

INCARNATE

Level Bonus

Incarnate Level

Meldshaper Level

INCARNUM

ESSENTIA POOL

Base Essentia Racial Bonus Misc

= + +

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level Expanded Capacity Misc

= $\left(\frac{\text{Meldshaper Level}}{\div 6} \right) + \text{Expanded Capacity} + \text{Misc}$

(Round down)

From level 3: ☐ Capacity + 1 From level 15: ☐ Capacity + 2

Constitution Score

MAX SOULMELDS

= The lower of: $\left\{ \begin{array}{l} \text{Constitution Score} \\ \text{Soulmeld Allowance} \end{array} \right. - 10$

INCARNUM RADIANCE

RADIANT USES PER DAY

Incarnate Level

= $\left(\frac{\text{Incarnate Level}}{\div 5} + 2 \right) \div 5$ (Round down)

DURATION ROUNDS

= 3 + $\frac{\text{CON}}{\div 5}$ (Minimum 1)

RADIANCE BONUS:

Incarnate Level

$\left(\frac{\text{Incarnate Level}}{\div 5} \right) \times \text{Alignment Bonus}$ (Round down)

☐ AC +1



Melee Attack +1 ☐

☐ Speed +10 ft

Melee Damage +2 ☐

SOULMELDS

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Incarnate Level

2

4

CHAKRAS

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

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