OCCULTIST

Уровень Заклинателя

Abjuration	Evocation
Conjuration	Иллюзия
Divination	Некромантия
Улучшение	Transmutation

ЗАКЛИНАНИЯ

Заклинаний известно	КС Спаса от заклинания		Заклинаний в день	Базовый заклинаний	Доп. Заклинания ИНТ - 4	ИНТ - 8	ИНТ - 12
		0					
		1					
		2					
		3					
		4					
		5					
		6					

КС Спаса от заклинания = 10 + ИНТ + Уровень закл-ия

To cast a spell without the corresponding implement:

CONCENTRATION CHECK DC = 10 + Уровень Заклинания

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 PER DAY = Occultist Level + ИНТ

GENERIC FOCUS

Focus invested in yourself can be used to activate any implement's resonant power, but costs twice as much.

Уровень 4 **SHIFT FOCUS**

With 1 minute of quiet contemplation, shift a number of points from one implement to another at the cost of 1pt.

OBJECT READING

Spend 1 minute handling an item to learn its history.

Уровень 2

- 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.
- If the item was used recently (1 day per Occultist Level), learn one piece of information about its last user.

AURA SIGHT

Уровень 5 As a standard action, read the auras of creatures. Allows you to detect alignments for 1 round.

IMPLEMENT MASTERY

Школа

Уровень 20

When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining duration and effect.

Gain 4 extra points of mental focus that must be allocated to an implement in the given school.

The hardness of implements in the given school increase by 20 for as long as they have at least one invested point.

Известные заклинания

0

1

2

3

4

5

6

IMPLEMENTS

Implement	Школа	Mental Focus

MAGIC CIRCLES

Уровень 8 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.

Only a living creature can break the circle.

BINDING CIRCLES

Уровень 12 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.

REFLEX SAVE DC = 10 + (Occultist Level ÷ 2) + ИНТ

Уровень 16 **FAST CIRCLES**

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.

OUTSIDE CONTACT

OUTSIDE CONTACT

Learn the true names of outsiders (with no more than 3HD):

Уровень 8

12

16

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.