

The diagram illustrates the relationship between Soulborn Level, Meldshaper Level, and Bonus de Niveau. It shows that Soulborn Level is equal to Meldshaper Level plus a Bonus de Niveau, which is then divided by 2. The formula is: $\text{Soulborn Level} = \text{Meldshaper Level} + \text{Bonus de Niveau}$, and $\text{Soulborn Level} \div 2 = \text{Meldshaper Level}$.

Soulborn Level $\div 2 =$ Meldshaper Level

ESSENTIA POOL	Base Essentia	Racial Bonus	Divers
	=	+	+

**ESSENTIA
CAPACITY
PER SOULMELD**

$$\boxed{} = \left(\frac{\text{Meldshaper Level}}{} \div 6 \right) + \text{Divers}$$

(arrondi à l'inférieure)

MAX SOULMELDS

= The lower of: $\left\{ \begin{array}{l} \text{Soulmeld} \\ \text{Allowance} \end{array} \right.$ - 10

IMMUNE TO PARALYSIS

IMMUNISÉ CONTRE LA PEUR

IMMUNE TO STRENGTH EFFECTS

IMMUNE TO EXHAUSTION

SMITINGS PER DAY

Smitings Today

Affected Alignments

TEMP ATTACK BONUS

+

=

CHA

+

Divers

TEMP DAMAGE BONUS

+

=

+

Soulborn Level

Divers

Soulborn Level:	8	14	18
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Waist

5

Propriétés

Soulmeld Save DC = **10** + Invested Essentia + **CON** +

POTIONS

CHARGES # 

CHARGES

CHARGES # 

ARGES # 

ARGES