

Soulborn Level

Level Bonus

+

Soulborn Level

÷ 2 =

Meldshaper Level

INCARNUM

ESSENTIA POOL

=

Base Essentia

+

Racial Bonus

+

Sonstiges

ESSENTIA CAPACITY PER SOULMELD

=

(

Meldshaper Level

÷ 6

) +

Sonstiges

(abrunden)

MAX SOULMELDS

= The lower of:

Constitution Score

Soulmeld Allowance

- 10

INCARNUM DEFENCE

☐ IMMUNE TO PARALYSIS

☐ IMMUNE TO STRENGTH EFFECTS

☐ IMMUNE TO FEAR

☐ IMMUNE TO EXHAUSTION

SMITE OPPOSITION

SMITINGS PER DAY

Smittings Today

TEMP ATTACK BONUS

+

=

CH

+

Sonstiges

TEMP DAMAGE BONUS

+

=

Soulborn Level

+

Sonstiges

Affected Alignments

RECHTSCHAFFEN

gut

neutral

chaotisch

RECHTSCHAFFEN

gut

neutral

chaotisch

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Soulborn Level:

8

14

18

Invested Essentia

Soulmeld Save DC

Crown

Füße

Hände

Arms

Brow

Schultern

Throat

Waist

1

Eigenschaften

2

Eigenschaften

3

Eigenschaften

4

Eigenschaften

5

Eigenschaften

Sonstiges

Soulmeld Save DC

= 10 +

Invested Essentia

+

KO

+

ZAUBERSTÄBE

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

LADUNGEN

#

SCHRIFTROLLEN

TRÄNKE