

**SOULBORN**

Livello bonus  $+$  Soulborn Level  $\div 2 =$  Meldshaper Level

Soulborn Level  $\div 2 =$  Meldshaper Level

| ESSENTIA<br>POOL | Base<br>Essentia | Racial<br>Bonus | Altro |
|------------------|------------------|-----------------|-------|
|                  | =                | +               | +     |

**ESSENTIA**  
**CAPACITY**  
**PER SOULMELD**

Meldshaper  
Level

Altro

= (  ÷ 6 ) +

(Arrotondo)

Constitution  
Score

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Soulmeld  
Allowance

|   |   |
|---|---|
| <input type="checkbox"/> IMMUNE TO PARALYSIS        | <input type="checkbox"/> IMMUNE TO FEAR       |
| <input type="checkbox"/> IMMUNE TO STRENGTH EFFECTS | <input type="checkbox"/> IMMUNE TO EXHAUSTION |

SMITINGS  
PER DAY

Smitings  
Today

Affected  
Alignments

TEMP ATTACK  
BONUS

+

=

CAR

+

Altro

TEMP DAMAGE  
BONUS

+

=

+

Soulborn  
Level

Altro

## SOULMELD SHAPES

## CHAKRA BINDS

|                 |   |    |    |
|-----------------|---|----|----|
| Soulborn Level: | 8 | 14 | 18 |
|-----------------|---|----|----|

Invested  
Essentia

Soulmeld  
Save DC

Crown

Piedi

Mani

Arms

Brow

space

III Va

1100

**1**  
Proprietà

2  
Proprietà

Proprietà

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4  
Proprietà

5  
Proprietà

Altro

Soulmeld Save DC = 10 + Invested Essentia + COS +

|  | Cariche | # |
|--|---------|---|
|  | Cariche | # |
|  | Cariche | # |
|  | Cariche | # |
|  | Cariche | # |
|  | Cariche | # |

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