

Soulborn Level

Level Bonus

+

Soulborn Level

÷ 2 =

Meldshaper Level

INCARNUM

ESSENTIA POOL

=

Base Essentia

+

Racial Bonus

+

Misc

ESSENTIA CAPACITY PER SOULMELD

=

(

Meldshaper Level

÷ 6

) +

Misc

(Round down)

MAX SOULMELDS

= The lower of:

Constitution Score

- 10

Soulmeld Allowance

INCARNUM DEFENSE

☐ IMMUNE TO PARALYSIS

☐ IMMUNE TO FEAR

☐ IMMUNE TO STRENGTH EFFECTS

☐ IMMUNE TO EXHAUSTION

SMITE OPPOSITION

SMITINGS PER DAY

Smittings Today

TEMP ATTACK BONUS

+

=

CHA

+

Misc

TEMP DAMAGE BONUS

+

=

Soulborn Level

+

Misc

Affected Alignments

Good

Lawful

Chaotic

Evil

SOULMELDS

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Soulborn Level:

8

14

18

Invested Essentia

Soulmeld Save DC

Crown

Feet

Hands

Arms

Brow

Shoulders

Throat

Waist

1

Properties

2

Properties

3

Properties

4

Properties

5

Properties

Misc

Soulmeld Save DC

= 10 +

Invested Essentia

+ CON

+

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

SCROLLS

POTIONS