

# SOULBORN

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)

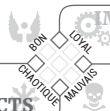
Constitution Score

### MAX SOULMELDS

= The lower of: { Soulmeld Allowance  - 10

## INCARNUM DEFENCE

### IMMUNE TO PARALYSIS



### IMMUNISÉ CONTRE LA PEUR

### IMMUNE TO STRENGTH EFFECTS

### IMMUNE TO EXHAUSTION

## SMITE OPPOSITION

### SMITINGS PER DAY

Smitings Today

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### TEMP ATTACK BONUS

+ CHA  + Divers

### TEMP DAMAGE BONUS

= Soulborn Level  + Divers

Affected Alignments



## 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

2

Propriétés

3

Propriétés

4

Propriétés

5

Propriétés

Divers

Soulmeld Save DC = 10 + Invested Essentia  + CON  +

## BAGUETTES

CHARGES #

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## PARCHEMINS

## POTIONS