	OCCUL	TIST	Conjurador Nível	×	MAGIAS CONHECIDAS	
Ab	juration	Evo	cation			
000000 000000					0	
Conjuration Illusion						
	Adivinhação Necromancy				1	
000000 000000					•	
Enchantment Transmutation						
5						
*		MAGIAS	*		2	
Magia Conheci	as Teste de idaßesistência CD	Magias por dia	Magias Başıdagias Bônus			
		)	NT -4 INT -4 INT -8		000	
	1	1	7999		3	
	2	2	0000			
	3	3				
	1	4			<b>4</b>	
	I.	5			5	
		6				
Teste	de Magia CD = 10 +	INT + Nível da	Magia		6	
To cas	To cast a spell without the corresponding implement:					
CONCENTRATION Spell CHECK DC Level				X		
= 10 +				Imple	ment Escola Mental Focus	
			CLIC			
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						
	=	+ IN7	-			
	ERIC FOCUS		o activate any			
	invested in yourself ment's resonant pow		o activate ally			
Nível	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			<u> </u>		MAGIC CIRCLES  Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.	
			to learn its history.	Nível <b>8</b>	It becomes a permanent magic circle against any alignment not your own.	
			properties and command		Only a living creature can break the circle.	
Nível	word as if successful at <i>detect magic</i> 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 circle.	
2	If the item is his about its past.	torical, learn o	ne piece of information	Nível	A creature of the given alignment who steps into the circle will be trapped.  REFLEXO Occultist	
	•	sed recently (	1 day per Occultist Level),	12	REFLEXO Occultist TESTE CD Level	
	learn one piece o	of information	about its last user.		$= 10 + ( \div 2) + INT$	
×	Al	URA SIGH	IT 🕺	Missal	FAST CIRCLES	
Nível <b>5</b>	As a standard action Allows you to detect			Nível <b>16</b>	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			ASTERY	7	OUTSIDE CONTACT	
Escola					OUTSIDE CONTACT	
				Nível	Learn the true names of outsiders (with no more than 3HD):	
	When using focus	nowers of this	school, DCs to resist the	8		
Nível effect are 4 higher, as is occultist  20 duration and effect.				12		
20		s of mental focus that must be allocated				
	to an implement in	the given sch	ool.	16		
The hardness of implements in the given school increase 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.	