

Soulborn Level

Soulborn Level

÷ 2 =

Meldshaper Level

Niveau Bonus

+

INCARNUM

ESSENTIA POOL

=

Base Essentia

+

Racial Bonus

+

Divers

ESSENTIA CAPACITY PER SOULMELD

=

(

Meldshaper Level

÷ 6

) +

Divers

(arrondi à l'inférieur)

MAX SOULMELDS

= The lower of:

Constitution Score

Soulmeld Allowance

- 10

INCARNUM DEFENCE

☐ IMMUNE TO PARALYSIS

☐ IMMUNE TO FEAR

☐ IMMUNE TO STRENGTH EFFECTS

☐ IMMUNE TO EXHAUSTION

SMITE OPPOSITION

SMITINGS PER DAY

Smitings Today

TEMP ATTACK BONUS

+

=

CHA

+

Divers

TEMP DAMAGE BONUS

+

=

Soulborn Level

+

Divers

Affected Alignments

SOULMELDS

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Soulborn Level:

8

14

18

	Invested Essentia	Soulmeld Save DC	Crown	Pieds	Mains	Arms	Brow	Epaules	Throat	Waist
1 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5 Propriétés			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Soulmeld Save DC

= 10 +

Invested Essentia

+ CON

+ Divers

BAGUETTES

CHARGES #	<div></div>
CHARGES #	<div></div>
CHARGES #	<div></div>
CHARGES #	<div></div>
CHARGES #	<div></div>

PARCHEMINS

POTIONS
