	OCCUI	LTIST	Conjurador Nível	*	MAGIAS CONHECIDAS
,	uration		ocation		0
Conjuration Illusion					
Adivishas a					
Adivinhação Necromancy			,		1
Enchantment Transmutation					
	_	MAGIAS			
Maglies	ste de Resistência				2
Conhecid	las	por dia	Magia 7 % 7		
		1			3
		2			
		3			4
		4			
		5			5
Tooto d	lo Magio CD = 10	6 LINT + Nivel d	Magic		
Teste de Magia CD = 10 + INT + Nível da Magia To cast a spell without the corresponding implement:					6
CONCENTRATION Magia					IMPLEMENTS
CHECK DC Nível				Imple	ment Escola Mental Focus
			ACTIC		
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			Г		
GENERIC FOCUS					
	nvested in yourse ent's resonant po				
Nível	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			DING	Nível	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.
	'	3	n to learn its history.	8	It becomes a permanent magic circle against any alignment not your own. Only a living creature can break the circle.
N/ I	If the item is magical, learn its properties and command word as if successful at <i>detect magic</i> and Spellcraft.				BINDING CIRCLES
Nível This may not reveal a cursed item's properties. 2 • If the item is historical, learn one piece of information				Nível	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.
	about its past. • If the item was	used recently	(1 day per Occultist Level),	12	REFLEXO Occultist TESTE CD Level
	learn one piece	of information	about its last user.		= 10 + (÷ 2) + INT
Nível		URA SIG		Nível	FAST CIRCLES
Nivel 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 minute per level. Fast binding circles have a duration of 1 round per level.
IMPLEMENT MASTERY				*	OUTSIDE CONTACT
	Escola				OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
	When using facus nawers of this sahaal DCs to resist the			Nível 8	
When using focus powers of this school, DCs to resist the Nível effect are 4 higher, as is occultist level for determining duration and effect.				12	
	Gain 4 extra point	ts of mental fo	cus that must be allocated	16	
	to an implement i The hardness of i		nool. :he given school increase		
			t 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.