INCARNATE

Incarnate Level

Meldshaper Level

Level Bonus +

INCARNUM

ESSENTIA POOL = Base Essentia + Racial Bonus + Misc

ESSENTIA CAPACITY PER SOULMELD = (Meldshaper Level ÷ 6) + Expanded Capacity + Misc (Round down)

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

MAX SOULMELDS = The lower of: { Constitution Score - 10 / Soulmeld Allowance

INCARNATE

Incarnate Level		Extended Capacity	Incarnum Radiance	Rapid Meldshaping
1	Aura, detect opposition			
2	Chakra bind: Crown			
3		+1	1/day	
4	Chakra binds: Feet, Hands			
5				1/day
6				
7	Share Incarnum Radiance			
8			2/day	
9	Chakra binds: Arms, Brow, Shoulders			
10				
11				2/day
12				
13			3/day	
14	Chakra binds: Throat, Waist			
15		+2		
16	Chakra bind: Heart			
17	Share Incarnum Radiance (no fatigue)			3/day
18			4/day	
19	Chakra bind: Soul			
20	Perfect Meldshaper, True Incarnation			

INCARNUM RADIANCE

RADIANT USES PER DAY = (Incarnate Level + 2) ÷ 5 (Round down)

DURATION ROUNDS = 3 + CON (Minimum 1)

RADIANCE BONUS: + = (Incarnate Level ÷ 5) × Alignment Bonus (Round down)

☐ AC +1 Melee Attack +1 ☐

☐ Speed +10 ft Melee Damage +2 ☐

GOOD LAWFUL CHAOTIC EVIL

SOULMELDS

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Incarnate Level		Invested Essentia	Soulmeld Save DC	2 Crown	4 Feet	4 Hands	9 Arms	9 Brow	9 Shoulders	14 Throat	14 Waist	16 Heart	19 Soul
1	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
2	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
3	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
4	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
5	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
6	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
7	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
8	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
9	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
10	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
11	Properties			☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Soulmeld Save DC = 10 + Invested Essentia + WIS + Misc

MAGIC ITEMS

Properties	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Properties	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

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