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In the item was used recently (1 day per Occultist Level), learn one piece of information about its last user.  AURA SIGHT  Poziom As a standard action, read the auras of creatures. Allows you to detect alignments for 1 round.  IMPLEMENT MASTERY  Szkoła  Poziom Szkoła  When using focus powers of this school, DCs to resist the effect are 4 higher, as is occultist level for determining duration and effect.  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.  SAVE DC  Level  10 + ( ÷ 2 ) + INT  Poziom FAST CIRCLES  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.  OUTSIDE CONTACT  Learn the true names of outsiders (with no more than 3HD):  Poziom 8  12  16  17  18  19  19  10 + ( ÷ 2 ) + INT  10 + ( † 2 ) + INT  11 + ( † 2 ) + INT  12 + ( † 3 ) + INT  13 + ( † 4 ) + INT  14 + ( † 2 ) + INT  15 + INT  16   DIANA   POZIOM   POZIO	2 .					Poziom	
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As a standard action, read the auras of creatures. Allows you to detect alignments for 1 round.  IMPLEMENT MASTERY  Szkoła  OUTSIDE CONTACT  Learn the true names of outsiders (with no more than 3HD):  Poziom effect are 4 higher, as is occultist level for determining duration and effect.  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.  Poziom Spend an additional 1pt of mental focus from anywhere to lure this outsider into your circle for 10 minutes,  Spend an additional 1pt of mental focus from anywhere to lure this outsider into your circle for 10 minutes,	×	1	AUR	A SIGH	T		
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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 minutes,		·					
during which time you may bargain for information. If successful, the outsider returns later with information which is guaranteed correct - but often cryptic.						S	luring which time you may bargain for information. If successful, the outsider returns later with