

Incarnate Level

Meldshaper Level

Stufenbonus

INCARNATE

INCARNUM

ESSENTIA POOL

Base Essentia

Racial Bonus

Sonstiges

=

+

+

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level

Expanded Capacity

Sonstiges

=

(

÷ 6

)

+

+

Ab Stufe 3:

☐ Capacity + 1

Ab Stufe 15:

☐ Capacity + 2

MAX SOULMELDS

= The lower of:

Constitution Score

Soulmeld Allowance

- 10

INCARNATE

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

INCARNUM RADIANCE

RADIANT USES PRO TAG

Incarnate Level

1/Tag

1/Tag

=

(

+

2

)

÷ 5

(abunden)

DAUER ROUNDS

= 3 +

KO

(Minimum 1)

RADIANCE BONUS:

Incarnate Level

+

=

(

÷ 5

)

×

Gesinnungsbonus

(abunden)

☐ AC +1

☐ Speed +10 ft

☐ Melee Attack +1

☐ Melee Damage +2

SOULMELDS

CHAKRAS

SOULMELD SHAPES PRO TAG	CHAKRA BINDS	Incarnate Level	2	4	9	14	16	19				
			Crown	Füße	Hände	Arme	Brow	Schultern	Hals	Hüfte	Heart	Soul
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
Sonstiges												
Seelenverschmelzung Rettungswurf (SG) = 10 + Invested Essentia + WE +												
MAGIC ITEMS												
You cannot wear a magical item over a chakra with a bound soulmeld.												