	OCCUI	LTIS	T	Caster Level	*	KNOWN SPELLS
Abjur				ation		0
			Illus	ion		
	Divination Necromancy					1
	Enchantment Transmutation					
``		SPEI		<u>, </u>		2
Spells Known	Spell Save DC			= Basis Bonusspreuken Spreuken		
		0		N N N		000
		1				3
		2				
		3				4
		5				
		6				5
Spell Sav	re DC = 10 + INT		evel			
To cast a spell without the corresponding implement:						6
CONCENTRATION Spell CHECK DC Level						IMPLEMENTS
= 10 +					Implei	
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						
GENERIC FOCUS				-		
Focus invested in yourself can be used to activate any implement's resonant power, but costs twice as much.				.:		
Level SHIFT FOCUS						
4 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					Level	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.
Spend 1 minute handling an item to learn its history.				*	8	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 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				magic and Spellcraft.		BINDING CIRCLES
					Level	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.
about its past. • If the item was used recently (1 day per Occultist Level),				day nor Occultiat Lavel	12	REFLEX Occultist SAVE DC Level
				bout its last user.		= 10 + (÷ 2) + INT
Laural or		URA S			Level	FAST CIRCLES
Level 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 minute per level. Fast binding circles have a duration of 1 round per level.
IMPLEMENT MASTERY					×	OUTSIDE CONTACT
So	School					OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
						222 and that it all the trial of trial of the trial of trial of the trial of tri
When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining duration and effect. Gain 4 extra points of mental focus that must be allocated to an implement in the given school.					8	
					12	
				ol.	16	
The hardness of implements in the given school increase by 20 for as long as they have at 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.