	OCCU:	LTI	ST	Nivel de Lanzador	*	CONJUROS CONOCIDOS	x (
Abjura	ation		Evoc	ation		0		
-	onjuration Illusion							
Divina	Divination Necromancy			omancy		1		
	Enchantment Transmutation							
0000000 0000000								
CONJUROS						2		
Conjuros Conocidos	CD Salv de Conjuros		Conjuros al Día	Conjutospjuros Adicional Base	es			
		0		F F F F				
		1				3		
		2						
		4						
		5						
		6						
	onjuro = 10 +					6		
To cast a spell without the corresponding implement: CONCENTRATION Nivel de								
CHECK	CHECK DC Conjuro				Imple	IMPLEMENTS ment Escuela	Mental Focus	
	= 10				Impic	en		
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								
GENERIC FOCUS								
Focus inve				activate any cice as much.				
Nivel 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		
OBJECT READING					Nivel	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focu	us from anywhere.	
			_	o learn its history.	8	It becomes a permanent magic circle against any alignment not your own. Only a living creature can break the circle.		
Nivel	 If the item is magical, learn its properties and command word as if successful at detect magic and Spellcraft. 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 A creature of the given alignment who steps into the circle will be trapped.	circle.	
	 If the item is historical, learn one piece of information about its past. 				Nivel 12	12. REFLEX Occultist		
				day per Occultist Level), bout its last user.		Exert Level = 10 + (÷ 2) + INT		
×		AURA	A SIGH	Γ		FAST CIRCLES		
	As a standard action, read the auras of creatures. Allows you to detect alignments for 1 round.					Draw a magic circle as a full-round action. Fast circles have a duration of only 1 minu Fast binding circles have a duration of 1 round per level.	ite per level.	
×	IMPLEMENT MASTERY				*	OUTSIDE CONTACT	,	
Esc	Escuela					OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):		
	When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining duration and effect. Gain 4 extra points of mental focus that must be allocated				Nivel	Learn the true names of outsiders (with no more than 5mb).		
Nivel eff					8			
					12			
to	an implement	in the g	jiven schoo	ol.	16			
				given school increase east one invested point.	20	Spend an additional 1pt of mental focus from anywhere to lure this outsider into your	coirola for 10 minutes	
						during which time you may bargain for information. If successful, the outsider returns information which is guaranteed correct - but often cryptic.		