OCCULT	IST	Уровень Заклинателя	*	Известные заклинания	7
Abjuration Conjuration	Evocation Illusion			0	
Divination Necromancy				1	
3AKJ	ПИНАНІ	RN F		2	
клинаниЮС Спасброска Заклинаний_Базовых Бонусных звестнют заклинания в день заклинаний → ∞ ≃				2	
0		TH T			
1				3	
2					
3				4	
4					
5				5	
КС Спаса от заклинания = 1	0 + NHT + V				
To cast a spell without the co				6	
CONCENTRATION Spell					
CHECK DC Level			Implen	IMPLEMENTS ment Школа	Mental Focus
= 10 +			mpien	in the state of th	
MENTAL FOCUS					
Spend 1 hour each morning to invest mental focus in implements. Activate the resonant power of your implements by expending					
mental focus.	o. youp.	emente by expending			
POINTS Occultist PER DAY Level					
= + INT					
GENERIC FOCUS		-			
Focus invested in yourself ca implement's resonant power,					
YpoBents 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
Spend 1 minute handl	T READ ing an item		Уровень 8	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental f It becomes a permanent magic circle against any alignment not your own. Only a living creature can break the circle.	ocus from anywhere.
• If the item is magical, learn its properties and command word as if successful at <i>detect magic</i> and Spellcraft. Тhis may not reveal a cursed item's properties.				BINDING CIRCLES Spend an additional 1pt of mental focus from anywhere to create an invisible bind	ling circle.
 If the item is historical, learn one piece of information about its past. 			Уровень	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 Level), learn one piece of information about its last user.			12	= 10 + (÷ 2) + INT	
	RA SIGH			= 10 + (+ 2) + 1N1	
Уровень As a standard action, read the auras of creatures. 5 Allows you to detect alignments for 1 round.			Уровень 16	FAST CIRCLES Draw a magic circle as a full-round action. Fast circles have a duration of only 1 n Fast binding circles have a duration of 1 round per level.	ninute per level.
IMPLEMENT MASTERY			7	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					
Уровень effect are 4 higher, as is occultist level for determining 20 duration and effect.			12		
Gain 4 extra points of mental focus that must be allocated to an implement in the given school.					
The hardness of implements in the given school increase by 20 for as long as they have at least one invested point.					
by ZU for as long as th	iey ilave at l	east one invested point.	20	Spend an additional 1pt of mental focus from anywhere to lure this outsider into y during which time you may bargain for information. If successful, the outsider retuinformation which is guaranteed correct - but often cryptic.	vour circle for 10 minutes, urns later with