	OCCUI	LTIST	Уровень Заклинателя	*	Известные заклинания	*
	ation		cation ППППППППППП		0	
Divination Некромантия					1 —	
Улучшение Transmutation						
*		аклинані			2	
	інаний КС Спаса Заклинаний_БазовБіхднусных закля естноот заклинания в день заклинаний → ∞ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~					
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КС Спаса	от заклинани		/ровень закл-ия			
		he correspondin			6	
CONCENTRATION Уровень						
СНЕСК DC Заклинания				Implen	IMPLEMENTS ment Школа	Mental Focus
	= 10	+				
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 PER DA	- 00041					
= + NHT						
GENER	IC FOCUS					
		elf can be used to ower, but costs to				
-						
уровень 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	<i>y</i> (
OBJECT READING Spend 1 minute handling an item to learn its history.				Уровень 8	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental bit becomes a permanent magic circle against any alignment not your own.	focus from anywhere.
	If the item is magical, learn its properties and command				Only a living creature can break the circle.	
word as if successful at <i>detect magic</i> and Spellcraft. Уровень This may not reveal a cursed item's properties.					BINDING CIRCLES Spend an additional 1pt of mental focus from anywhere to create an invisible bin	ding circle.
2 • If the item is historical, learn one piece of information				Уровень	A creature of the given alignment who steps into the circle will be trapped.	
about its past. • If the item was used recently (1 day per Occultist Level),				12	REFLEX Occultist SAVE DC Level	
	learn one piece	of information	about its last user.		= 10 + (÷ 2) + UHT	
*		AURA SIGH		Vnonouu	FAST CIRCLES	
Уровень As a standard action, read the auras of creatures. 5 Allows you to detect alignments for 1 round.				16	Draw a magic circle as a full-round action. Fast circles have a duration of only 1 Fast binding circles have a duration of 1 round per level.	minute per level.
IMPLEMENT MASTERY				` .	OUTSIDE CONTACT	, (
Школа					OUTSIDE CONTACT	
				Уровень	Learn the true names of outsiders (with no more than 3HD):	
When using focus powers of this school, DCs to resist the				8		
Уровень ef	Уровень effect are 4 higher, as is occultist level for determining 20 duration and effect.					
G	ain 4 extra poin	ts of mental foc	us that must be allocated	12 16		
		in the given scho implements in th	ool. ne given school increase			
			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 ret information which is guaranteed correct - but often cryptic.	