

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

+

+

From level 3:

Capacity + 1

From level 15:

Capacity + 2

Constitution Score

MAX SOULMELDS

= 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

(Round down)

DURATION ROUNDS

= 3 + CON

(Minimum 1)

RADIANCE BONUS:

Incarnate Level

Alignment Bonus

+

=

÷ 5

×

(Round down)

☐ 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.											