),			12	SAVE DC Level	
learn one piece of information about its last user.				= 10 + (÷ 2) + INT	
	AURA SIGH		Уровені	FAST CIRCLES	
Уровень As a standard action, read the auras of creatures. 5 Allows you to detect alignments for 1 round.			16	Draw a magic circle as a full-round action. Fast circles have a duration of only 1 minute Fast binding circles have a duration of 1 round per level.	per level.
IMPLEMENT MASTERY			×	OUTSIDE CONTACT	, i
Школа				OUTSIDE CONTACT	
			Уровені	Learn the true names of outsiders (with no more than 3HD):	
When using focus powers of this school, DCs to resist the Ypobehb effect are 4 higher, as is occultist level for determining 20 duration and effect.			8		
			12		
Gain 4 extra points of mental focus that must be allocated to an implement in the given school.					
The hardness of	implements in th	e given school increase	20		
by 20 for as long	y as tney nave at	least one invested point.	-	Spend an additional 1pt of mental focus from anywhere to lure this outsider into your coduring which time you may bargain for information. If successful, the outsider returns la information which is guaranteed correct - but often cryptic.	