OCCULTIST do Conjurador				`	MAGIAS CONHECIDAS	# (
Abju	ration	Evocation					
					0		
-	Conjuration Illusion						
Adivinhação Necromancy					1		
Enchantment Transmutation							
Enchantment Transmutation							
	_	MAGIAS					
Magias Teste de Magias ₌ Base ₊ Magias Bônus					2		
Conhecida	aßesistência CD	por dia Magia	4 8 5				
	(3		
	1						
		2					
		4			4		
	5						
	6				5		
Teste de	Magia CD = 10 +	INT + Nível da Magia	_				
To cast a spell without the corresponding implement:					6		
CONCENTRATION Magia CHECK DC Nível				``	□□□ 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 + INT							
GENERIC FOCUS Focus invested in yourself can be used to activate any			ally DDDD				
	· ·	ver, but costs twice as m	uch.				
Nível SHIFT FOCUS 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				Nível	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere. It becomes a permanent magic circle against any alignment not your own.		
	•	end 1 minute handling an item to learn its history. If the item is magical, learn its 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. • If the item is historical, learn one piece of information				BINDING CIRCLES Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.		
2				Nível	A creature of the given alignment who steps into the circle will be trapped.		
about its past. • If the item was used recently (1 day per Occultist Level),			Occultist Level),	12	TESTE CD Level		
	<u> </u>	of information about its I	ast user.		= 10 + (÷ 2) + INT		
Nível A		URA SIGHT	atuwa a	Nível	FAST CIRCLES		
As a standard action, read the auras of creatures. 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 Fast binding circles have a duration of 1 round per level.	minute per level.	
IMPLEMENT MASTERY			Y	×	OUTSIDE CONTACT	, (
E	Escola				OUTSIDE CONTACT		
	When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining duration and effect.			Nível	Learn the true names of outsiders (with no more than 3HD):		
				8			
20				12			
	Gain 4 extra points to an implement in	of mental focus that mu the given school.	ıst be allocated	16			
		plements in the given so s they have at least one		20			
	ay zo ioi as lolly as	s tiley liave at least one	mivesteu pollit.		Spend an additional 1pt of mental focus from anywhere to lure this outsider into during which time you may bargain for information. If successful, the outsider ret information which is guaranteed correct - but often cryptic.		