

Incarnate Level

Meldshaper Level

Level Bonus

INCARNATE

INCARNUM

ESSENTIA POOL

Base Essentia

Racial Bonus

Sonstiges

=

+

+

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level

Expanded Capacity

Sonstiges

=

÷ 6

+

+

(abunden)

From level 3:

☐ Capacity + 1

From level 15:

☐ Capacity + 2

MAX SOULMELDS

Constitution Score

Soulmeld Allowance

=

The lower of:

- 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

=

÷ 5

+

2

÷ 5

(abunden)

DURATION ROUNDS

=

3

+

KO

(Minimum 1)

RADIANCE BONUS:

Incarnate Level

Alignment Bonus

+

=

÷ 5

×

Alignment Bonus

(abunden)

☐ 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	FüÙe	Hände	Arms	Brow	Schultern	Throat	Waist	Heart	Soul
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
Soulmeld = 10 + Invested Essentia + WE + Sonstiges											
Soulmeld Save DC											
MAGIC ITEMS											
You cannot wear a magical item over a chakra with a bound soulmeld.											