

SZAMAN

Poziom
Czarującego

SPIRIT

SPIRIT MAGIC	1	6
	2	7
	3	8
	4	9
	5	

Spirit ability

Poziom Greater spirit ability
8

Poziom True spirit ability
16

Poziom Manifestation
20

SPIRIT ANIMAL

Poziom
3 Deliver touch spells through your spirit animal.

CZARY

ST Rzut Obronnego		Czary Dziennie	=	Czary Bazowe	+	Premiowe Czary
	0					RZT - 4 RZT - 8 RZT - 12
	1	+1		+1		
	2	+1		+1		
	3	+1		+1		
	4	+1		+1		
	5	+1		+1		
	6	+1		+1		
	7	+1		+1		
	8	+1		+1		
	9	+1		+1		

ST Rz. Obr. = 10 + RZT + Poziom Czaru

WANDERING SPIRIT

Poziom Spirit ability

4

Greater spirit ability

12

True spirit ability

20

Poziom Wandering hex

6

Second wandering hex

14

PRZYGOTOWANE CZARY

0

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Spirit Magic +1

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1

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Spirit Magic +1

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Spirit Magic +1

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Spirit Magic +1

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Spirit Magic +1

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Spirit Magic +1

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Spirit Magic +1

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Spirit Magic +1

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9

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Spirit Magic +1

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ZNANE HEXY