

Soulborn Level

Soulborn Level

÷ 2 =

Meldshaper Level

Bon Nivel

+

ESSENTIA POOL

=

Base Essentia

+

Racial Bonus

+

Misc

ESSENTIA CAPACITY PER SOULMELD

=

(

Meldshaper Level

÷ 6

)

+

Misc

(Redondear abajo)

MAX SOULMELDS

= The lower of:

Puntuación Constitución

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

+

=

CAR

+

Misc

TEMP DAMAGE BONUS

+

=

Soulborn Level

+

Misc

Affected Alignments

SOULMELD SHAPES

PER DAY

CHAKRA BINDS

Soulborn Level:

8

14

18

Invested Essentia

Soulmeld Save DC

Crown

Pies

Manos

Brazos

Brow

Hombros

Garganta

Cintura

1

Propiedades

2

Propiedades

3

Propiedades

4

Propiedades

5

Propiedades

Misc

Soulmeld Save DC

= 10 +

Invested Essentia

+ CON

+

VARITAS

CARGAS

#

CARGAS

#

CARGAS

#

CARGAS

#

CARGAS

#

PERGAMINOS

POCIONES