| OCCULTISTA Livello Incantatore  | INCANTESIMI CONOSCIUTI  |
|---|---|
| Abiurazione Evocazione  Invocazione Illusione   | 0   |
| Divinazione Necromanzia   | 1   |
| Incantamento Trasmutazione  |   |
| INCANTESIMI   | 2   |
| Incantesimi CD TS conosciuti Incantesimi al Giorno = Inc. = Inc. + Inc. Bonu  |   |
| 0   | 2   |
| 1   |   |
| 2   |   |
| 3   | 4   |
| 4   |   |
| 5   | 5   |
| 6   |   |
| CD Salvezza Inc. = 10 + INT + Liv. Incantesimo  | <u> </u>  |
| To cast a spell without the corresponding implement:  |   |
| CONCENTRATION Livello CHECK DC Inc.   | IMPLEMENTI  |
| = 10 +  | Implement Scuola Focus mentale  |
| MENTAL FOCUS  |   |
| Spend 1 hour each morning to invest mental focus in implement<br>Activate the resonant power of your implements by expending<br>mental focus.                                   |   |
| PUNTI Occultist   |   |
| al GIORNO Level + INT   |   |
| GENERIC FOCUS  Focus invested in yourself can be used to activate any implement's resonant power, but costs twice as much.  |   |
| Livello SHIFT FOCUS  With 1 minute of quiet contemplation, chift a number of  |   |
| points from one implement to another at the cost of 1pt.  | MAGIC CIRCLES   |
| OBJECT READING  Spend 1 minute handling an item to learn its history.   | Livello  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. |
| • If the item is magical, learn its properties and commar word as if successful at <i>detect magic</i> and Spellcraft.  Livello 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.   |
| 2 • If the item is historical, learn one piece of information about its past.   | Livello  12 A creature of the given alignment who steps into the circle will be trapped.  RIFLESSI Occultist SALVEZZA CD Level  |
| If the item was used recently (1 day per Occultist Leve learn one piece of information about its last user.  AURA SIGHT   | = 10 + ( ÷ 2 ) + INT  |
| Livello As a standard action, read the auras of creatures.  5 Allows you to detect alignments for 1 round.  | Livello  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.   |
| IMPLEMENT MASTERY   | OUTSIDE CONTACT   |
| Scuola  | OUTSIDE CONTACT   |
|   | Learn the true names of outsiders (with no more than 3HD):  Livello  O  |
| When using focus powers of this school, DCs to resist the Livello effect are 4 higher, as is occultist level for determining  | 8   |
| duration and effect.  | 12  |
| Gain 4 extra points of mental focus that must be allocate to an implement in the given school.  | 16  |
| The hardness of implements in the given school increase by 20 for as 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 minutes,  |
|   | during which time you may bargain for information. If successful, the outsider returns later with information which is guaranteed correct - but often cryptic.  |