	OCCULT	CIST do Conjurador		MAGIAS CONHECIDAS
Abi	uration	Evocation	7 —	
				0
	njuration	Illusion		
		Negrous and		
	vinhação	Necromancy		1
End	chantment	Transmutation		
			× (
×	I	MAGIAS		2
		Magias por di <u>M</u> agias Başlagias Bô	us	
Conheci		4 8 9		
	0			3
	1	777		
	2			
	3			4
	4			
	5			5
	6			
Teste	de Magia CD = 10 + IN	T + Nível da Magia		6
To cast a spell without the corresponding implement:				
CONCENTRATION Spell CHECK DC Level			×	IMPLEMENTS
	= 10 +	Level	Imple	ement Escola Mental Focus
*		TAL FOCUS	*	
Spend 1 hour each morning to invest mental focus in implements. Activate the resonant power of your implements by expending			S	
mental focus.				
PONT POR				
	=	+ INT		
GENI	ERIC FOCUS			
Focus	invested in yourself ca	an be used to activate any		
implen	nent's resonant power,	, but costs twice as much.		
Nível	SHIFT FOCUS	t contomplation, shift a number of		
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.
	Spend 1 minute hand	ling an item to learn its history.	8	' It becomes a permanent magic circle against any alignment not your own. Only a living creature can break the circle.
		eal, learn its properties and comman	d	BINDING CIRCLES
Nível		I a cursed item's properties.		Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.
2	 If the item is histor about its past. 	ical, learn one piece of information	Nível	A creature of the given alignment who steps into the circle will be trapped. REFLEXO Occultist
		d recently (1 day per Occultist Leve	12	TESTE CD Level
	·	nformation about its last user.		= 10 + (÷ 2) + INT
Nível		RA SIGHT	Nível	FAST CIRCLES
5		read the auras of creatures. 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.
×	IMPLEM	ENT MASTERY	AN	OUTSIDE CONTACT
	Escola			OUTSIDE CONTACT
			Nível	Learn the true names of outsiders (with no more than 3HD):
	When using feets not	ware of this school DCs to regist th	Q	ı
Nível	circuit are 1 mgner, as is socialist level for actermining			
20	duration and effect.	mental focus that must be allocate	12	
	to an implement in th		16	
		ements in the given school increase hey have at least one invested poin		
~	by 20 for as foling as the	ne, nave at least one invested poin		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.