

Poziom  
Czarującego

Abjuration  
□ □ □ □ □ □ □

Conjuration  
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Divination  
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Enchantment  
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Evocation  
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Illusion  
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Necromancy  
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Transmutation  
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CZARY				
Znane	ST Rzutu	Czary	-	Czary Premiowe Czary

		0			INT	INT - 4	INT - 8	INT - 12
		1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>CONCENTRATION</b>	Poziom
<b>CHECK DC</b>	Czaru

$$\boxed{\phantom{00}} = 10 + \boxed{\phantom{00}}$$

## MENTAL FOCUS

POINTS PER DAY	Occultist Level
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
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83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

$$\boxed{\phantom{000}} = \phantom{000} + \text{INT}$$

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

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

## OBJECT READING

Poziom	This may not reveal a cursed item's properties.
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- 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** As a standard action, read the auras of creatures.  
**5** Allows you to detect alignments for 1 round.

## IMPLEMENT MASTERY

**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.

The hardness of implements in the given school increase by 20 for as long as they have at least one invested point.

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## ZNANE CZARY

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1


2


3


4


5

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6

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## IMPLEMENTS

[illegible]

## 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.

## 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.

**12 REFLEX** Occultist Level  
**SAVE DC**  
 = 10 + (  ÷ 2 ) + INT

### 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

#### OUTSIDE CONTACT

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

Learn the true names of outliers (with no more than one):

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.