

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 FEAR

☐ IMMUNE TO STRENGTH EFFECTS

☐ 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

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"/>
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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

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SCROLLS


POTIONS
