

The diagram illustrates the calculation of Meldshaper Level. It features a large box labeled "SOULBORN" with a "Soulborn Level" input field next to it. Below this, a formula is shown: "Poziomy Premiowe" (represented by a box with a "+" sign) multiplied by "Soulborn Level" divided by 2, equals "Meldshaper Level" (represented by a box). A dashed box is also present next to the "Soulborn Level" input field.

Soulborn Level $\div 2 =$ Meldshaper Level

INCARNUM

$$\square = \quad + \quad +$$

(Zaokrąglane w dół)

= The lower of: } Soulmeld Allowance

INCARNUM DEFENCE

IMMUNE TO STRENGTH EFFECTS IMMUNE TO EXHAUSTION

SMITE OPPOSITION

$$\boxed{+} = +$$

RÓZDŽKI

ADUNKI # 

SOULMELDS

Soulborn Level:	8	14	18
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Swiss

5 Właściwości

Inne

Soulmeld Save DC = 10 + Invested Essentia + BD +

ZWOJE

MIKSTURY
