

The diagram illustrates the relationship between different levels in the game. It features three main components:

- Soulborn Level:** Represented by a dashed rectangular box at the top right.
- Bon de Nivel:** Represented by a solid rectangular box at the bottom left, containing a plus sign (+).
- Meldshaper Level:** Represented by a solid rectangular box at the bottom right.


Arrows indicate the flow of information or calculation:

- An arrow points from **Bon de Nivel** to **Soulborn Level**.
- An arrow points from **Soulborn Level** to **Meldshaper Level**.
- A calculation is shown: **Soulborn Level** divided by 2 equals **Meldshaper Level** ($\text{Soulborn Level} \div 2 = \text{Meldshaper Level}$).

Soulborn Level $\div 2 =$ Meldshaper Level

INCARNUM

$$\boxed{} = + + $$

MAX SOULMELDS  **- 10**

= The lower of:

- Puntuación Constitución
- Soulmeld Allowance

INCARNUM DEFENCE

<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"/>

SMITE OPPOSITION

**SMITINGS
PER DAY**

**Smitings
Today**

**Affected
Alignments**

**TEMP ATTACK
BONUS**

+

=

CAR

+

Misc

**TEMP DAMAGE
BONUS**

+

=

Soulborn
Level

+

Misc

SOULMELDS

SOULMELD SHAPES

PER DAY	CHAKRA BINDS	Soulborn Level:	8	14	18

Waist	Throat	Hombros	Brow	Arms	Manos	Pies	Crown	Soulmeld	Invested		
								Save DC	Essentia		

Misc

VARITAS

[illegible]

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PERGAMINOS

POCIONES

[illegible]