OCCULTISTA Livello Incantatore	K	INCANTESIMI CONOSCIUTI
Abiurazione Evocazione Invocazione Illusione		0
Divinazione Necromanzia Incantamento Trasmutazione		1
INCANTESIMI		
Incantesimi CD TS Inc. = Inc. + Inc. Bo		2
conosciuti Incantesimi al Giorno Base	- 12	
1 0		3
2		
3		
4 00	-	4
5 00		5
6	<u> </u>	
CD Salvezza Inc. = 10 + INT + Liv. Incantesimo		6
To cast a spell without the corresponding implement: CONCENTRAZIONE Livello		
CD PROVA Inc.	Imple	IMPLEMENTI Scuola Focus mentale
= 10 +	IIIpie	
MENTAL FOCUS		
Spend 1 hour each morning to invest mental focus in implem Activate the resonant power of your implements by expendin		
mental focus. PUNTI Occultist		
AL GIORNO Level		
= + INT		
in all and the steel in yourself can be used to activate any		
Livello SHIFT FOCUS With 1 minute of quiet contemplation, shift a number	of	
points from one implement to another at the cost of 1		MAGIC CIRCLES
Spend 1 minute handling an item to learn its history.	Livello 8	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 community word as if successful at detect magic and Spellcraf This may not reveal a cursed item's properties. If the item is historical, learn one piece of informatical about its past.	t. on Livello	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
If the item was used recently (1 day per Occultist L- learn one piece of information about its last user.	12 evel),	SAVE DC Level $= 10 + (\div 2) + INT$
AURA SIGHT		EACH CIDCLES
Livello As a standard action, read the auras of creatures. 5 Allows you to detect alignments for 1 round.	Livello 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		OUTSIDE CONTACT
Scuola	Livello	OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
When using focus powers of this school, DCs to resist	the 8	
Livello effect are 4 higher, as is occultist level for determinin duration and effect.	12	
Gain 4 extra points of mental focus that must be allow to an implement in the given school.	ated 16	
The hardness of implements in the given school incre by 20 for as long as they have at least one invested p		
by 20 for as folig as they have at least one invested p	onit.	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.