

Soulborn Level

Bonus de Niveau

+

Soulborn Level

÷ 2 =

Meldshaper Level

INCARNUM

ESSENTIA POOL

=

Base Essentia

+

Racial Bonus

+

Divers

ESSENTIA CAPACITY PER SOULMELD

=

(

Meldshaper Level

÷ 6

)

+

Divers

(arrondi à l'inférieur)

MAX SOULMELDS

= The lower of:

Constitution Score

- 10

Soulmeld Allowance

INCARNUM DEFENCE

☐ IMMUNE TO PARALYSIS



☐ IMMUNISÉ CONTRE LA PEUR

☐ IMMUNE TO STRENGTH EFFECTS




☐ IMMUNE TO EXHAUSTION

SMITE OPPOSITION

SMITINGS PER DAY

Smitings Today

Affected Alignments



TEMP ATTACK BONUS

+

=

CHA

+

Divers

TEMP DAMAGE BONUS

+

=

Soulborn Level

+

Divers

SOULMELDS

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Soulborn Level:

8

14

18

	Invested Essentia	Soulmeld Save DC	Crown	Pieds	Mains	Bras	Brow	Epaules	Throat	Waist
1 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Soulmeld Save DC

= 10 +

Invested Essentia

+

CON

+

Divers

BAGUETTES

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PARCHEMINS


POTIONS
