OCCULTIST Lanceur de Sort			*	SORTS CONNUS		
Abjuration Conjuration	Evocation Illusion			0		
Divination Colored Colored	antment Transmutation			1		
X	SORTS			2		
Sorts Sort Connus DD sauvegarde	Sorts par jour	4 8 -	es	2		
	1			3		
	2					
	3					
	4					
	5			5		
	6					
DD de jet de sauvegarde				6		
To cast a spell without the corresponding implement: CONCENTRATION Sort						
CHECK DC Niveau			``	IMPLEMENTS	<u>, </u>	
= 10 +	+		Implem			
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 yourse implement's resonant po						
Niveau 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	*	
Spend 1 minute handling an item to learn its history.			Niveau	Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from It becomes a permanent magic circle against any alignment not your own. Only a living creature can break the circle.	anywhere.	
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				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.			12	REFLEX Occultist SAVE DC Level		
If the item was used recently (1 day per Occultist Level), learn one piece of information about its last user. AURA SIGHT				= 10 + (÷ 2) + INT		
Niveau As a standard action, read the auras of creatures.			niveau	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.				Fast binding circles have a duration of 1 round per level.		
IMPLEMENT MASTERY			*	OUTSIDE CONTACT	# (
Ecole			Niveau	OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):		
When using focus powers of this school, DCs to resist the Niveau effect are 4 higher, as is occultist level for determining			8			
20 duration and effect.			12			
Gain 4 extra points of mental focus that must be allocated to an implement in the given school.						
The hardness of implements in the given school increase by 20 for as long as they have at least one invested point.						
by 20 for as long	as they have at	reast one invested point.		Spend an additional 1pt of mental focus from anywhere to lure this outsider into your circle during which time you may bargain for information. If successful, the outsider returns later winformation which is guaranteed correct - but often cryptic.		