OCCULTIST Уровень Заклинателя	Изученные заклинания
Abjuration Evocation Conjuration Illusion	0
Divination Necromancy  Compared to the company of t	<b>1</b>
Заклинания	
Заклинаний КС Заклинаний_БазовБиднусных закля	1 <b>2</b>
известно спасброска в день заклинаний	
0	3
1 7777	
2	
3	4
4	
5 6 000	
Spell Save DC = 10 + INT + Spell Level	
To cast a spell without the corresponding implement:	6
CONCENTRATION Spell	
CHECK DC Level	IMPLEMENTS Implement 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	
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.	
Уровень SHIFT FOCUS With 1 minute of quiet contemplation, shift a number of	
points from one implement to another at the cost of 1pt.	MAGIC CIRCLES
OBJECT READING	Уровень Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.  8 lt becomes a permanent magic circle against any alignment not your own.
Spend 1 minute handling an item to learn its history.	Only a living creature can break the circle.
• If the item is magical, learn its properties and command word as if successful at <i>detect magic</i> and Spellcraft.  Уровень 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 historical, learn one piece of information about its past.</li> </ul>	A creature of the given alignment who steps into the circle will be trapped.  YpoBehb  REFLEX  Occultist
If the item was used recently (1 day per Occultist Level), learn one piece of information about its last user.	12 SAVE DC UCCURIST Level $= 10 + ( \div 2 ) + INT$
AURA SIGHT	-10 + ( · 2 ) · 1N1
Уровень As a standard action, read the auras of creatures.  5 Allows you to detect alignments for 1 round.	Уровень FAST CIRCLES  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	OUTSIDE CONTACT
School	OUTSIDE CONTACT
	Learn the true names of outsiders (with no more than 3HD): Уровень
When using focus powers of this school, DCs to resist the	- 8 8
Уровень effect are 4 higher, as is occultist level for determining 20 duration and effect.	12
Gain 4 extra points of mental focus that must be allocated 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.	20
by 20 for as fong 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.