	OCCUI	LTIST	Caster Level	*	KNOWN SPELLS
Abjur	ation		ocation		0
Conju	ıration	Illu	sion		
Divination Necromancy			cromancy		1
Encha	Enchantment Transmutation				
Spells	Spell	SPELLS Spells			2
Known	Save DC	per day	Spells 7 Spells		
		0	<u> </u>		3
		1			
		2			
		3			4
		4			
		6			5
Snell Sav	re DC = 10 + INT				
To cast a spell without the corresponding implement:					6
CONCENTRATION Spell					
CHECK DC Level				Imple	IMPLEMENTS ment School Mental Focus 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 Occultist PER DAY Level					
= + INT			$f \Gamma$		
GENERIC FOCUS					
	vested in yourse nt's resonant po				
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
					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. • If the item is magical, learn its properties and command			n to learn its history.	Level 8	It becomes a permanent magic circle against any alignment not your own. Only a living creature can break the circle.
word as if successful at detect magic and Spellcraft.			et magic and Spellcraft.		BINDING CIRCLES
			one piece of information	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.			12	REFLEX Occultist SAVE DC Level
	learn one piece	of information	(1 day per Occultist Level), n about its last user.		= 10 + (÷ 2) + INT
Level A		URA SIG		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	chool				OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
				Level	Learn the due number of outside of (With No Hote dual or b).
	When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining				
20 duration and effect.			_	12	
	ain 4 extra point an implement i		cus that must be allocated 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.