

CHARISMA INTRODUCTION

Created by Origin, Correct as of 3.13.1



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

 <div>-5 5</div>	 <div>-20 20</div>	 <div>-50 50</div>	 <div>-250 240</div>	 <div>-1200 1000</div>	 <div>10 5</div>	 <div>40 20</div>	 <div>100 50</div>	 <div>500 240</div>	 <div>2400 1000</div>
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Guide Created By
ORIGIN

Revision #1

Created 31 October 2022 21:48:08 by Origin

Updated 6 February 2023 13:24:55 by Origin