OC	CULTIS	ST	Conjurador Nível	*	MAGIAS CONHECIDAS
Abjuration		Evoc	ation		
					0
,	Conjuration Illusion				
Adivinhação Necromancy					1
Enchantment Transmutation					
7	MAG	ZIAS			
Magias Test			■ Base +Magias Bônus		<b>2</b>
ConhecidaResistê		oor dia	Magia 7 8 7		
	0		<u> </u>		3
	2				
	3				
	4				4
	5				
	6				5
Teste de Magia	CD = 10 + INT + N	lível da I	Magia		6
To cast a spell without the corresponding implement:					
CONCENTRATION Spell CHECK DC Level				<b>X</b>	IMPLEMENTS
	= 10 +			Imple	ment Escola Mental Focus
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					
POR DIA Level + INT					
GENERIC FOCUS					
Focus invested in yourself can be used to activate any					
implement's resonant power, but costs twice as much.					
Nivel SHIFT FOCUS  With 1 minute of quiet contemplation, shift a number of				_	
points from one implement to another at the cost of 1pt.  OBJECT READING				*	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.				Nível <b>8</b>	It becomes a permanent magic circle against any alignment not your own.
<ul> <li>If the item is magical, learn its properties and command word as if successful at detect magic and Spellcraft.</li> </ul>					Only a living creature can break the circle.  BINDING CIRCLES
Nível  This may not reveal a cursed item's properties.  If the item is historical, learn one piece of information about its past.			m's properties.		Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.
			e piece of information	Nível 12	A creature of the given alignment who steps into the circle will be trapped.  REFLEXO Occultist
			day per Occultist Level), bout its last user.	12	TESTE CD Level
lealing	AURA				= 10 + ( ÷ 2 ) + INT
Nível As a star	ndard action, read	the aur	as of creatures.	Nível	FAST CIRCLES  Draw a magic circle as a full-round action. Fast circles have a duration of only 1 minute per level.
5 Allows you to detect alignments for 1 round.				16	Fast binding circles have a duration of 1 round per level.
* IMPLEMENT MASTERY  Escola				*	OUTSIDE CONTACT
Locolu				Nível	Learn the true names of outsiders (with no more than 3HD):
Whan	When using focus powers of this school, DCs to resist the				
when using locus powers of this school, DCs to resist the Nivel effect are 4 higher, as is occultist level for determining 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				16	
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.