	OCCU	LT	IST	Poziom Czarującego	*	ZNANE CZARY	
Conju	ation		Evocation Illusion			O	
Divination			Necromancy			1	
Enchantment Transmutation							
×		C	ZARY	*		2	
Znane Czary	ST Rzutu Obronnego		Czary na dzień	= Czary Premiowe Czary Bazowe			
		0		<u> </u>		3	
		1					
		2					
		3				4	
		4 5					
		6				5	
ST Bzutu	Obronnego = 1		T + Pozion				
						6	
	To cast a spell without the corresponding implement: CONCENTRATION Poziom						
CHECK	DC	С	zaru		Implon	IMPLEMENTS plement Szkoła Mental Focus	
	= 10	+			ппрієп		
×	M	ENT	AL FOC	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	
OBJECT READING Spend 1 minute handling an item to learn its history.					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	If the item is magical, learn its properties and command word as if successful at <i>detect magic</i> and Spellcraft. Poziom This may not reveal a cursed item's properties.					BINDING CIRCLES Spend an additional 1pt of mental focus from anywhere to create an invisible binding circle.	
2 .				e piece of information	A creature of the given alignment who steps into the circle will be trapped. REFLEX Occultist		
				day per Occultist Level), bout its last user.	12	= 10 + (
×		AUR	A SIGH	T			
Poziom As a standard action, read the auras of creatures. 5 Allows you to detect alignments for 1 round.					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.	
IMPLEMENT MASTERY						OUTSIDE CONTACT	
Szkoła						OUTSIDE CONTACT	
						Learn the true names of outsiders (with no more than 3HD):	
When using focus powers of this school, DCs to resist the Poziom effect are 4 higher, as is occultist level for determining				school, DCs to resist the	8		
20 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 by 20 for as long as they have at least one invested point.					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.	