OCCULTI	ST Livello incantatore	INCANTESIMI CONOSCIUTI
Abinostico	Function	
Abjuration	Evocation	0
Conjuration	Illusion	
Divination	□ □ □ □ □ □ □  Necromancy	
		1
Enchantment	Transmutation	
INCAN	TESIMI	2
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3		
4		<b>4</b>
5		
6		<b>5</b>
CD TS Incantesimo = 10 + INT + I	_iv. Incantesimo	6
To cast a spell without the corres	ponding implement:	
CONCENTRATION Live		IMPLEMENTS
= 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		
Livello SHIFT FOCUS		
4 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		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.	8 Only a living creature can break the circle.
<ul> <li>If the item is magical, learn its properties and command word as if successful at detect magic and Spellcraft.</li> </ul>		BINDING CIRCLES
Livello This may not reveal a co	ursed item's properties.	Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.
<ul> <li>If the item is historical, about its past.</li> </ul>	learn one piece of information	Livello  A creature of the given alignment who steps into the circle will be trapped.  REFLEX Occultist
	cently (1 day per Occultist Level),	SAVE DC Level
	mation about its last user.  SIGHT	= 10 + ( ÷ 2 ) + INT
Livello As a standard action, read		Livello FAST CIRCLES
5 Allows you to detect align		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
	of this school, DCs to resist the	8
20 effect are 4 higher, as is occultist level for determining 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		20
by 20 for as long as they l	nave 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.