

SOULBORN

Stufen Bonus $+$ Soulborn Level $\div 2 =$ Meldshaper Level

Soulborn Level $\div 2 =$ Meldshaper Level

INCARNUM

**ESSENTIA
CAPACITY
PER SOULMELD**

Meldshaper
Level

Sonstiges

= (÷ 6) +

(abrunden)

$$\text{MAX SOULMELDS} = \text{The lower of: } \left\{ \begin{array}{l} \text{Soulmeld} \\ \text{Allowance} \end{array} \right. - 10$$

INCARNUM DEFENCE

<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

Diagram illustrating the four quadrants of the Immune Matrix:


- Top Left: IMMUNE TO PARALYSIS (DUT)
- Top Right: IMMUNE TO FEAR (REASONING)
- Bottom Left: IMMUNE TO STRENGTH EFFECTS (CHAOTIC)
- Bottom Right: IMMUNE TO EXHAUSTION (BOSSE)


SMITE OPPOSITION


SMITINGS
PER DAY


Smitings
Today

Affected
Alignments


RECHTSCHAFEN


UNRECHTSCHAFEN


CHAOTISCH


RECHT

TEMP ATTACK
BONUS

+

=

CH

+

Sonstiges

TEMP DAMAGE
BONUS

+

=

+

Soulborn Level

Sonstiges

SOULMELDS

PER DAY	CHAKRA BINDS
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
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18	18
19	19
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79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

Sonstiges

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

ZAUBERSTÄBE

LADUNGEN # 

SCHRIFTROLLEN

TRÄNKE

[illegible]