





$$\text{SOULBORN} = \text{Soulborn Level} \times \text{Nível Bônus} \div 2 = \text{Meldshaper Level}$$

## INCARNUM

(Arredonda para Ba

<input type="checkbox"/> IMMUNE TO PARALYSIS	 BOM	 IMMUNE TO FEAR
<input type="checkbox"/> IMMUNE TO STRENGTH EFFECTS	 DARK	 IMMUNE TO EXHAUSTION

<b>SMITINGS</b>	Smitings	
<b>PER DAY</b>	Today	
<input type="text"/>	<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"/> <input type="checkbox"/>	Affected

TEMP ATTACK BONUS

+

=

CAR

+

Outros

Alignments

TEMP DAMAGE

Southern

$$+ = +$$

## SOULMELDS

[illegible]

Soulmeld Save DC = 10 + Invested Essentia + CON +

VARINHAS

CARGAS # 

## PERGAMINHOS

## POÇÕES

[illegible]