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Evocation
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Illusion
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Necromancy
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Transmutation
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INCANTESIMI

CD Salvezza Inc. = 10 + INT + Liv. Incantesimo

Livello
Inc.

$$\boxed{} = 10 + \boxed{}$$

MENTAL FOCUS

Occultist
Level

$$\boxed{} = + \text{INT}$$

Focus invested in yourself can be used to activate any implement's resonant power, but costs twice as much.

4 With 1 minute of quiet contemplation, shift a number of points from one implement to another at the cost of 1pt.

OBJECT READING

- If the item is magical, learn its properties and command word as if successful at *detect magic* and *Spellcraft*. This may not reveal a cursed item's properties.

- If the item is historical, learn one piece of information about its past.
- If the item was used recently (1 day per Occultist Level), learn one piece of information about its last user.

AURA SIGHT

Livello 5 As a standard action, read the auras of creatures. Allows you to detect alignments for 1 round.

IMPLEMENT MASTERY

Livello 20 When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining duration and effect.

The hardness of implements in the given school increase by 20 for as long as they have at least one invested point.

INCANTESIMI CONOSCIUTI

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IMPLEMENTS

Implement	Scuola	Mental Focus
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MAGIC CIRCLES

Livello 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.

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.

REFLEX Occultist
SAVE DC Level
 = 10 + (÷ 2) + INT

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.

OUTSIDE CONTACT

Learn the true names of outsiders (with no more than 3HD):

Livello
8

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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.