

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

TEMP ATTACK BONUS

+

=

CHA

+

Misc

TEMP DAMAGE BONUS

+

=

+

Misc

Affected Alignments

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										
2 Properties										
3 Properties										
4 Properties										
5 Properties										
Misc										

Soulmeld Save DC

= 10 +

Invested Essentia

+ CON

+

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

SCROLLS

POTIONS