OCC	ULTIST	Livello Incantatore		INCANTESIMI CONOSCIUTI
Abjuration Conjuration		ocation		0
Divination Necromancy				1
	INCANTES	SIMI		
Incantesimi CD TS conosciuti Incantesim	Incantes	simi_ Inc. + Inc. Bonus		2
	1			3
	3			4
	5			5 000
CD TS Incantesimo =				
To cast a spell without the corresponding implement: CONCENTRATION Livello CHECK DC Inc.			· —	6 IMPLEMENTS
	0 +		Implem	
	MENTAL FO	OCUS #		
Spend 1 hour each n Activate the resonar mental focus. POINTS	norning to invest n it power of your im Occultist	nental focus in implements. plements by expending		
FER DAY GENERIC FOCUS	+ IN	T		
Focus invested in yo implement's resonar	ourself can be used nt power, but costs			
	e of quiet contemp	olation, shift a number of	_	
points from one implement to another at the cost of 1pt. OBJECT READING			<u> </u>	MAGIC CIRCLES Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere.
Spend 1 minu	ute handling an ite	m to learn its history.	LIVEIIO	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. This may not reveal a cursed item's properties. 1 the item is historical, learn one piece of information about its past. 1 the item was used recently (1 day per Occultist Level),			Livello	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. REFLEX SAVE DC Level
		(1 day per Occultist Level), n about its last user.		= 10 + (÷ 2) + INT
*	AURA SIG		Livello	FAST CIRCLES
Livello As a standard action, read the auras of creatures. 5 Allows you to detect alignments for 1 round.			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			Livello	OUTSIDE CONTACT Learn the true names of outsiders (with no more than 3HD):
When using focus powers of this school, DCs to resist the Elivello effect are 4 higher, as is occultist level for determining duration and effect.			8 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.				Spend an additional 1pt of mental focus from anywhere to lure this outsider into your circle for 10 minut
				during which time you may bargain for information. If successful, the outsider returns later with information which is guaranteed correct - but often cryptic.