O	CCULTIST	L'Eanceur de Sort		SURTS CONNUS
Abjurat	tion	Evocation		0
		Illusion		
		Necromancy		1
Enchan	ntment	Transmutation		
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SOR	TS		2
		Sorts = Sorts + Sorts supp.		
Connus		r jour de base		
	0			3
	2			
	3			<u> </u>
	4			4
	5			
	6			5
DD de jet d	le sauvegarde d'un sort :	= 10 + INT + niveau de sort		
To cast a s	pell without the corresp	onding implement:		
CONCENT CHECK D	TRATION Niveau		7	IMPLEMENTS
CHECK			Imple	
	= 10 +			
	MENTAL			
Spend 1 hour each morning to invest mental focus in implements.  Activate the resonant power of your implements by expending				
mental foci	us. Occultist			
PER DAY				
	= + ]	INT		
GENERIC				
	sted in yourself can be u 's resonant power, but c			
Niveau SH	IFT 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			Niveau	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			Niveau <b>8</b>	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 <i>detect magic</i> and Spellcraft.  Niveau  This may not reveal a cursed item'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.	
	bout its past.	earn one piece of information	Niveau 12	REFLEX Occultist
		ently (1 day per Occultist Level), ation about its last user.		Evel = 10 + ( ÷ 2) + INT
	AURA S		Nime	EAST CIDCLES
	a standard action, read t ows you to detect alignm		Niveau 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	T MASTERY	×	OUTSIDE CONTACT
Eco	le			OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
			Niveau	· · · · · · · · · · · · · · · · · · ·
Whe	en using focus powers o	of this school, DCs to resist the cultist level for determining	8	
<b>20</b> dura	ation and effect.		12	
to a	in implement in the give		16	
		s in the given school increase ave 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.