	OCCUI	LTIST	Zauber- stufe	*	BEKANNTE ZAUBER
,	ation	Eve	ocation		0
-	Conjuration Illusion				
Divination Necromancy			,		1
Enchantment Transmutation					
		ZALIDET			
Rekannte	RW gegen	ZAUBER	r = Grund-+ Bonuszauber		2
Zauber	Zauber	pro Tag	g zauber + bondszadber		
		0	Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z		
		1			3
		2			
		3			4
		4			
		5			5
DW gogo	n Zauber (SG) =	6			
					6
To cast a spell without the corresponding implement: CONCENTRATION Zauber					
CHECK DC Level				Imple	IMPLEMENTS ment Schule Mental Focus Mental Focus
	= 10	+		IIIIpic	
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					
= + IN					
GENERIC FOCUS					
	vested in yourse nt's resonant po		: UUUU		
-	HIFT FOCUS		twice as much.		
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 drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.
S			n to learn its history.	Stufe 8	It becomes a permanent magic circle against any alignment not your own.
			s properties and command		Only a living creature can break the circle. BINDING CIRCLES
Stufe	word as if successful at <i>detect magic</i> and Spellcraft. This may not reveal a cursed item's properties.				Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.
2 .	If the item is hi about its past.	storical, learn	one piece of information	Stufe 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	SAVE DC Level
	·	URA SIG			= 10 + (÷ 2) + IN
	s a standard act	ion, read the a	uras of creatures.	Stufe	FAST CIRCLES Draw a magic circle as a full-round action. Fast circles have a duration of only 1 minute per level.
5 Allows you to detect alignments for 1 round.				16	Fast binding circles have a duration of 1 round per level.
Schule IMPLEMENT MASTERY				*	OUTSIDE CONTACT
3	citale				Learn the true names of outsiders (with no more than 3HD):
_	0			Stufe 8	
Stufe e	When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining				
	uration and effec		cus that must be allocated	12	
to	an implement i	n the given scl	nool.	16	
			the given school increase t least one invested point.	20	
~					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.