OCCULTIST do Conjurador				*	MAGIAS CONHECIDAS
Cor	Abjuration Evocation Conjuration Illusion			0	
Adivinhação Necromancy					1
`		MAGIAS	*		2
Mag iie Conheci	s te de Resistência das	CD Magias por dia			
		0			2
		1	7777		
		2			
		3	444		4
		4			
		5			
		6			5
Teste	de Magia CD = 10	+ INT + Nível da			
	t a spell without t				6
	CENTRATION	Magia	ig implement.		
CHECK DC Nivel				•	IMPLEMENTS
	= 10	+		Imple	ment Escola Mental Focus
	7./[ENIMAL EO	CLIC		
MENTAL FOCUS					
Spend 1 hour each morning to invest mental focus in implements. Activate the resonant power of your implements by expending					
mental focus.					
PONTOS Occultist POR DIA Level					
. TATE			г		
	=	+ IN'	L		
Focus	ERIC FOCUS invested in yourso nent's resonant po				
Nível 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
Spend 1 minute handling an item to learn its history.			n to learn its history.	Nível 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 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. If the item was used recently (1 day per Occultist Level),			t magic and Spellcraft. tem's properties.		BINDING CIRCLES 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.
			•	Nível 12	REFLEXO Occultist TESTE CD Level
7	learn one piec		about its last user.		= 10 + (÷ 2) + INT
Nível As a standard action, read the auras of creatures. Allows you to detect alignments for 1 round.			uras of creatures.	Nível 16	FAST CIRCLES Draw a magic circle as a full-round action. Fast circles have a duration of only 1 minute per level.
IMPLEMENT MASTERY					Fast binding circles have a duration of 1 round per level.
			ASILKI	•	OUTSIDE CONTACT
	When using focus powers of this school, DCs to resist the			Nível	OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
NIG I				8	
Nivel effect are 4 higher, as is occultist level for determining duration and effect.			t level for determining	12	
		ts of mental foo	cus that must be allocated ool.	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.