SHAMAN Nivel de Lanzador					CONJUROS PREPARADOS				
) x		SPIRI		uor :			0		
П						0.1714			
$\vdash$	1			6		Spirit Magic + 1			
$\begin{bmatrix} 0 & 1 & 1 & 1 \\ 0 & 2 & 1 & 1 \end{bmatrix}$						1			
3 8									
DISTRIBUTE TO THE PROPERTY OF						Onlink Maraila			
2 2						Spirit Magic + 1			
Spirit	ability						2		
Nive	Greater spirit	ability							
Nivel True spirit ability						Spirit Magic + 1			
16		IIIty					3		
	l Manifestation	1							
20									
Nivel		SPIRIT AN	NIMAL	*		Spirit Magic + 1			
3	Deliver touch			nal.	, 000	* 1			
CONJUROS  CD Salv  Conjuros Conjuros Conjuros						4			
	onjuros	Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales					
	0			SAB SAB - 4 SAB - 8 SAB - 13		Spirit Magic + 1			
	1	+ 1	+ 1	<b>P P P P</b>		7 7 7 1	5		
	2	+ 1	+ 1	<b>+</b> + + +					
	3	+ 1	+ 1	<b>+</b> + + +					
	4	+ 1	+ 1	0000		Spirit Magic + 1			
	5	+ 1	+ 1	<b>+</b> + +			6		
	6	+ 1	+ 1						
	7	+ 1	+ 1						
	8	+ 1	+ 1			Spirit Magic + 1	7		
	9	+ 1	+1				, -		
CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro  WANDERING SPIRIT							-		
Nivel	Spirit ability						8		
4	Greater spirit a	ahility				Spirit Magic + 1			
12									
20	True spirit abil	lity					9		
Nivel	Embrujo erran	te				Spirit Magic + 1			
6									
14 Segundo embrujo errante									
×					HEXÁGONOS	CONOCIDOS			*