

Incarnate Level

Meldshaper Level

Level Bonus

INCARNATE

INCARNUM

ESSENTIA POOL

Base Essentia

Racial Bonus

Прочее

=

+

+

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level

Expanded Capacity

Прочее

=

(

÷ 6

)

+

+

(Округлять к меньшему)

From level 3: ☐ Capacity + 1

From level 15: ☐ Capacity + 2

MAX SOULMELDS

Constitution Score

- 10

= The lower of:

Soulmeld Allowance

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

=

(

+

2

)

÷ 5

(Округлять к меньшему)

DURATION ROUNDS

= 3 + CON

(Minimum 1)

RADIANCE BONUS:

Incarnate Level

=

(

÷ 5

)

× Alignment Bonus

(Округлять к меньшему)

☐ 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

Feet

Hands

Arms

Brow

Shoulders

Throat

Waist

Heart

Soul

1

Свойства

2

Свойства

3

Свойства

4

Свойства

5

Свойства

6

Свойства

7

Свойства

8

Свойства

9

Свойства

10

Свойства

11

Свойства

Сoulmeld Save DC = 10 + Invested Essentia + WIS +

Прочее

MAGIC ITEMS

Свойства

Свойства

Свойства

Свойства

Свойства

Свойства

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