	OCCUI	TIST	Nivel de Lanzador	``	CONJUROS CONOCIDOS	Ĭ.
Co	juration	□ I Illu	ocation		0	
	Divination Necromancy				1	
Enchantment Transmutation						
``		CONJURG	OS .		2	
Conjur	os CD Salv dos de Conjuros	Conjurc al Día	os <u>Conjutos</u> pjuros Adicional Base	es		
Conoch	dos de conjulos	0	4 8			
		1			3	
		2				
		3				
		4			4	
		5				
		6			5	
CD Sa	lv Conjuro = 10 + II	NT + Nivel Con				
To cas	at a spell without th	ne correspondi	ng implement:		6	
CON	CONCENTRATION Nivel de					
CHE	CK DC	Conjuro		Imple	IMPLEMENTS ment Escuela	Mental Focus
	= 10	+				
` .	MI	ENTAL FO	OCUS			
Spend 1 hour each morning to invest mental focus in implements. Activate the resonant power of your implements by expending mental focus.						
POINTS Occultist						
PER DAY Level						
	=	+ IN	T			
Focus	ERIC FOCUS invested in yourse ment's resonant po					
Nivel			lation, shift a number of			
points from one implement to another at the cost of 1pt.				•	MAGIC CIRCLES	Ĭ.
*	Spend 1 minute h	3	n to learn its history.	Nivel 8	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental foc It becomes a permanent magic circle against any alignment not your own. Only a living creature can break the circle.	cus from anywhere.
Nivel	 If the item is magical, learn its properties and command word as if successful at detect magic and Spellcraft. 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	g circle.
2	 If the item is historical, learn one piece of information about its past. 			Nivel 12	A creature of the given alignment who steps into the circle will be trapped. REFLEX Occultist	
			(1 day per Occultist Level), n about its last user.	12	= 10 + (÷ 2) + INT	
•	A	URA SIG	HT 📝		FAST CIRCLES	
Nivel 5	As a standard action, read the auras of creatures. Allows you to detect alignments for 1 round. Draw a magic circle as a full-round action. Fast circles have a duration of only 1 minute per level. Fast binding circles have a duration of 1 round per level.					
*	IMPLEMENT MASTERY				OUTSIDE CONTACT	x
	When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining duration and effect.			Nivel	OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):	
				8		
Nivel 20				12		
		ts of mental fo	cus that must be allocated hool.	16		
			the given school increase t least one invested point.	20		
~	2, 20 for as forty	as they have a	t todat one invested point.		Spend an additional 1pt of mental focus from anywhere to lure this outsider into you during which time you may bargain for information. If successful, the outsider return information which is guaranteed correct - but often cryptic.	ur circle for 10 minutes, ns later with