OCCULTIST

Poziom Czarującego

Abjuration	Evocation
Conjuration	Illusion
Divination	Necromancy
Enchantment	Transmutation

CZARY

Znane Czary	ST Rzutu Obronnego		Czary Dziennie	= Czary Bazowe +	Czary Premiowe INT / INT - 4 / INT - 8 / INT - 12
		0			
		1			
		2			
		3			
		4			
		5			
		6			

ST Rz. Obr. = 10 + INT + Poziom Czaru

To cast a spell without the corresponding implement:

CONCENTRATION CHECK DC = 10 + Poziom Czaru

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 PER DAY = Occultist Level + INT

GENERIC FOCUS

Focus invested in yourself can be used to activate any implement's resonant power, but costs twice as much.

Poziom 4

SHIFT FOCUS

With 1 minute of quiet contemplation, shift a number of points from one implement to another at the cost of 1pt.

OBJECT READING

Poziom 2

Spend 1 minute handling an item to learn its history.

- 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 about its past.
- If the item was used recently (1 day per Occultist Level), learn one piece of information about its last user.

AURA SIGHT

Poziom 5

As a standard action, read the auras of creatures. Allows you to detect alignments for 1 round.

IMPLEMENT MASTERY

Szkoła

Poziom 20

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.

ZNANE CZARY

0

1

2

3

4

5

6

IMPLEMENTS

Implement	Szkoła	Mental Focus

MAGIC CIRCLES

Poziom 8

Spend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere. It becomes a permanent magic circle against any alignment not your own.

Only a living creature can break the circle.

Poziom 12

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 = 10 + (Occultist Level ÷ 2) + INT

Poziom 16

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

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Learn the true names of outsiders (with no more than 3HD):

Poziom 8

12

16

20

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.