

$$\text{SOULBORN} \quad \text{Бонус Уровня} + \text{Soulborn Level} \div 2 = \text{Meldshaper Level}$$

Soulborn Level  $\div 2 =$  Meldshaper Level

## INCARNUM

$$\square = \quad + \quad + \quad$$

$$\boxed{\phantom{000}} = \left( \begin{array}{c} \text{Level} \\ \phantom{000} \end{array} \div 6 \right) + \begin{array}{c} \text{Прочее} \\ \phantom{000} \end{array}$$

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

## INCARNUM DEFENCE

## SMITE OPPOSITION

TEMP ATTACK  
BONUS

Прочее

**+** = **XAP** +

$$\boxed{+} = \quad + \quad$$

## SOULMELDS

PER DAY CHAKRA BINDS

[illegible]

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

## ЖЕЗЛЫ

Варианты

СВИТКИ

## ЗЕЛЯ