

Soulborn Level

Level Bonus

+

Soulborn Level

÷ 2 =

Meldshaper Level

INCARNUM

ESSENTIA POOL

=

Base Essentia

+

Racial Bonus

+

Misc

ESSENTIA CAPACITY PER SOULMELD

=

(

Meldshaper Level

÷ 6

) +

Misc

(Round down)

MAX SOULMELDS

= The lower of:

Constitution Score

- 10

Soulmeld Allowance

INCARNUM DEFENCE

☐ IMMUNE TO PARALYSIS

☐ IMMUNE TO STRENGTH EFFECTS

☐ IMMUNE TO FEAR

☐ IMMUNE TO EXHAUSTION

SMITE OPPOSITION

SMITINGS PER DAY

Smittings Today

Good

Lawful

Chaotic

Evil

TEMP ATTACK BONUS

+

=

CHA

+

Misc

TEMP DAMAGE BONUS

+

=

Soulborn Level

+

Misc

Affected Alignments

Good

Lawful

Chaotic

Evil

SOULMELDS

SOULMELD SHAPES PER DAY

CHAKRA BINDS

Soulborn Level:

8

14

18

	Invested Essentia	Soulmeld Save DC	Crown	Feet	Hands	Arms	Brow	Shoulders	Throat	Waist
1 Properties			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2 Properties			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3 Properties			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4 Properties			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5 Properties			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc										

Soulmeld Save DC

= 10 +

Invested Essentia

+ CON

+

WANDS

CHARGES #

Good

Lawful

Chaotic

Evil

CHARGES #

Good

Lawful

Chaotic

Evil

CHARGES #

Good

Lawful

Chaotic

Evil

CHARGES #

Good

Lawful

Chaotic

Evil

CHARGES #

Good

Lawful

Chaotic

Evil

SCROLLS

POTIONS