	OCCUL	TIST	Conjurador Nível	*	MAGIAS CONHECIDAS
Abj	juration	Evo	cation		
					0
	Conjuration Illusion				
Divination Necromancy			romancy		1
					_
Enchantment Transmutation					
Magia	ıs Teste de	MAGIAS	Page Magine Pânus		2
Magia Conheci	daßesistência CD	Magias por dia	= Base +Magias Bônus Magia		
		0	Z Z Z Z		
	1	1	7777		3
		2			
	3	3			4
		4			
		5			5
		5			
	Save DC = 10 + INT +	•			6
To cast a spell without the corresponding implement:  CONCENTRATION Spell					
CHECK DC Level				1	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					
= + INT			1		
CENI	ERIC FOCUS				
Focus	invested in yourself				
implen	nent's resonant pow	er, but costs t	wice as much.		
Nível 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				Nível	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.
	•	3	to learn its history.	8	Only a living creature can break the circle.
NZ J	<ul> <li>If the item is magical, learn its properties and command word as if successful at detect magic and Spellcraft.</li> <li>This may not reveal a cursed item's properties.</li> </ul>				BINDING CIRCLES
Nível <b>2</b>			ne piece of information	Nível	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.				12	REFLEX Occultist SAVE DC Level
			day per Occultist Level), about its last user.		= 10 + ( ÷ 2 ) + INT
``	A	URA SIGE	IT ,		`
Nível <b>5</b>	As a standard action			Nível 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.
School			OILKI	`	OUTSIDE CONTACT
					Learn the true names of outsiders (with no more than 3HD):
	When using feeue newers of this coheal, DCs to resist the			Nível <b>8</b>	
When using focus powers of this school, DCs to resist the Nível effect are 4 higher, as is occultist level for determining				12	
20	duration and effect Gain 4 extra points		us that must be allocated		
	to an implement in	the given scho	ool.	16	
			e given school increase 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.