	OCCUI	LTIST	Caster Level		KNOWN SPELLS
Abjur			vocation	-	0
-	ıration		llusion	_	
Divination Necromancy			,		1
Enchantment Transmutation			ransmutation	_	
	_	SPELL	S		
Spells	Spell	Spe			2
Known	Save DC		ay Spreuken		
		0		Z	3
		1			
		2			
		3			4
		4		_	
		6			5
Snell Say	re DC = 10 + INT				
			ding implement:	_	6
CONCENTRATION Spell					
CHECK DC Level				Imple	IMPLEMENTS ment School Mental Focus
	= 10	+			
MENTAL FOCUS					
Spend 1 hour each morning to invest mental focus in implements. Activate the resonant power of your implements by expending				ts	
mental focus.					
POINTS Occultist PER DAY Level					
= + INT					
GENERIC FOCUS					
Focus invested in yourself can be used to activate any implement's resonant power, but costs twice as much.					
Level SHIFT FOCUS					
4 With 1 minute of quiet contemplation, shift a number of points from one implement to another at the cost of 1pt.					
				H	MAGIC CIRCLES Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.
Spend 1 minute handling an item to learn its history.				Level	It becomes a permanent magic circle against any alignment not your own.
			its properties and comma	nd	Only a living creature can break the circle.
word as if successful at detect magic and Spellcraft. This may not reveal a cursed item's properties. 1 the item is historical, learn one piece of information about its past.			d item's properties.		BINDING CIRCLES Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.
			n one piece of information	LCVCI	A creature of the given alignment who steps into the circle will be trapped. REFLEX Occultist
	If the item was		y (1 day per Occultist Lev	12 el),	SAVE DC Level
	·		on about its last user.		= 10 + (÷ 2) + INT
Level A		URA SI		Level	FAST CIRCLES
710	s a standard act llows you to dete		auras of creatures. ts 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				AX	OUTSIDE CONTACT
Sc	chool				OUTSIDE CONTACT
					Learn the true names of outsiders (with no more than 3HD):
			his school, DCs to resist th	e 8	
20 Level effect are 4 higher, as is occultist level for determining duration and effect.			tist level for determining	12	
	ain 4 extra point an implement i		focus that must be allocat	ed 16	
Tł	ne hardness of i	mplements i	n the given school increas	20	
			at least one invested poir		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.