	OCCU I	LTIST	Caster Level	*	KNOWN SPELLS
□ □ Conju	Abjuration Evocation Conjuration Illusion		sion		0
Divination Necromancy			1		
SPELLS					
Spells Known	Spell Save DC	Spells	= Basis ₄ Bonusspreuken Spreuken		2
		0			3
		2			
		3			
		4			4
		5			5
		6			
	re DC = 10 + INT	<u> </u>			6
To cast a spell without the corresponding implement: CONCENTRATION Spell					
CHECK DC Level				Implei	IMPLEMENTS ment School Mental Focus
	= 10 +			IIIIpici	
MENTAL FOCUS					
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 DA	Leve	el			
	=	+ IN7			
Focus in	Vested in yourse nt's resonant po				
Level 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
Spend 1 minute handling an item to learn its history.				Level	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere. 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 detect magic and Spellcraft. This may not reveal a cursed item's properties. If the item is historical, learn one piece of information about its past.			magic and Spellcraft. em's properties.	Level	BINDING CIRCLES Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle. A creature of the given alignment who steps into the circle will be trapped. REFLEX Occultist
			1 day per Occultist Level), about its last user.	12	= 10 + (÷ 2) + INT
*	A	URA SIGI	HT ,		FAST CIRCLES
	s a standard acti llows you to dete		ras of creatures. for 1 round.	Level 16	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			ASTERY	×	OUTSIDE CONTACT
S	chool				OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
W	When using focus powers of this school, DCs to resist the			Level 8	
Level effect are 4 higher, as is occultist level for determining duration and effect. Gain 4 extra points of mental focus that must be allocated to an implement in the given school. The hardness of implements in the given school increase				12	
				16	
			ne given school increase	20	
by 20 for as long as they have at least one invested point.				-	Spend an additional 1pt of mental focus from anywhere to lure this outsider into your circle for 10 minutes, during which time you may bargain for information. If successful, the outsider returns later with information which is guaranteed correct - but often cryptic.