0	CCULT	ISTE <sub>2</sub>	Niveau de I	×	SORTS CONNUS
Abjuration  Conjuration		Evocation  Illusion			0
Divinati	ion	Necr □ □	omancy		<b>1</b>
×		SORTS	*		2
Sorts DD o	de sauvegarde du sort	Sorts par jour	= Sorts + Sorts supp. de base		
	0		Z Z Z Z		
	1				3
	2				
	3				4
	5				
	6				
DD de jet de	e sauvegarde d'ui	n sort = 10 +	INT + niveau de sort		6
To cast a spell without the corresponding implement:					
CONCENT	TRATION	Sort Niveau			IMPLEMENTS
	= 10 +			Imple	
×	MEN	TAL FOO	SUS .		
Spend 1 hour each morning to invest mental focus in implements. Activate the resonant power of your implements by expending mental focus.					
POINTS PER DAY	Occultist Level				
	=	+ INT			
GENERIC	 C FOCUS		-		
	sted in yourself ca 's resonant power				
Niveau  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				Niveau	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.
		3	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.
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.  If the item is historical, learn one piece of information about its past.			magic and Spellcraft.		BINDING CIRCLES Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.
			e piece of information	Niveau	REFLEX Occultist
	earn one piece of	information a	day per Occultist Level), bout its last user.		= 10 + ( ÷ 2) + INT
Niveau As a		RA SIGH		Niveau	FAST CIRCLES
Niveau As a standard action, read the auras of creatures.  5 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
Ecol	le			Niveau <b>8</b>	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				
20 duration and effect.				12	
	n 4 extra points o In implement in th		s that must be allocated ol.	16	
			e given school increase east 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.