| OCCUL1 | TIST | Poziom Czarującego | × | | ZNANE C | ZARY | , i |
|--|--|--|---|--|-----------------------------------|---------------------------------|-----------------|
| | | | | | | | |
| Abjuration | Abjuration Evocation | | | | 0 | | |
| Conjuration | | | | | | | |
| Divination Necromancy | | | | | | | |
| Divination Necromancy | | | | | 1 | | |
| Enchantment Transmutation | | | | | | | |
| | | | | | | | |
|) , (| CZARY | * | | | 2 | | |
| Znane ST Rzutu Czary Obronnego | Czary Dziennie | = Czary Czary Premiowe Bazowe | | | | | |
| 0 | | T N N N N N N N N N N N N N N N N N N N | | | | | |
| 1 | | 7777 | | | 3 | | |
| 2 | | 4444 | | | | | |
| 3 | | | | | 4 | | |
| 4 | | | | | | | |
| 5 | | | | | 5 | | |
| 6 CT D= Obr = 10 + INT + Do=: | om Canu | | | | | | |
| ST Rz. Obr. = 10 + INT + Pozi | | g implement: | | | 6 | | |
| To cast a spell without the corresponding implement: CONCENTRATION Poziom | | | | | | | |
| CHECK DC | Czaru | | Implement | | IMPLEMI Szkoła | ENTS | Mental Focus |
| = 10 + | | | mpiement | | OZKOTU | | |
| MEN' | cus | | | | | | |
| 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 | | | | | | | |
| = | 1 | | | | | | |
| GENERIC FOCUS | n activate any | | | | | | |
| Focus invested in yourself ca implement's resonant power, | | | | | | | |
| Poziom SHIFT FOCUS | | | | | | | |
| With 1 minute of quiet | tion, shift a number of other at the cost of 1pt. | , | | MAGIC CII | PCI FS | | |
| OBJEC | | Posion Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere. | | | | | |
| Spend 1 minute handl | ing an item | to learn its history. | 8 It becomes | s a permanent magic ng creature can break | circle against any alig | nment not your own. | |
| | | properties and command magic and Spellcraft. | | G CIRCLES | t the office. | | |
| Poziom This may not reveal | em's properties. | Spend an a | additional 1pt of men | ital focus from anywhe | ere to create an invisible bindin | ng circle. | |
| If the item is histori about its past. | ne piece of information | 12 REFLEX | 0 | ccultist | onoic will be trupped. | | |
| If the item was used learn one piece of it | | I day per Occultist Level), | SAVE DO | | Level ÷ 2) +] | INTE | |
| | RA SIGH | | | = 10 + (| | IIN I | |
| Poziom As a standard action, | | | Poziom FAST CI | | und action. Fast circle | s have a duration of only 1 min | nute per level. |
| 5 Allows you to detect a | | | | ation of 1 round per lev | vel. | | |
| Szkoła | STERY | OUTSID | E CONTA CT | OUTSIDE CO | ONTACT | × | |
| OZNOIQ. | | | Learn the | E CONTACT true names of outside | ers (with no more than | 3HD): | |
| WI | uoro -f.d. | achael DC- + ' · · · | Poziom 8 | | | | |
| Poziom effect are 4 higher, as | school, DCs to resist the level for determining | | | | | | |
| 20 duration and effect. Gain 4 extra points of | us that must be allocated | 12 | | | | | |
| to an implement in the | e given scho | ool. | 16 | | | | |
| | | e given school increase least one invested point. | 20 | 1100 | | | |
| | | during whi | 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. | | | | |