OCC	<b>CULTISTE</b> ance	eur de Sort		SURTS CONNUS	, ,	
Abjuration	Evocati	on		0		
Conjuration						
Divination				1		
Enchantmer		utation				
×	SORTS	*		2		
Sorts DD de sau		Sorts + Sorts supp.				
Connus du s	ort par jour	de base				
	1			3		
	2					
	3					
	4			4		
	5					
	6			5		
DD de iet de sau	vegarde d'un sort = 10 + IN1					
To cast a spell without the corresponding implement:				6		
CONCENTRATION Sort						
CHECK DC	Niveau		Impler	IMPLEMENTS nent Ecole	Mental Focus	
=	= 10 +		Шріеі	nent Ecole		
×	MENTAL FOCU	S				
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						
= + INT						
GENERIC FOCUS						
	n yourself can be used to aconant power, but costs twice					
Niveau 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		
OBJECT READING			Niveau	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.		
Spend 1 minute handling an item to learn its history.			8	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.  Niveau  This may not reveal a cursed item's properties.				BINDING CIRCLES  Spend an additional 1pt of mental focus from anywhere to create an invisible bindin A creature of the given alignment who steps into the circle will be trapped.	g circle.	
	tem is historical, learn one p ts past.	piece of information	Niveau 12	REFLEX Occultist		
	tem was used recently (1 da ne piece of information abo			= 10 + ( ÷ 2 ) + INT		
×	AURA SIGHT	<i>x</i> (		FAST CIRCLES		
Niveau As a standard action, read the auras of creatures.  5 Allows you to detect alignments for 1 round.			Niveau 16	Draw a magic circle as a full-round action. Fast circles have a duration of only 1 mir Fast binding circles have a duration of 1 round per level.	nute per level.	
IMPLEMENT MASTERY			*	OUTSIDE CONTACT	×	
Ecole				OUTSIDE CONTACT		
			Niveau	Learn the true names of outsiders (with no more than 3HD):		
When using focus powers of this school, DCs to resist the Niveau effect are 4 higher, as is occultist level for determining duration and effect.			8			
			12			
	tra points of mental focus t lement in the given school.	hat must be allocated	16			
	ness of implements in the gi as long as they have at leas		20			
	-			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.		