

SOULBORN Soulborn Level

Livello Bonus + Soulborn Level $\div 2 =$ Livello da Meldshaper

Soulborn $\div 2 =$ Livello
Level da Meldshaper

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

$$\boxed{} = \left(\frac{}{} \div 6 \right) + $$

(per difetto)

<input type="checkbox"/> IMMUNE TO PARALYSIS	 BUONO LEGALE CAOTICO MALVAGIO	IMMUNE TO FEAR <input type="checkbox"/>
<input type="checkbox"/> IMMUNE TO STRENGTH EFFECTS		IMMUNE TO EXHAUSTION <input type="checkbox"/>

Young

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Affected

$$+ = CAR +$$
$$\boxed{+} = +$$

Soulborn Level:	8	14	18
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1

[illegible]

2

Proprietà							
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Proprietà

[illegible]

4 _____

[illegible]

Proprietà _____

Varie

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

POZIONI

CARICHE # 

[illegible]











[illegible][illegible]