	OCCU:	LT	IST	Poziom Czarującego	*	ZNANE CZARY		
Conju	ation	Evocation Illusion				0		
Divin		Necromancy			1			
Enchantment Transmutation								
×		CZ	ZARY	*		2		
Znane Czary	ST Rzutu Obronnego		Czary Dziennie	= Czary Czary Premiowe Bazowe				
		0		<u> </u>		3		
		1						
		2						
		3				4		
		5						
		6				5		
ST Bz O	br = 10 + INT +		m Czaru					
ST Rz. Obr. = 10 + INT + Poziom Czaru To cast a spell without the corresponding implement:						6		
CONCENTRATION Poziom				implement.				
CHECK	DC	C	zaru		Impleme	IMPLEMENTS szkoła Mental Focus Mental Focus		
	= 10	+			impieme			
×	M	ENT	AL FOO	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								
= + INT								
GENERIC FOCUS								
Focus invested in yourself can be used to activate any implement's resonant power, but costs twice as much.								
Poziom SHIFT FOCUS With 1 minute of quiet contemplation, shift a number of								
points from one implement to another at the cost of 1pt.					*	MAGIC CIRCLES		
Spend 1 minute handling an item to learn its history.				to learn its history.	8 It	pend 1 minute drawing a circle (using chalk, sand, blood etc) and 1pt of mental focus from anywhere. becomes a permanent magic circle against any alignment not your own. nly a living creature can break the circle.		
If the item is magical, learn its properties and command word as if successful at detect magic and Spellcraft. Poziom This may not reveal a cursed item's properties.				magic and Spellcraft.	S	INDING CIRCLES pend an additional 1pt of mental focus from anywhere to create an invisible binding circle.		
2 .	If the item is historical, learn one piece of information about its past.			e piece of information	Poziom	DEEL EV		
•	If the item was	s used i		day per Occultist Level), bout its last user.		= 10 + (÷ 2) + INT		
×	1	AUR	A SIGH	T				
Poziom As a standard action, read the auras of creatures. 5 Allows you to detect alignments for 1 round.					16 D	AST CIRCLES raw a magic circle as a full-round action. Fast circles have a duration of only 1 minute per level. ast binding circles have a duration of 1 round per level.		
IMPLEMENT MASTERY					×	OUTSIDE CONTACT		
Szkoła						OUTSIDE CONTACT earn the true names of outsiders (with no more than 3HD):		
141	When using focus powers of this school, DCs to resist the							
Poziom effect are 4 higher, as is occultist level for determining 4 duration and effect.					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					20			
by 20 for as long as they have at least one invested point.					S	pend an additional 1pt of mental focus from anywhere to lure this outsider into your circle for 10 minutes, uring which time you may bargain for information. If successful, the outsider returns later with formation which is guaranteed correct - but often cryptic.		