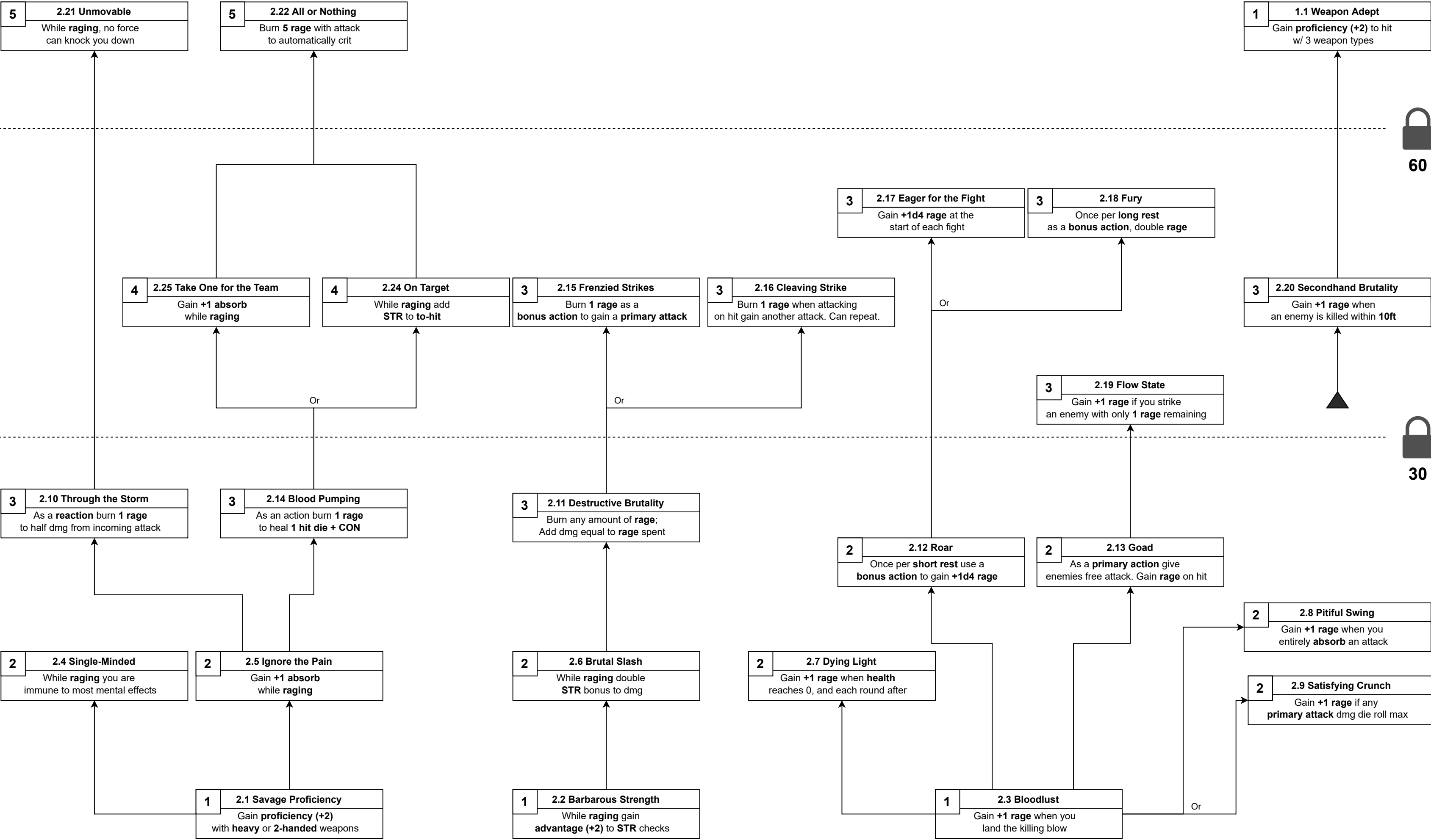


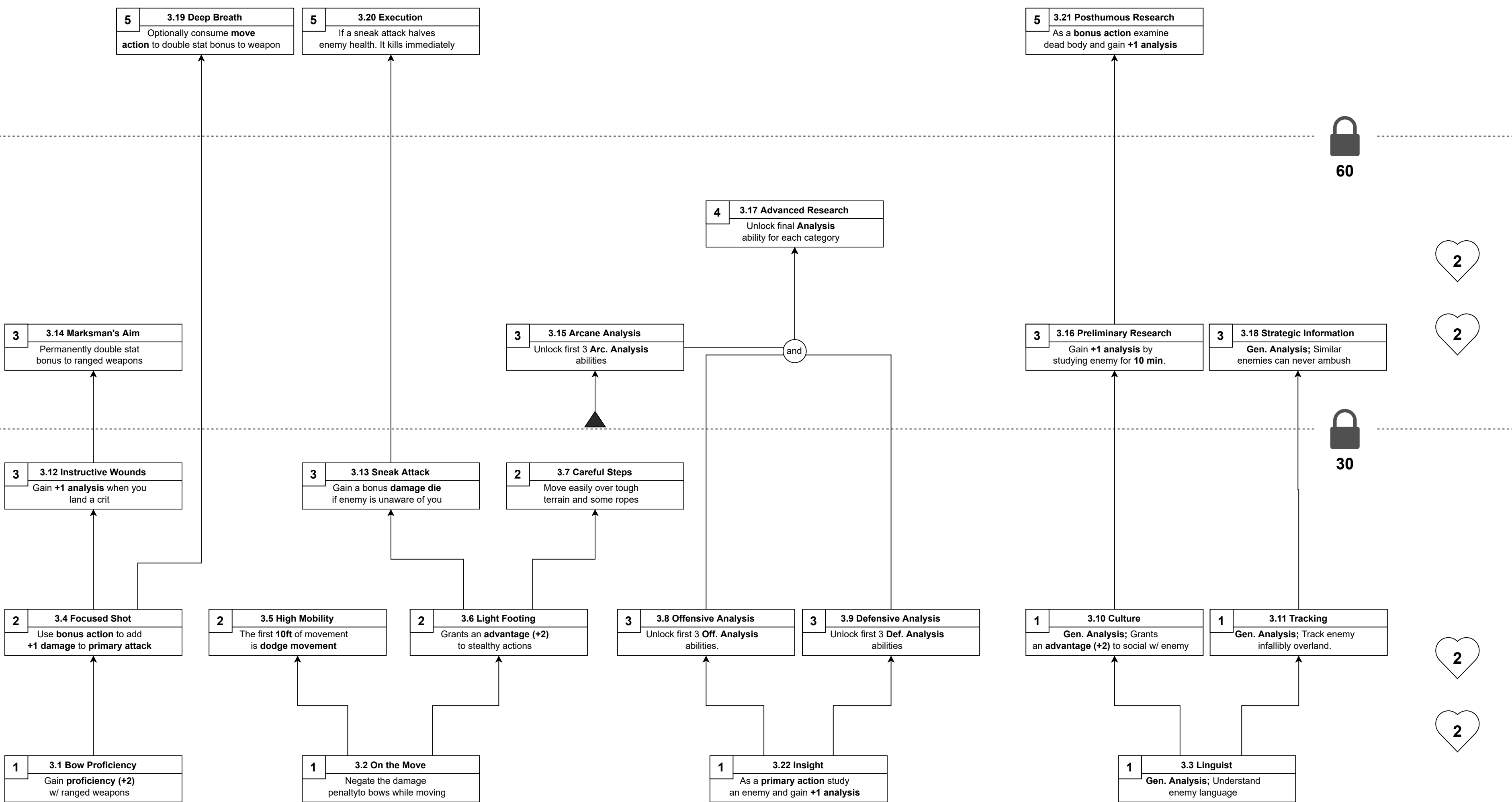
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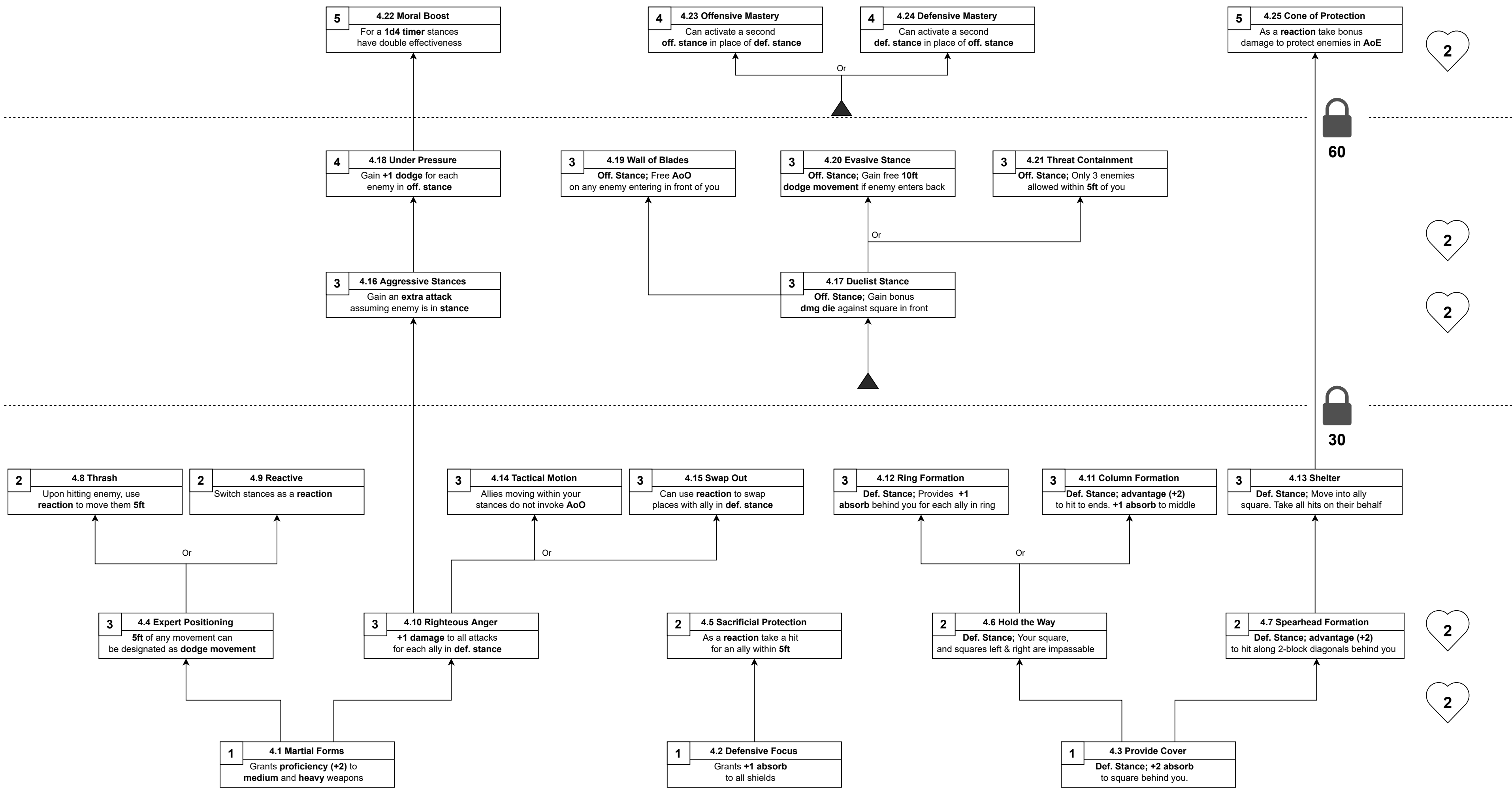
BRUTE



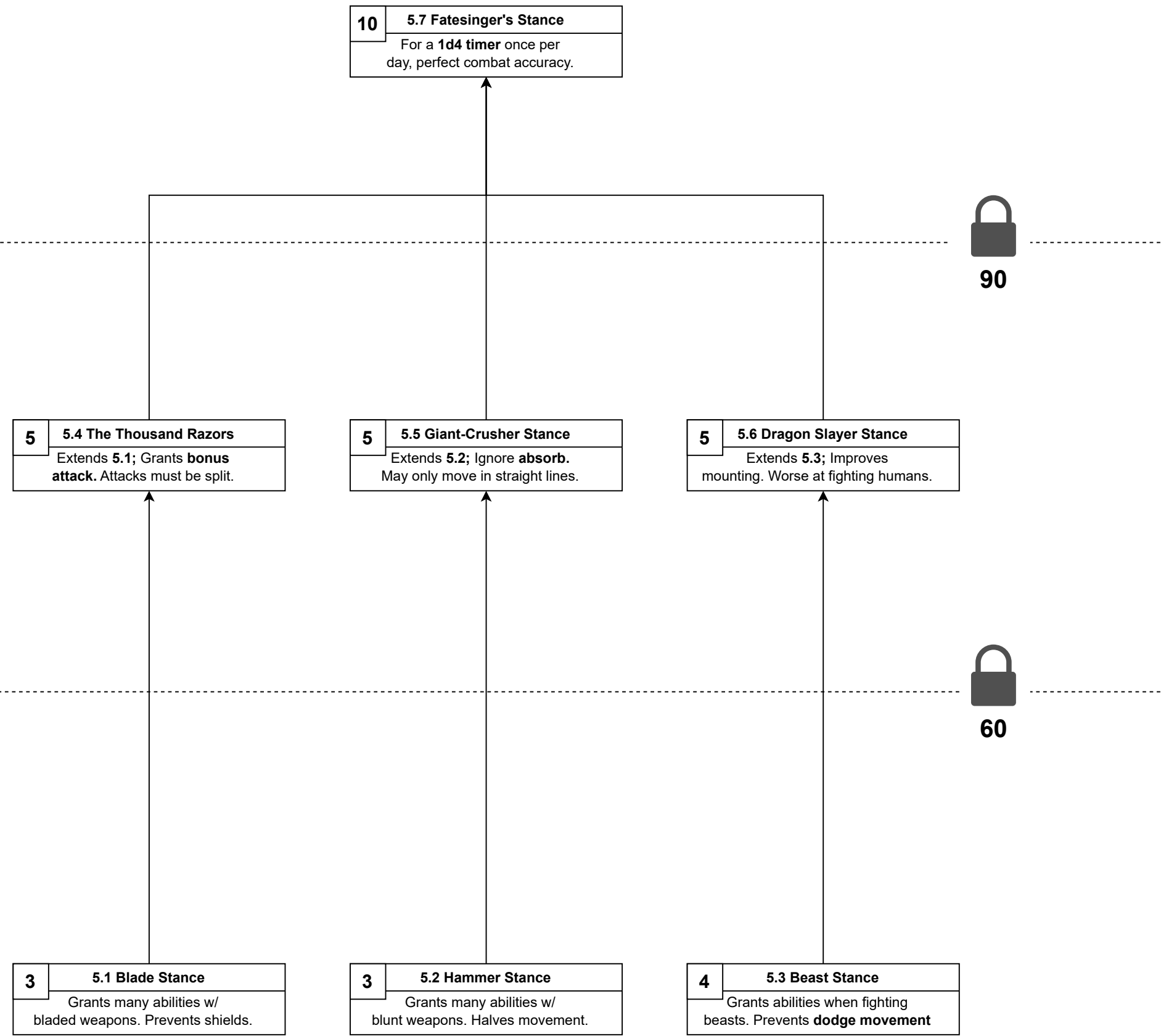
# HUNTER



# GAURDIAN



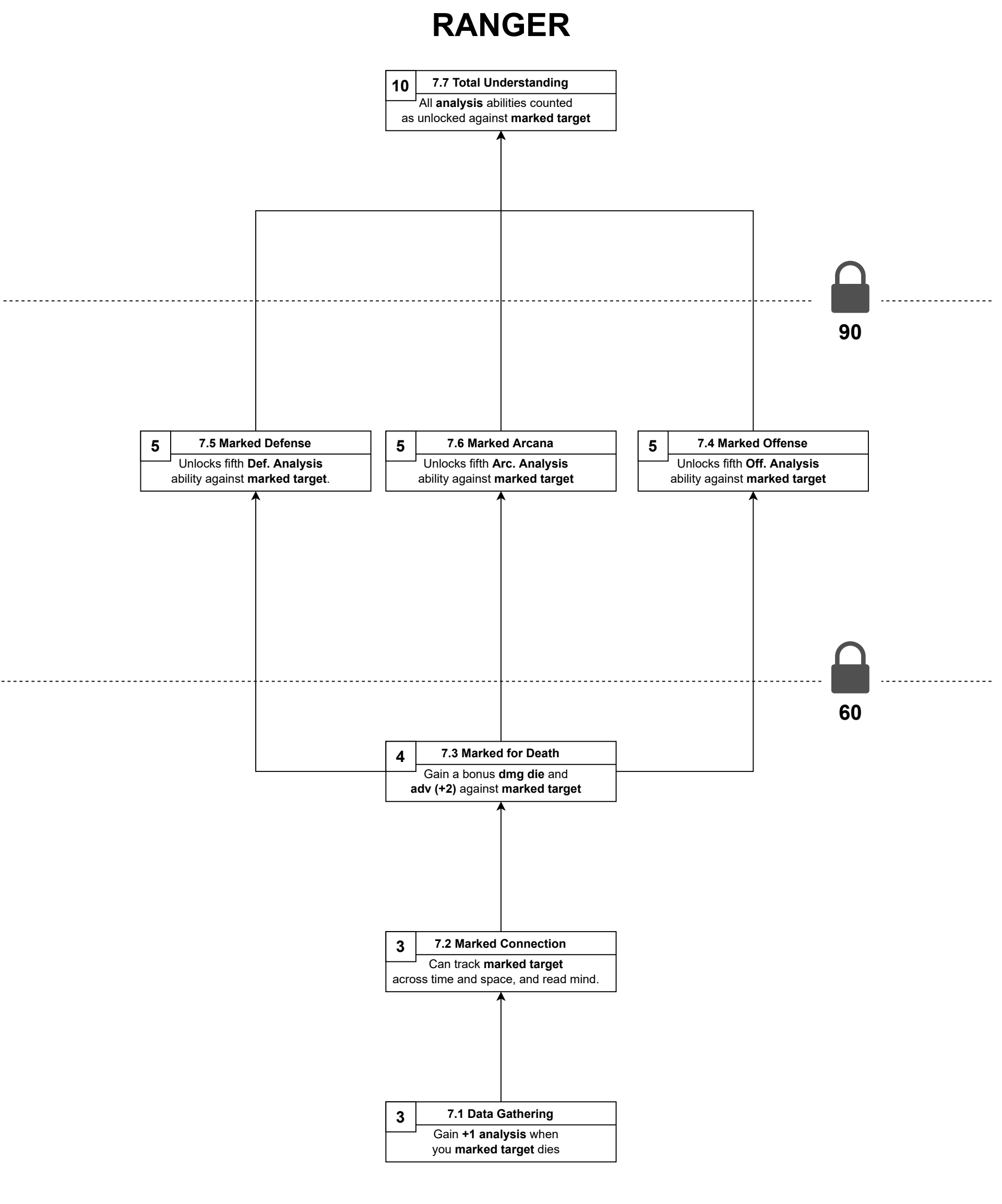
# BLADEMASTER



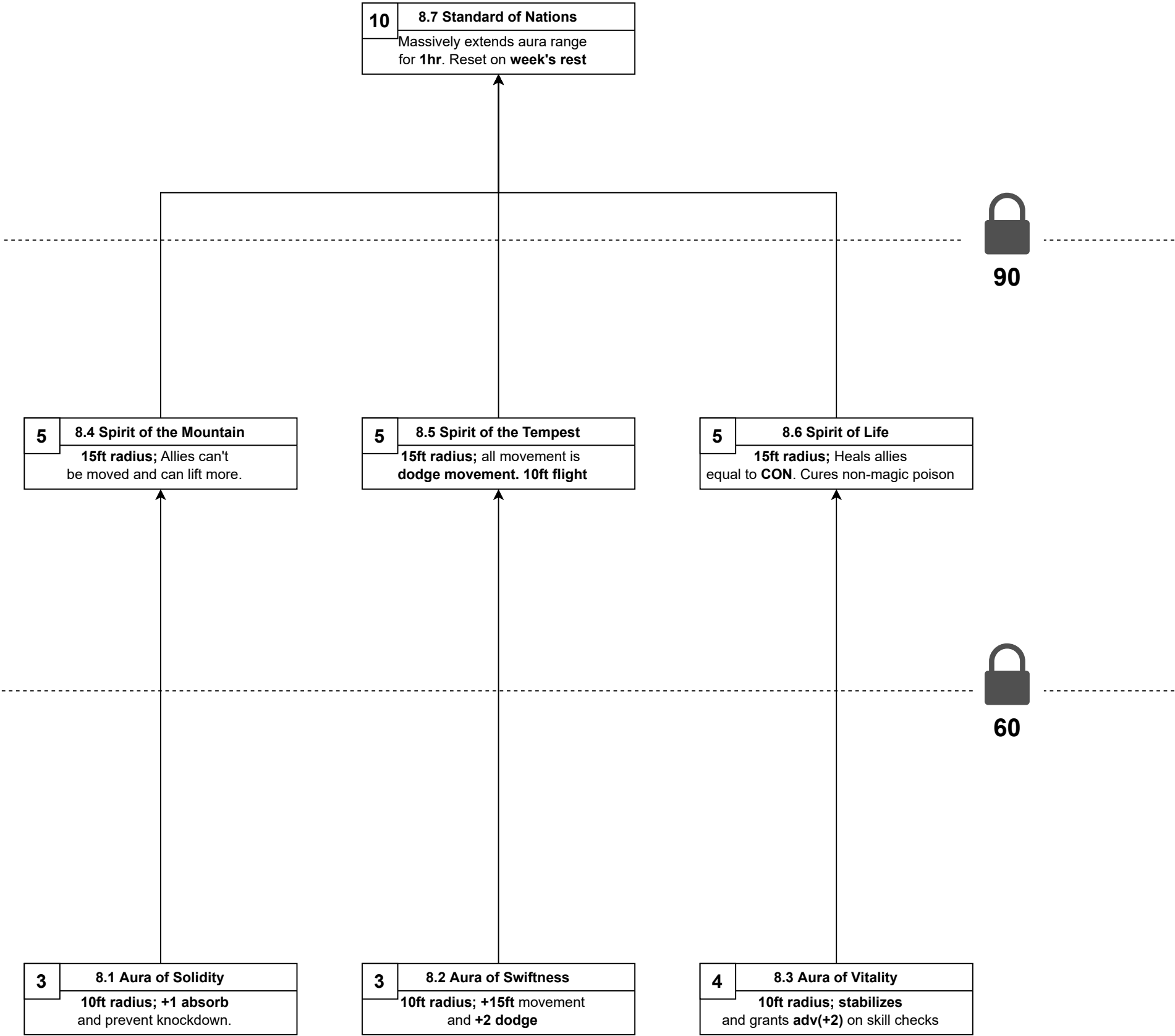
# BERSERKER



# RANGER



# BASTION





# ENLIGHTENED

10	<b>9.6 Ultimate Mastery</b>
Can learn <b>lvl 5 spells</b> Situational use of <b>lvl 6 feats</b>	

5	<b>9.5 Mental Fortitude</b>
<b>+1 magerot</b> rolls	

5	<b>9.3 Advanced Casting</b>
Can learn <b>lvl 4 spells</b>	

5	<b>9.3 Advanced Casting</b>
Can learn <b>lvl 3 spells</b>	

4	<b>9.2 Technique Mastery</b>
<b>+1 magerot</b> rolls	

3	<b>9.1 Simple Spellcasting</b>
Can learn <b>lvl 2 spells.</b>	

3	<b>9.1 Simple Spellcasting</b>
Can learn <b>lvl 1 spells.</b> <b>Magerot</b> die is <b>1d4</b>	

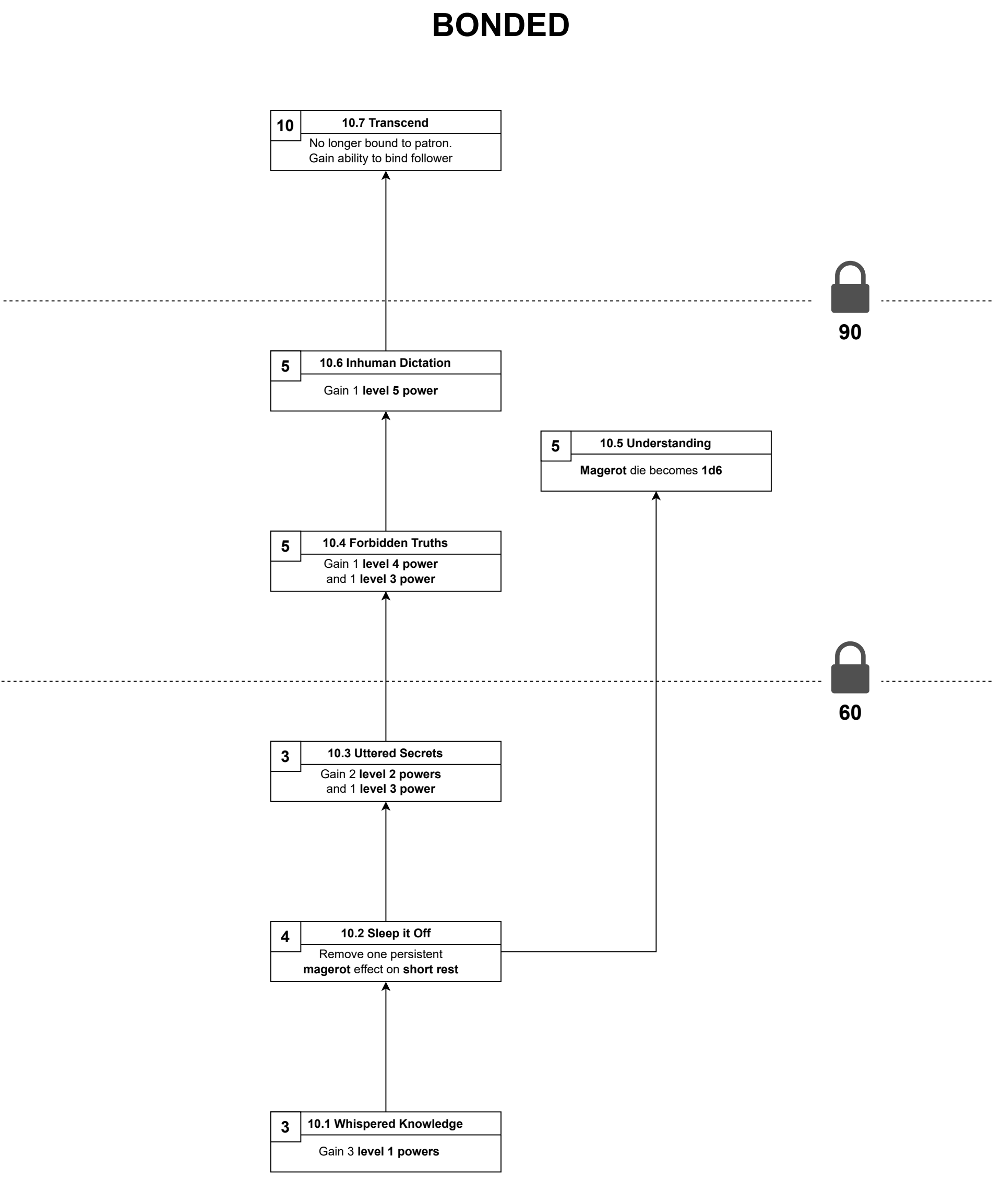


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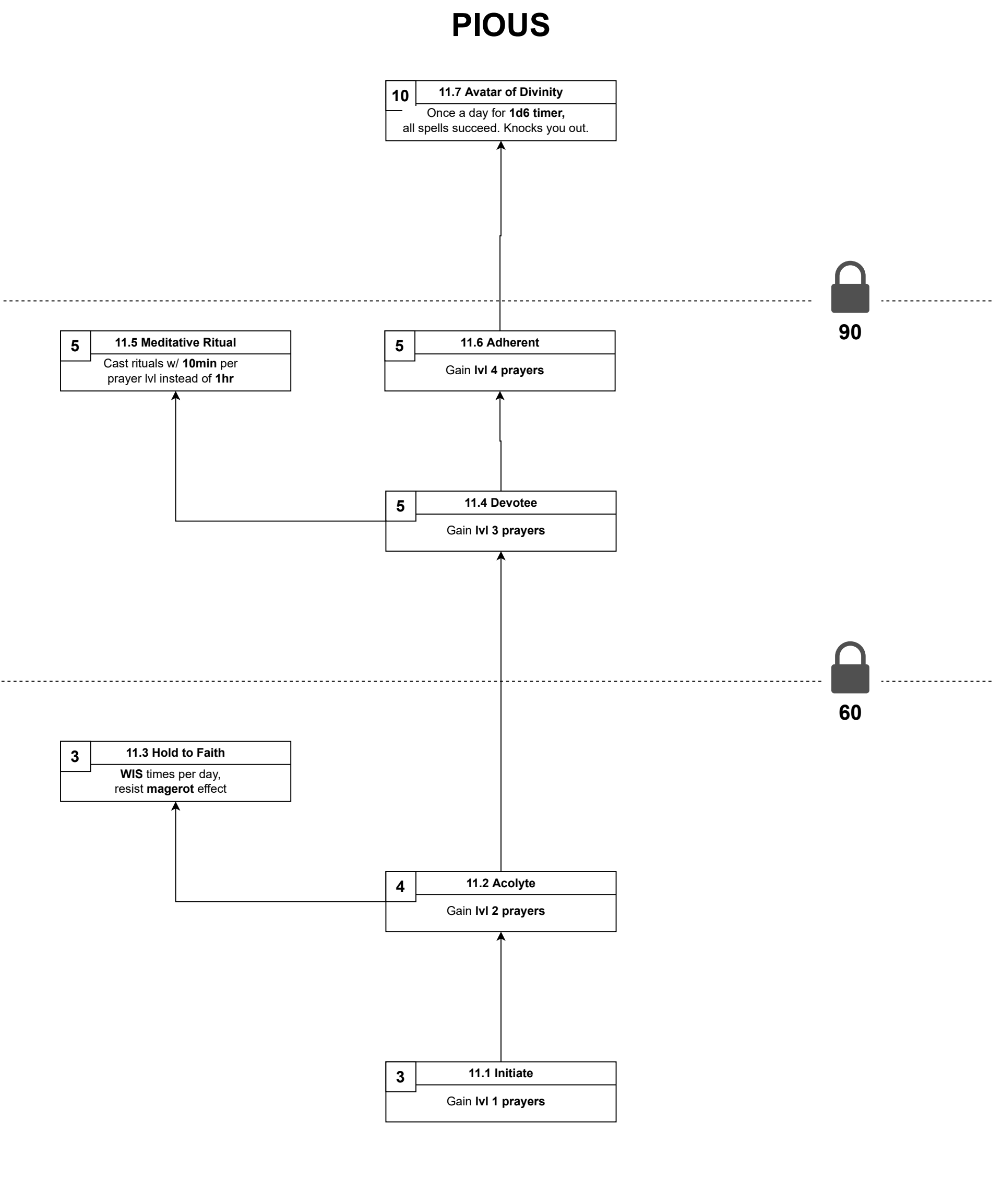


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# BONDED



# PIOUS



# OATHSWORN

10	<b>12.7 Total Law</b>
	Gain <b>lvl 4 abilities</b> Using one makes oath failure worse



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5	<b>12.4 Unshakable Oaths</b>
	Do not gain <b>magerot</b> if oaths have not been <b>tested</b> today

5	<b>12.5 Remnant Oath</b>
	Even when failing an <b>oath test</b> , retain <b>lvl 1 abilities</b>

5	<b>12.3 Triply Sworn</b>
	Gain an <b>oath</b> Can now use <b>lvl 3 abilities</b>



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3	<b>12.6 Undying Oath</b>
	Cannot <b>destabilize</b> if you have not <b>tested</b> oaths today

4	<b>12.2 Burgeoning Power</b>
	Gain <b>lvl 2 abilities</b>

3	<b>12.1 The First Oath</b>
	Gain an <b>oath</b> Can only use <b>lvl 1 abilities</b>