

**SOULBORN**

Niveau Bonus  $+$  Soulborn Level  $\div 2 =$  Meldshaper Level

Soulborn Level  $\div 2 =$  Meldshaper Level

**ESSENTIA  
CAPACITY  
PER SOULMELD**

Meldshaper  
Level

Divers

= (  ÷ 6 ) +

(arrondi à l'inférieure)

**SMITINGS  
PER DAY**

**Smitings  
Today**


**Affected  
Alignments**

**TEMP ATTACK  
BONUS**

+

=

CHA

+

Divers

**TEMP DAMAGE  
BONUS**

+

=

Soulborn  
Level

+

Divers

Soulborn Level:	8	14	18
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## 5

### Propriétés

Soulmeld Save DC = 10 + Invested Essentia + CON +

## POTIONS