

$$\text{SOULBORN} = \text{Level Bonus} + \text{Soulborn Level} \div 2 + \text{Meldshaper Level}$$

INCARNUM

INCARNUM DEFENCE

SMITE OPPOSITION

SOULMELDS

Altro

BACCHETTE

C	1	2	3	4	5	6	7	8	9	10
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CA	<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"/>
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CAI	<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"/>
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CAR	<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"/>
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PERGAMENE

POZIONI

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