

Incarnate Level

Meldshaper Level

Level Bonus

INCARNATE

INCARNUM

ESSENTIA POOL

Base Essentia

Racial Bonus

Misc

=

+

+

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level

Expanded Capacity

Misc

=

(

÷ 6

)

+

+

(Naar beneden afgerond)

From level 3: ☐ Capacity + 1 From level 15: ☐ Capacity + 2

MAX SOULMELDS

Constitution Score

=

The lower of:

Soulmeld Allowance

- 10

INCARNATE

Incarnate Level	Extended Capacity	Incarnum Radiance	Rapid Meldshaping
1			
2			
3	+1	1/day	
4			
5			1/day
6			
7			
8		2/day	
9			
10			
11			2/day
12			
13		3/day	
14			
15	+2		
16			
17			3/day
18		4/day	
19			
20			

INCARNUM RADIANCE

RADIANT USES PER DAY

Incarnate Level

1/day

1/day

=

(

+

2

)

÷ 5

(Naar beneden afgerond)

DURATION ROUNDS

=

3 +

CON

(Minimum 1)

RADIANCE BONUS:

Incarnate Level

+

=

(

÷ 5

)

×

Alignment Bonus

(Naar beneden afgerond)

☐ AC +1

☐ Speed +10 ft

☐ Melee Attack +1

☐ Melee Damage +2

SOULMELDS

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Incarnate Level

2

4

9

14

16

19

Invested Essentia

Soulmeld Save DC

Crown

Feet

Hands

Arms

Brow

Shoulders

Throat

Waist

Heart

Soul

1

Properties

2

Properties

3

Properties

4

Properties

5

Properties

6

Properties

7

Properties

8

Properties

9

Properties

10

Properties

11

Properties

Misc

Soulmeld Save DC

= 10 +

Invested Essentia

+

WIS

+

MAGIC ITEMS

Properties

Properties

Properties

Properties

Properties

Properties

Properties

You cannot wear a magical item over a chakra with a bound soulmeld.