	OCCUI	LTIST	Conjurador Nível	*	MAGIAS CONHECIDAS
Abj	uration	Ev	ocation		
					0
Conjuration Illusion					
Adivinhação Necromancy			cromancy		1
					_
Enchantment Transmutation					
Modia	eto do Docietâncio	MAGIAS			2
Conheci	s te de Resistência das	CD Magia: por dia			
		0	THE THE		
		1	7777		
		2			
		3			4
		4			
		5			5
		6			
	de Magia CD = 10 +				6
To cast a spell without the corresponding implement: CONCENTRATION Spell			ng implement:		
CHECK DC Level					IMPLEMENTS
	= 10 +	•		Imple	ment Escola Mental Focus
×	ME	ENTAL FO	CUS		
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					
	=	+ IN	Т		
GENE	ERIC FOCUS				
Focus	invested in yoursel				
ımplen	nent's resonant po	wer, but costs	twice as much.		
Nível	SHIFT FOCUS With 1 minute of c	quiet contemp	lation, shift a number of		
points from one implement to another at the cost of 1pt.			<u> </u>	*	MAGIC CIRCLES
Spend 1 minute handling an item to learn its history.				Nível	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.
	•	3	n to learn its history. s properties and command	8	Only a living creature can break the circle.
Nível	word as if succe	essful at detec	et magic and Spellcraft. item's properties.		BINDING CIRCLES
2			one piece of information	Nível	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.		/1. L	12	REFLEXO Occultist TESTE CD Level
			(1 day per Occultist Level), n about its last user.		= 10 + (÷ 2) + INT
×	A	URA SIG	HT ,		`
	As a standard acti			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. OUTSIDE CONTACT
	Escola		131211		OUTSIDE CONTACT OUTSIDE CONTACT
				MG -1	Learn the true names of outsiders (with no more than 3HD):
	When using focus	nowers of the	e enhant DCs to regist the	Nível 8	
When using focus powers of this school, DCs to resist the Nivel effect are 4 higher, as is occultist level for determining duration and effect.				12	
20			cus that must be allocated		
	to an implement in	n the given sc	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.