

Incarnate Level

Meldshaper Level

Bon de Nivel

INCARNATE

INCARNUM

ESSENTIA POOL

Base Essentia

Racial Bonus

Misc

=

+

+

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level

Expanded Capacity

Misc

=

(

÷ 6

)

+

+

(Redondear abajo)

From level 3: ☐ Capacity + 1

From level 15: ☐ Capacity + 2

MAX SOULMELDS

= The lower of:

Puntuación Constitución

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

(Redondear abajo)

DURATION ROUNDS

= 3 + CON

(Minimum 1)

RADIANCE BONUS:

Incarnate Level

+

=

(

÷ 5

)

× Alignment Bonus

(Redondear abajo)

☐ 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

Pies

Manos

Arms

Brow

Hombros

Throat

Waist

Heart

Soul

1

Propiedades

2

Propiedades

3

Propiedades

4

Propiedades

5

Propiedades

6

Propiedades

7

Propiedades

8

Propiedades

9

Propiedades

10

Propiedades

11

Propiedades

Misc

Soulmeld Save DC = 10 + Invested Essentia + SAB +

OBJETOS MÁGICOS

Propiedades

Propiedades

Propiedades

Propiedades

Propiedades

Propiedades

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