

Diagram illustrating the calculation of Soulborn Level:

$$\text{Soulborn Level} \div 2 = \text{Meldshaper Level}$$

The diagram shows the relationship between Soulborn Level, Bon de Nivel, and Meldshaper Level, with a dashed box indicating a potential intermediate step or result.

INCARNUM

$$\boxed{} = + + $$

$$\text{MAX SOULMELDS} = \text{The lower of: } \left\{ \begin{array}{l} \text{Puntuación} \\ \text{Constitución} \\ \text{Soulmeld} \\ \text{Allowance} \end{array} \right\} - 10$$

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 Southern

$$\text{TEMP DAMAGE BONUS} = \text{Soulborn Level} + \text{Misc}$$

SOULMELDS

SOULMELD SHAPES

PER DAY	CHAKRA BINDS	Soulborn	8	14	18
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Level:

[illegible]

2

3

4

[illegible]


Misc

Save DC **-10%** Essentia **CON** _____

VARITAS

CARGAS # 

[illegible]

ARGAS # 

CARGAS #

[illegible]

PERGAMINOS

POCIONES
