	<b>OCCU</b>	LTIST	Zauber- stufe	*	BEKANNTE ZAUBER
Conj	iration	□ Œ Illu	ocation		0
Divination Necromancy  Compared to the companies of the c			<b>1</b>		
			*		
Bekannt Zauber	e RW gegen Zauber	ZAUBER Zauber pro Tag	= Grund-+ Bonuszauber		<b>2</b>
		0	ZZZZ		3
		2			
		3			4
		4			<b>4</b> 
		6			5
RW geg	 en Zauber (SG) =		ergrad		
To cast a spell without the corresponding implement:					6
CONCENTRATION Zauber CHECK DC Level				*	IMPLEMENTS
	= 10 ·	+		Imple	
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 Occultist					
PER DAY Level					
	=	+ IN	·		
Focus ii	RIC FOCUS  nvested in yourse ent's resonant po				
Stufe SHIFT FOCUS With 1 minute of quiet contemplation, shift a number of					
points from one implement to another at the cost of 1pt.			nother at the cost of 1pt.	*	MAGIC CIRCLES
Spend 1 minute handling an item to learn its history.  • If the item is magical, learn its properties and command			n to learn its history.	Stufe 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.
word as if successful at <i>detect magic</i> and Spellcraft.  Stufe This may not reveal a cursed item's properties.  If the item is historical, learn one piece of information			t magic and Spellcraft. tem's properties.	Stufe	BINDING CIRCLES  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.
			(1 day per Occultist Level),	12	REFLEX Occultist SAVE DC Level
7	· · ·	of information	about its last user.		= 10 + ( ÷ 2 ) + IN
	As a standard act	tion, read the au	uras of creatures.	Stufe 16	FAST CIRCLES  Draw a magic circle as a full-round action. Fast circles have a duration of only 1 minute per level.
5 Allows you to detect alignments for 1 round.  IMPLEMENT MASTERY				10	Fast binding circles have a duration of 1 round per level.  OUTSIDE CONTACT
	Schule				OUTSIDE CONTACT
				Stufe	Learn the true names of outsiders (with no more than 3HD):
Stufe (	When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining			8	
20	duration and effe	ct.	cus that must be allocated	12	
1	to an implement	in the given sch		16	
			t least 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.