OCCULTIST Livello Incantatore	INCANTESIMI CONOSCIUTI
Abjuration Evocation Conjuration Illusion	0
Divination Necromancy	1
Enchantment Transmutation	
INCANTESIMI	2
Incantesimi CD TS	
0	3
2	
3 0000	
4 0000	
5 000	5
DC del TS = 10 + INT + Liv. Incantesimo	
To cast a spell without the corresponding implement:	6
CONCENTRATION Livello CHECK DC Inc.	
= 10 +	Implement Scuola Mental Focus
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.	
Livello 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	MAGIC CIRCLES Livello Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.
Spend 1 minute handling an item to learn its history. • If the item is magical, learn its properties and command	8 Livello 8 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 detect magic and Spellcraft. Livello This may not reveal a cursed item's properties. 2 • If the item is historical, learn one piece of information	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.
about its past. • If the item was used recently (1 day per Occultist Level), learn one piece of information about its last user.	12 REFLEX Occultist SAVE DC Level
AURA SIGHT	= 10 + (÷ 2) + INT
Livello As a standard action, read the auras of creatures. 5 Allows you to detect alignments for 1 round.	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
Scuola	OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
When using focus powers of this school, DCs to resist the	Livello 8
Livello effect are 4 higher, as is occultist level for determining 4 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
	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.