	<b>OCCUI</b>	TIST	stufe	*	BEKANNTE ZAUBER
Abju	ıration	E	vocation		
					0
	Conjuration Illusion				
Divination Necromancy					4
0000000 0000000					1
Enchantment Transmutation					
*		ZAUBE			2
Bekannt Zauber	e RW gegen Zauber	Zauber = Grund- <sub>+</sub> Bonuszauber pro Tag			
		0	N N - 4 N - 8 N - 12		000
		1	7777		3
		2			
		3			4
		4			
		5			5
		6			
	en Zauber (SG) =				6
To cast a spell without the corresponding implement:					
CONCENTRATION Zauber CHECK DC Level				``	IMPLEMENTS
	= 10 -			Imple	
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 + IN					
	RIC FOCUS nvested in yourse	If can be use	d to activate any		
implem	ent's resonant po	wer, but cost	s twice as much.		
Sture	SHIFT FOCUS	quiet contem	nlation, shift a number of		
4 With 1 minute of quiet contemplation, shift a number of points from one implement to another at the cost of 1pt.				` .	MAGIC CIRCLES
``	OBJ	ECT REA	ADING	Stufe	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.
			em to learn its history.	8	Only a living creature can break the circle.
	word as if succ	essful at dete	its properties and command ect magic and Spellcraft.		BINDING CIRCLES
Stufe <b>2</b>	,		d item's properties.	Stufe	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.			<b>12</b>	REFLEX Occultist SAVE DC Level
			y (1 day per Occultist Level), on about its last user.		= 10 + ( ÷ 2) + IN
×	A	URA SIC	GHT ,		
		,	auras of creatures.	Stufe 16	FAST CIRCLES  Draw a magic circle as a full-round action. Fast circles have a duration of only 1 minute per level.
5	5 Allows you to detect alignments for 1 round.  IMPLEMENT MASTERY			10	Fast binding circles have a duration of 1 round per level.
Schule				*	OUTSIDE CONTACT
,	Condition				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			Stufe <b>8</b>	
Stufe				12	
	duration and effect.  Gain 4 extra points of mental focus that must be allocated				
	Gain 4 extra point to an implement i			16	
			the given school increase at least one invested point.	20	
2, 25 is. 25 long as they have at least one invested point.					Spend an additional 1pt of mental focus from anywhere to lure this outsider into your circle for 10 minut during which time you may bargain for information. If successful, the outsider returns later with information which is guaranteed correct - but often cryptic.