

SOULBORN

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

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ESSENTIA
CAPACITY
PER SOULMELD

$$\boxed{} = \left(\frac{\text{Meldshaper Level}}{} \div 6 \right) + \text{Altro}$$

(Arrotondo)

<input type="checkbox"/> IMMUNE TO PARALYSIS	 	IMMUNE TO FEAR <input type="checkbox"/>
<input type="checkbox"/> IMMUNE TO STRENGTH EFFECTS	 	IMMUNE TO EXHAUSTION <input type="checkbox"/>
	BLOOD LEGLE CARTCO MALUABO	

SMITINGS
PER DAY

Smittings
Today

Affected
Alignments

TEMP ATTACK
BONUS

+

=

CAR

+

Altro

TEMP DAMAGE
BONUS

+

=

+

Soulborn
Level

Altro

Soulborn Level:	8	14	18
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Soulmeld Save DC = 10 + Invested Essentia + COS +

POZIONI