OCCULT	<b>TIST</b>	Nivel de Lanzador	`	CONJUROS CONOCIDOS	<b>"</b> (
Abjuration  Conjuration	Illusio			0	
Divination  □ □ □ □ □ □  Enchantment	nation Necromancy			<b>1</b>	
CO	ONJUROS	*		2	
Conjuros CD Salv Conocidos de Conjuros	Conjuros al Día	Conjutos Adicionale Base	es		
0				3	
2					
3					
4				<b>4</b>	
5				<b>5</b>	
6	. Ni. 10				
CD Salv Conjuro = 10 + INT				6	
To cast a spell without the corresponding implement:  CONCENTRATION Nivel de					
CHECK DC Conjuro			Imple	IMPLEMENTS ment Escuela Mental F.	ocus
= 10 +					
	TAL FOC				
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					
=	+ INT				
GENERIC FOCUS Focus invested in yourself c					
implement's resonant power	, but costs twi	ce as mucn.			
With 1 minute of quiet contemplation, shift a number of			_		
points from one implement to another at the cost of 1pt.  OBJECT READING			*	MAGIC CIRCLES  Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhi	ere
Spend 1 minute hand	lling an item to	learn its history.	Nivel 8	It becomes a permanent magic circle against any alignment not your own.  Only a living creature can break the circle.	cre.
If the item is magical, learn its properties and command word as if successful at detect magic and Spellcraft.  Nivel This may not reveal a cursed item's properties.				BINDING CIRCLES  Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.	
<ul> <li>If the item is historabout its past.</li> </ul>	rical, learn one	piece of information	Nivel 12	A creature of the given alignment who steps into the circle will be trapped. <b>REFLEX</b> Occultist	
<ul> <li>If the item was used recently (1 day per Occultist Level), learn one piece of information about its last user.</li> </ul>				= 10 + ( ÷ 2 ) + INT	
	RA SIGH		Nivel	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  Escuela			•	OUTSIDE CONTACT	<b>"</b>
Escuela			Nivel	OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):	
Nivel  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.			8		
			12		
			16		
The hardness of implements in the given school increase by 20 for as long as they have at least one invested point.			20		
				Spend an additional 1pt of mental focus from anywhere to lure this outsider into your circle for 10 r during which time you may bargain for information. If successful, the outsider returns later with information which is guaranteed correct - but often cryptic.	minutes,