

CHARISMA INTRODUCTION

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CHARISMA - INTRODUCTION

vs. 13.1

Charisma is a feature where you can **send gifts** to your **friends and enemies**. Charisma is like giving and taking away a players Karma points.



Charisma will be unlocked if your Town Hall is Lv. 8 or higher.

You can **send gifts** to other Survivors **every day for free** or by spending Rubies. Only those that give or take away the least amount of Charisma are free with limited use. (Between 1-3 Uses)

You can send either **friendly** gifts which will **increase** Charisma and **foe** gifts which will **reduce** Charisma. You are free to choose which type of gift you wish to send.

The player ranked **Number 1** in the Charisma Ranking will earn the title of **"THE REVERED"**.

Information displayed here may be subject to change in future updates

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