	<b>OCCUI</b>	LTIST	Caster Level	*	KNOWN SPELLS
Abjur			ocation		0
Conju	Conjuration Illusion				
Divination Necromancy					1
Enchantment Transmutation					1
×		SPELLS	7		2
Spells Known	Spell Save DC	Spells per day	- Spolle		
		0	TN TN A Shells		000
		1	7777		
		2			
		3	0000		4
		4			
		5			5
		6			
	re DC = 10 + INT				6
To cast a spell without the corresponding implement:					
CONCENTRATION Spell CHECK DC Level				*	IMPLEMENTS
	= 10 -	+		Imple	
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 DAY Level + INT			r		
GENERIC FOCUS  Focus invested in yourself can be used to activate any					
impleme	nt's resonant po	wer, but costs	twice as much.		
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
OBJECT READING  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.
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.			properties and command		Only a living creature can break the circle.  BINDING CIRCLES
			tem's properties.		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.
			one piece of information	Level	REFLEX Occultist
•			(1 day per Occultist Level), about its last user.	12	= 10 + ( ÷ 2 ) + INT
*	A	URA SIGI	HT		
	s a standard acti llows you to dete		ıras of creatures. for 1 round.	Level <b>16</b>	FAST CIRCLES  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
School					OUTSIDE CONTACT
				Level	Learn the true names of outsiders (with no more than 3HD):
	When using focus powers of this school, DCs to resist the				
Level effect are 4 higher, as is occultist level for determining duration and effect.				12	
G		s of mental foo	cus that must be allocated	16	
TI	he hardness of ir	mplements in t	he 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.