

Incarnate Level

Meldshaper Level

Level Bonus

INCARNATE

INCARNUM

ESSENTIA POOL

Base Essentia

Racial Bonus

Sonstiges

=

+

+

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level

Expanded Capacity

Sonstiges

=

(

÷ 6

)

+

+

(abunden)

From level 3:

Capacity + 1

From level 15:

Capacity + 2

MAX SOULMELDS

Constitution Score

Soulmeld Allowance

- 10

=

The lower of:

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			
16			
17			3/day
18		4/day	
19			
20			

INCARNUM RADIANCE

RADIANT USES PER DAY

Incarnate Level

1/day

1/day

=

(

+

2

)

÷ 5

(abunden)

DURATION ROUNDS

= 3 +

KO

(Minimum 1)

RADIANCE BONUS:

Incarnate Level

Alignment Bonus

+

=

(

÷ 5

)

×

(abunden)

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

FüÙe

Hände

Arms

Brow

Schultern

Throat

Waist

Heart

Soul

1																			
2																			
3																			
4																			
5																			
6																			
7																			
8																			
9																			
10																			
11																			
<div>Soulmeld = 10 + Invested Essentia + WE + Sonstiges</div> <div>Soulmeld Save DC</div>																			
MAGIC ITEMS																			
You cannot wear a magical item over a chakra with a bound soulmeld.																			