

This is an early draft and any commentary is welcomed and encouraged.

Editor's Note: For those who saw the stream, I did some spreadsheet math after the stream and found the DPR on Celestial Champion and Mechanus Melder to be unacceptably high, so I've changed Celestial Chorus and Clockwork Nirvana to do completely different things. I also limited the Mirror Image effect from Ever-changing Avatar to one Duplicate.

Incarnate			
Level	Proficiency	Features	Essentia
1	+2	Meldshaper, Essentia, Soulmeld(Hands), Incarnum Radiance	1
2	+2	Meldshift	1
3	+2	Subclass Feature(Arms)	2
4	+2	Ability Score Improvement	2
5	+3	Soulmeld(Crown), Double Chakra(Hands)	3
6	+3	Essentia Capacity Increase(2), Subclass Feature	3
7	+3	Soulmeld(Shoulder)	4
8	+3	Ability Score Improvement	4
9	+4	Soulmeld(Feet)	5
10	+4	Subclass Feature	5
11	+4	Soulmeld(Brow)	6
12	+4	Ability Score Improvement, Rapid Meldshaping	6
13	+5	Soulmeld(Throat)	7
14	+5	Essentia Capacity Increase(3), Subclass Feature	7
15	+5	Soulmeld(Waist)	8
16	+5	Ability Score Improvement	8
17	+6	Soulmeld(Heart)	9
18	+6	Subclass Feature(Soul)	9
19	+6	Epic Boon	10
20	+6	True Incarnation	11

Core Traits

Primary Ability: Constitution and Wisdom

Hit Point Die: D8 per Incarnate level

Hit Points at Level 1: 8+Con. modifier

Hit Points per additional Incarnate Level: D8 +your Con. modifier, or, 5+ your Con. modifier

Saving Throw Proficiencies: Wisdom and Intelligence.

Skill Proficiencies: Choose 2: Athletics, Arcana, Insight, Perception, Religion and Survival

Weapon Proficiencies: Simple weapons

Armor Training: Light and Medium Armor and Shields.

Starting Equipment: 110 GP

Multiclassing: Need a Con and Wis of at least 13

Armor Training: Light and Medium Armor and Shields.

Level 1

Meldshaper

You have learned how to shape the soul stuff known as incarnum into various ghostly artifacts known as Soulmelds. Soulmelds are not worn and are not magic items, nor do they take up space, appearing as glowing blue and translucent. Each morning you choose one Soulmeld per chakra you have unlocked to shape. The ten chakras are, Hands, Arms, Crown, Shoulder, Feet, Brow, Throat, Waist, Heart, and Soul. At level one you can only shape one soulmeld on your Hands chakra. You learn how to invest Soulmelds with energy from your own soul called Essentia at later levels.

Some Soulmelds grant you spells. Some of these spells have a unique component of "Soulmeld" meaning that they are only castable if you have the Soulmeld shaped that gave you that spell, but you may use spell slots if you have them to cast leveled spells. Wisdom is your spell casting ability for all of these spells.

Essentia

You gain an Essentia pool that you can invest into soulmelds and Incarnum Features, a part of your own soul that strengthens your magics without being used up. If a soulmeld is unshaped or you lose an Incarnum feature, the invested Essentia in that soulmeld or feature returns to your Essentia Pool. You also gain the Invest Essentia bonus action.

Invest Essentia: As a bonus action, you may Invest each point of Essentia you have between your Soulmelds and Incarnum Features regardless of whether it's in your Essentia pool or invested in another Soulmeld or Incarnum Feature. You can only initially have one point of Essentia invested in each Soulmeld or Incarnum Feature.

Soulmeld(Hands)

Astral Gloves

Shape: You can cast the cantrip Fist as long as you have Astral Gloves shaped.

Fist

Conjuration Cantrip

Casting Time: Action

Range: 30 ft

Components: Soulmeld

Duration: Instantaneous

Make a melee spell attack against the target. On hit the target takes 1d10+your wisdom modifier Bludgeoning damage and you can push the target 5ft.

Cantrip Upgrade: The damage increases by 1d10 when you reach 5(2d10), 11(3d10), and 17(4d10).

Essentia: When casting the Fist cantrip, you gain +1 to hit per point of essentia invested and you may also push the target an extra 5 ft per point of essentia.

Incarnate Weapon

Shape: When you shape this soulmeld you can shape a martial melee weapon of your choice from pure incarnum forming your Incarnum Weapon, or alternatively temper a melee weapon with raw incarnum making it your Incarnum Weapon. You gain proficiency with your Incarnum Weapon.

Whenever you attack with the incarnum weapon, you can use your Wisdom modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal force damage or its normal damage type.

Essentia: You gain a +1 to attack and damage with your incarnum weapon per point of invested essentia and, if you have two or more points of essentia invested into this soulmeld, when you take the attack action, you can attack one time with your Incarnum Weapon for each point of invested essentia instead of once.

Lightning Gauntlets

Shape: You can cast the cantrip Static Shock as long as you have Lightning Gauntlets shaped.

Static Shock

Evocation Cantrip

Casting Time: Action

Range: Self

Components: Soulmeld

Duration: Instantaneous

Each creature in a 10ft cone originating from you makes a Dexterity saving throw, taking 1d6 + your wisdom modifier Lightning damage on a failure.

Cantrip Upgrade: The damage increases by 1d6 when you reach 5(2d6), 11(3d6), and 17(4d6).

Essentia: When you cast Static Shock increase the size of the cone by 5ft per point of invested essentia and you may exclude one creature in the area from the effect for each point of essentia invested.

Incarnum Radiance - Incarnum Feature

As a reaction you can reroll a saving throw or force a creature that just hit you to reroll an attack against you. Once you've used this ability, you can't use it again until you finish a short or long rest.

Essentia: You gain a bonus to your AC and on all saving throws equal to the invested Essentia.

Level 2

Meldshift

When you use Invest Essentia bonus action, you may also reshape the soulmeld on a single chakra at the beginning of that bonus action. You can't use this feature to unshape a Bound Soulmeld, but you can reshape a non-Bound soulmeld into a Bound Soulmeld. You may use this feature up to two times before finishing a long rest. You regain one use of this feature when you finish a short rest.

Level 3

Incarnate Subclass

You gain an Incarnate subclass of your choice. A subclass is a specialization that grants you features at certain Incarnate levels. For the rest of your career, you gain each of your subclass's features that are of your Incarnate level or lower.

Level 4

Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 5

Soulmeld(Crown)

Soulspark Crown

Shape: When you shape Soulspark Crown you also cast the [Find Familiar](#) spell without Material components, except it's subtype is Celestial, Fiend, Construct, or Aberration.

Essentia: For each point of Essentia invested into your Soulspark Crown, Increase the range of the Telepathic Connection with your familiar by 100ft and if you have any Essentia invested into this Soulmeld, your familiar can use your Insight and Perception scores instead of it's own.

Diadem of Purelight

Shape: While you have the Diadem shaped, you have advantage on all Wisdom(Perception) checks and you can cast [Color Spray](#) without using a spell slot.

Essentia: For each point of Essentia invested into this Soulmeld, increase the size of your Color Spray cone by 5ft.

Enigma Helm - Bound

Shape: You are considered to be constantly under the effect of [Comprehend Languages](#) for as long as you have Enigma Helm Shaped.

Essentia: When you fail an attack roll or skill check, you may invest an Essentia from your pool or another Soulmeld or feature into this Soulmeld. If you do, you may reroll that check with advantage. Essentia invested into this soulmeld can't be removed until you reshape your Soulmelds.

Double Chakra(Hands)

When you shape your soulmelds in the morning, you can shape two different Hand Soulmelds instead of one.

Level 6

Essentia Capacity Increase(2)

You can now invest up to 2 Essentia into your soulmelds and Incarnum Features.

Subclass Feature

You gain a feature from your Incarnate Subclass.

Level 7

Soulbind(Shoulder)

Mantle of Flame

Shape: You have resistance to fire damage.

Essentia: Whenever a creature within 5 ft of you hits you with a melee attack, your mantle erupts, dealing 1d6 damage to the attacker per point of invested Essentia.

Pauldron of Health

Shape: You have resistance to poison damage and immunity to the poison condition.

Essentia: If you are at half or less HP at the start of your turn, recover 1 hp per invested Essentia and whenever you recover health from a spell, Recover an additional 1d6 hp per point of invested Essentia.

Adamant Pauldrons - Bound

Shape: You count as one size larger(minimum large) when determining your carrying capacity and the weight you can push, drag, or lift.

Essentia: Whenever you would take damage, you may, as a Reaction, invest a point of Essentia from your pool or another Soulmeld or feature into this Soulmeld. If you do, reduce that damage by your Incarnate level and gain resistance to that damage type until the start of your next turn. Essentia invested into this soulmeld can't be removed until you reshape your Soulmelds.

Level 8

Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 9

Soulmeld(Feet)

Airstep Sandals

Shape: You can cast [Fly](#) for as long as you have Airstep Sandals shaped and you may cast it on yourself without using a spell slot.

Essentia: Increase your AC by 1 when attacked with a ranged weapon for each point of invested Essentia.

Impulse Boots

Shape: While you have Impulse Boots shaped, When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the Incapacitated condition.

Essentia: Increase your movement by 5ft for each point of invested Essentia.

Acrobat Boots - Bound

Shape: While you have Acrobat Boots shaped, you are considered to always be under the effect of [Spider Climb](#) without needing to concentrate on it.

Essentia: While you have Essentia invested into Acrobat Boots, you may cast Misty Step and may do so a number of times equal to the invested Essentia before you reshape your Soulmelds in the morning. Essentia invested into this soulmeld can't be removed until you reshape your Soulmelds.

Level 10

Subclass Feature

You gain a feature from your Incarnate Subclass.

Level 11

Soulmeld(Brow)

Truthseeker Goggles

Shape: While you have Truthseeker Goggles shaped, you have advantage on all Intelligence(Investigation) checks you make.

Essentia: You see all creatures and objects that have the Invisible condition and are within 10 ft per invested Essentia as if they were visible.

Illusion Veil

Shape: While you have the Illusion Veil shaped, you have advantage on all Charisma(Deception) checks you make.

Essentia: If you have Essentia invested into this soulmeld, whenever you are attacked, that attack gains disadvantage. Once you've used this feature a number of times equal to the amount of Essentia you have invested into it, you can't use it again until you've taken a turn.

Silvertongue Mask - Bound

Shape: You have advantage on all Charisma(Persuasion) checks you make and can cast [Command](#) while you have Silvertongue Mask shaped, and may do so without using a spell slot a number of times equal to your proficiency modifier before you take a long rest.

Essentia: Increase the effective level of Command spells you cast by 1 for each point of invested Essentia.

Level 12

Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Rapid Meldshaping

As a bonus action, you can reshape all of your soulmelds just like you do each morning and then reinvest your Essentia as you please. This even allows you to reshape bound Soulmelds and invest Essentia that would normally be locked, but does not let you use Soulmeld features more times in a day than would normally be allowed. Once you've used this feature, you can't use it again until you finish a long rest.

Level 13

Soulmeld(Throat)

Dissolving Spittle - Bound

Shape: You can cast Dissolve for as long as you have Dissolving Spittle shaped, and may cast it without using a spell slot a number of times equal to your Proficiency bonus between Long Rests.

Dissolve

Level 3 Evocation

Casting Time: Action

Range: 90 feet

Components: Soulmeld

Duration: Instantaneous

Each creature in a 5-foot-radius Sphere centered on a point you choose within range makes a Constitution saving throw, taking 12d4 Acid damage on a failed save or half as much damage on a successful one.

Creatures that fail their save take an additional 6d4 Acid damage at the end of it's next turn.

Essentia: Whenever you cast Dissolve, increase its radius by 5ft for each point of invested Essentia.

Apparition Ribbon

Shape: You can cast [Invisibility](#) for as long as you have Apparition Ribbon shaped, and you may cast it on yourself without using a spell slot.

Essentia: Once per round, when you hit an enemy while you have the invisible condition, you deal 1d6 extra damage for each point of invested Essentia.

Arcane Focus

Shape: You can cast [Dispel Magic](#) without using a spell slot for as long as you have Arcane Focus shaped.

Essentia: Increase the effective level of Dispel Magic spells you cast by 1 for each point of invested Essentia.

Level 14

Essentia Capacity Increase(3)

You can now invest up to 3 Essentia into your soulmelds and Incarnum Features.

Subclass Feature

You gain a feature from your Incarnate Subclass.

Level 15

Soulmeld(Waist)

Vitality Belt - Bound

Shape: While you have Vitality Belt shaped, you have advantage on all Constitution saving throws.

Essentia: Increase your current and maximum hit points by 1 per Incarnate level for each point of Invested Essentia. Essentia invested into this soulmeld can't be removed until you reshape your Soulmelds.

Strongheart Belt

Shape: While you have Strongheart Belt shaped, when you take damage, reduce that damage by your Proficiency bonus.

Essentia: Reduce the amount of damage you take by an additional 1 for every Invested Essentia.

Freedom Cinture

Shape: While you have Freedom Cinture shaped, you are considered to be constantly under the effects of [Freedom of Movement](#).

Essentia: When you move, you may not provoke an attack of opportunity from one opponent from leaving their threatened area. After you use this ability a number of times equal to the Essentia invested in it, you may not use it again until the start of your next turn.

Level 16

Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 17

Soulmeld(Heart)

Lifebond Vestments - Bound

Shape: As a reaction, you may restore an ally within 60 ft who was just reduced to 0 hp to full. Once you use this feature, you can't use it again until you finish a long rest.

Essentia: You may ignore up to one of the following conditions on yourself for each point of invested Essentia: Blinded, Charmed, Deafened, Paralyzed, Petrified, Poisoned, Stunned.

Spellward Shirt

Shape: While you have Spellward Shirt shaped, you have advantage on all spell saving throws.

Essentia: Whenever you would take damage from a spell, reduce that damage by 10 for each point of invested Essentia.

Resistance Vest

Shape: When you Shape Resistance Vest, choose two saving throws. You gain proficiency in those saving throws.

Essentia: After you invest Essentia, for each point of Invested Essentia choose one damage type other than Slashing, Piercing, and Bludgeon. You gain resistance to the chosen damage types until you invest Essentia again.

Level 18

Soulmeld(Soul)

Incarnate Avatar

Shape: While you have Incarnate Avatar Shaped, you have advantage on all attack rolls.

Essentia: Increase your speed by 5 ft per point of invested Essentia and increase your reach on your turn by 5ft per point of invested Essentia.

Planar Chasuble - Bound

Shape: While you have Planar Chasuble shaped, when you would fail a save you may pass it. Once you've used this ability 3 times, you can't use it again until you finish a long rest.

Essentia: Enemies that enter within 5 ft of you per point of invested Essentia treat that area as difficult terrain.

Archmage Robes

Shape: While you have Archmage Robes shaped, increase the damage of all cantrips you cast by 2d6.

Essentia: Increase the DC of spells you cast by 1 for each point of invested Essentia.

Level 19

Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify.

Level 20

True Incarnation

All your soulmelds and Incarnum Features always have a single point of free Essentia invested into them.

Subclasses

Blood Warrior, Celestial Champion, Mechanus Melder, Limbo Legionnaire

Blood Warrior

Level 3

Soulmeld(Arms)

Bloodwar Bracers

Shape: As a bonus action, you create a fetid cloud as a 10 ft emanation originating from you. Each creature other than yourself in the emanation needs to make a constitution saving throw DC 8 + your Proficiency bonus + your Constitution modifier. On a failed save the creature is poisoned until the end of it's next turn.

Essentia: For each point of Essentia invested in this Soulmeld, increase your darkvision by 10 ft gaining a darkvision of 10 ft per point of invested essentia if you didn't have it previously, and, if you have any Essentia invested into this Soulmeld, you can see in magical darkness.

Fiendish Banter

You gain a bonus on Charisma(Deception or Intimidation) checks equal to your Constitution modifier(minimum bonus of +1).

Soldiers of The Endless War - Incarnum Feature

As a bonus action, gain 2 temporary hit points.

Essentia: Increase the amount of temporary hit points gained by this feature by 2 per point of invested Essentia.

Level 6

Unnerving Gaze

As a reaction, when an enemy starts it's turn within 15 feet of you, you can force it to make a Wisdom Saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier. If it fails, the target has the Frightened condition until the end of its turn.

Level 10

Flame Whip

As an action, you manifest a Balor's flame whip and attack an opponent within 30 ft with a melee attack using your Wisdom modifier instead of Strength. On a hit, you deal 3d6 + Wisdom modifier Force damage and 5d6 fire damage to the target. Then, if the target is Huge or smaller, you may pull the creature up to 25 ft toward yourself and the target gains the prone condition. Once you hit with this attack, you can't use this feature again until you finish a long rest.

Level 14

Asmodius is not mocked - Incarnum Feature

If you fail a save, you may succeed instead and force the source of the save to make a save against the same effect with a DC of 8 + Your Proficiency bonus + Your Constitution modifier. Once you use this feature, you can't use it again until you finish a long rest.

Essentia: The source takes a penalty to the save equal to 1d4 per point of essentia invested into this feature.

Celestial Champion

Level 3

Soulmeld(Arms)

Celestia Armguards

Shape: As a bonus action, you or an ally within 30 ft adds 1d4 to all attacks and saving throws until the start of your next turn.

Essentia: For each point of Invested Essentia, your Celestia Armguards target an additional ally when you use this ability.

Heaven's Watchful Gaze

You gain a bonus on Wisdom(Insight or Perception) checks equal to your Constitution Modifier(minimum bonus +1)

Ysgard's Might - Incarnum Feature

As a bonus action, when you hit an enemy with an attack, or when an enemy fails a save against a spell you cast, you gain a +1 bonus on the next attack roll or saving throw you make, and you may force the target to make a Strength save, DC 8 + your Proficiency bonus + your Constitution modifier. On a failure, the target is knocked prone.

Essentia: For each point of invested Essentia, increase the bonus on the next attack or saving throw by 1 and the DC of the save by 1.

Level 6

Archon's Sidestep

As a reaction, you may teleport up to 20 ft after being attacked.

Level 10

Celestial Chorus - Incarnum Feature

At the start of your turn you or an ally within 30 ft gain 1d8 + your Constitution modifier Temporary HP until the start of your next turn.

Essentia: increase the amount of temporary HP by 3 per point of Invested Essentia.

Level 14

Slaying Arrow

As an action, you briefly shape the might of a solar firing his Slaying bow at an enemy of your choice within 60 ft. That enemy must make a Dexterity saving throw DC 8 + your Proficiency Modifier + Your Constitution Modifier. On a failure, if that enemy has 100 hp or less, they die. On a success or if they have 100 or more hp, they take 4d8 + your Wisdom modifier Piercing damage plus 8d8 Radiant damage. Once you use this feature, you can't use it again until you finish a long rest.

Mechanus Melder

Level 3**Soulmeld(Arms)****Mechanus Mantles**

Shape: As a bonus action, you can attempt to restrain an adjacent enemy with Incarnum shackles. The target must make a Reflex saving throw, DC 8 + your Proficiency bonus + your Constitution modifier. On a failure, the target is restrained until the start of your next turn.

Essentia: When you use this action, you may target another adjacent enemy for every point of Invested Essentia.

Clarity of Purpose

You are immune to Charm and have advantage on saving throws against effects that would Frighten and Paralyze you.

Kolyarut's Blade - Incarnum Feature

As an action, move up to half your speed without provoking attacks of opportunity and make one melee attack against any enemy you move past using your Wisdom modifier + your Proficiency bonus. If you hit, that enemy takes 2d6 + your Wisdom modifier Force damage and has disadvantage when attacking anyone except you.

Essentia: When you take this action, move an extra 5ft and make one additional attack against a different target for each point of invested Essentia.

Level 6**Modron's Purpose**

When you take damage as a Reaction, you can reduce the damage you take by your proficiency bonus, and until the end of your next turn, treat all D20 rolls of 2-9 as a 10.

Level 10**Marut's Edict**

As an action you shape the gold disc of a Marut from the soulstuff and unleash its arcane energies in a 60 ft cube. Every creature in the cube takes 45 Radiant damage and must succeed at a Wisdom saving throw DC 8 + Proficiency bonus + Constitution modifier or become stunned until the end of your next turn. Once you've used this ability, you can't use it again until you finish a long rest.

Level 14**Clockwork Nirvana - Incarnum Feature**

You always know the AC of creatures you attack and the DC of Saving Throws you make. You may modify the D20 you roll for attacks and Saving Throws, increasing the unmodified number you've rolled by 1 for each use of this ability you spend, but this ability can't cause a critical hit, but it can prevent an automatic failure. You have 2 uses of this feature that refresh at the start of your turn.

Essentia: Increase your uses of this feature by 1 per point of invested Essentia.

Limbo Legionnaire

Level 3

Soulmeld(Arms)

Fluid Wind Armwraps

Shape: When you have the Prone condition, you can right yourself with only 5 feet of movement. As a bonus action, you may jump up to 10 ft, both vertically and horizontally, taking no fall damage for the first 10 ft that you fall.

Essentia: Increase the distance you jump and the distance you can fall before taking damage by 10 ft per point of Invested Essentia.

Freedom of Limbo

You gain a climb and swim speed equal to your land speed.

Chaos Aura - Incarnum Feature

As a bonus action, force all adjacent enemies to make a Charisma saving throw, DC 8 + Proficiency bonus + Constitution modifier. On a failure roll a d6 for that creature to determine what condition it gains until the start of your next turn: 1: Charmed, 2: Frightened, 3: Poisoned, 4: Restrained, 5: Can't make attacks of opportunity, 6: 1 level of Exhaustion.

Essentia: For each invested Essentia, roll an additional d6 when a creature fails the saving throw against this feature and apply that effect until the start of your next turn as well.

Level 6

Slaad's Regeneration

As a Reaction, when you would take damage, first regain hit points equal to 5 + your Proficiency bonus + your Constitution modifier.

Level 10

Death Slaad Strike

As an Action, you temporarily shape a Chaos Blade from the raw stuff of limbo and make two melee attacks with it using your Proficiency bonus + your Wisdom Modifier for the attacks. On a hit, deal 1d12 + your Wisdom modifier damage + 3d6 Necrotic damage and the creature must make a Charisma saving throw DC 8 + your Proficiency bonus + your Constitution modifier. On a failure it gains the Incapacitated Condition until it makes the same Charisma save at the end of its turn. Once you hit at least one creature with this attack, you can't use this feature again until you finish a long rest.

Level 14

Ever-Changing Avatar - Incarnum Feature

At the start of your turn, roll a d6. You are considered to be under the effect of the rolled spell until the start of your next turn without needing to concentrate on that spell. 1: [Blade Ward](#), 2: [Bless](#), 3: [Shield](#), 4: [Mirror Image](#)(one duplicate only), 5: [Crusader's Mantle](#), 6: [Haste](#).

Essentia: Roll an additional d6 at the start of your turn for each point of invested Essentia and apply the effects of that spell as well until the beginning of your next turn. Multiples of the same spell have no effect.