



CLASS TRAITS

Role: Leader, Controller. Depending on the planar origins you choose, you can bolster allies by melding different forms on them or manipulate the battlefield by melding different effects on to it.

Power Source: Planar. You channel planar energy and apply its form upon yourself and those around you.

Key Abilities: Charisma, Intelligence, Constitution, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail; light shield

Weapon Proficiencies: Simple melee, simple ranged

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Religion or Arcana (your choice). From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Perception (Wis), Religion (Int)

Build Options: ?

Class Features: *Dual Sustain, Planar Origin, Planar Knowledge, Power Bonded*

Incarnists are manipulators, controllers, and crooks of the most powerful kind: reality thieves. They forcibly inject pirated emulation of the exterior planes upon existence, directing the shape of everything around them with an alien nature. Incarnists can focus on multiple aspects of this theft, from mass destruction to the peaceful intrusion of divine calm.

As an incarnist, the first significant choice that you need to make is the source of your power, your planar origins that you kindly borrow from. Weaker incarnists are not capable of wresting this power from more than any two planes and the choice limits their capabilities nigh-forevermore. Once chosen, these origins shape and define the incarnist, warping their perception as well as how those perceive them. Though exceptions can be made. What is more comforting than beastly, tentacled, avengers of good, after all?

Shall you lead your planes in order to strike fear in to the hearts of the evil around you, at times – literally. Will you rest peace to a falling kingdom with a soothing lake of fire? Or perhaps neither and rule them all with evangelical superiority. These, and more, are the choices in store for true incarnists.

INCARNIST OVERVIEW

Characteristics: Incarnists are intended for close battle manipulation, adjusting the power of allies, and striking at groups enemies. Most of their powers are in some form utilitarian, especially at higher levels, with the intent of either taking advantage of or setting up unique opportunities.

Religion: Incarnists have a broad range of possible gods to support. Depending on their planar origins, incarnists can find inspiration in almost any divine direction.

Races: The role of incarnists tend to attract outsiders as well as the more versatile races. Half-elves, humans, and tieflings all make suitable incarnists.

BUILDING AN INCARNIST

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INCARNIST CLASS FEATURES

All Incarnists have these class features.

DUAL SUSTAIN

When a power allows you to sustain its effects, you may sustain another current power the same sustain action requirement with that same action.

PLANAR KNOWLEDGE

Incarnists have an inherent understanding of their planar origins (see planar origin class feature). This intuition provides them with a +5 bonus to all knowledge checks concerning their chosen planar origins as well as the creatures from those planes.

PLANAR JAUNT

Incarnists can toss allies momentarily in to their chosen planes, protecting and empowering that ally with planar energy. You gain the *planar jaunt* power.

PLANAR ORIGIN

Incarnists pull much of their power from the planes, melding their very existence on to those around them. Each meld steals from a different source, emulating anything from simple objects to creatures born of the planes they focus.

Incarnists must choose two planar origins of which their powers draw the most influence from. Each planar origin comes with a choice of an at-will power and modifies the Incarnist powers by adding an additional effect entry with the respective name of the origin. Further, each origin has an attached *aspect*. The *aspect* includes the attributes defined by your origin, and when referred to in a power entry, uses the highest of those attributes. The available planar origins are as follows:

CELESTIA

You meld the defensive powers of celestia through your surroundings, weaving divine protections among your allies and holy vengeance within your enemies. The celestia planar origin uses charisma primarily.

At-Will Attack Power: You gain either the *divine wind* or *mark of purity* power.

Aspect: You can use Charisma as an *aspect*.

ELEMENTAL

You meld the chaotic powers of the elementals through your surroundings, shaping destruction among all things around you. The elemental planar origin uses constitution primarily.

At-Will Attack Power: You gain either the *heedless hailstone* or *storming meteor* power.

Aspect: You can use Constitution as an *aspect*.

HELL

You meld the corrupting powers of hell through your surroundings, placing unholy tortures upon your enemies and a veil of deceit among your allies. The hell planar origin uses intelligence primarily.

At-Will Attack Power: You gain either the *agony barbs* or the *soul's chains* power.

Aspect: You can use Strength as an *aspect*.

SHADOWFELL

You meld gloom and death from the shadowfell into your surroundings, wrapping your allies in decrepit barriers and your enemies in putrefaction. The shadowfell planar origin uses wisdom primarily.

At-Will Attack Power: You gain either the *decrepit touch* or *shadow convulsion* power.

Aspect: You can use Wisdom as an *aspect*.

POWER BONDED

Incarnists do not rely on items to channel and control their power, rather, they prefer to harness their own juggling of the planes through sheer force. Overcoming these limitations leaves them at a loss for specialized weaponry, however, it does give them a notable benefit when even stripped bear.

You gain a +1 bonus to attack rolls with all planar keyword powers. This bonus increases to +2 at level 4, +3 at level 8, +4 at level 11, +5 at level 14, +6 at level 18, +7 at level 21, +8 at level 24, and +9 at level 28.

KEYWORDS

Incarnists use a new keyword for their powers.

PLANAR

Planar powers apply effects that either transfer energy from or emulate things on other planes. They do not have a noticeable effect on the planes they take from or from the inhabitants of those planes.

INCARNIST POWERS

Incarnist powers are called melds. Incarnist pull an emulation of the planes in to the battle, melding it into current existence.

CLASS FEATURES

All Incarnists have the *planar jaunt* power, given as a class feature.

Planar Jaunt

Incarnist Feature

You shift your ally in to your planar decide temporarily, protecting them and granting them a temporary otherworldly advantage.

Encounter (Special) ♦ Planar

Minor Action

Ranged 5

(10 at 11th level, 15 at 21st level)

Target: You or one ally

Effect: The target becomes insubstantial either until the beginning of your next turn or until they are dealt damage (whichever comes first) and choose one of the following effects that shares a name with one of your planar origins:

Celestia: The target can spend a healing surge.

Hell: Until the end of your next turn, the target deals additional damage to bloodied enemies equal to twice your *aspect* modifier.

Elemental: Until the end of your next turn, the target gains a +2 power bonus to attack rolls and all attacks made by the target changes to one of the following damage types (your choice): acid, cold, fire, lightning, or thunder.

Shadowfell: The target gains temporary hit points equal to 5 + half your level.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

LEVEL 1 AT WILL MELDS

Agony Barbs

Incarnist Attack 1

A hundred crimson barbs encase your opponent, slowly ripping and grinding in to their flesh.

At Will ♦ Planar, Zone

Standard Action

Area burst 1 within 5 squares

Effect: The burst creates a zone of barbs that lasts until the end of your next turn. The first enemy to move into or out of a square in this zone, or attacks while in this zone, takes ongoing *aspect* modifier damage (save ends).

Level 21: Ongoing 5 + *aspect* modifier damage (save ends).

Decrepit Touch

Incarnist Attack 1

A small skeletal hand gently runs a finger across the mouth of your opponent, causing them to visibly age.

At Will ♦ Fear, Necrotic, Planar

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + *aspect* modifier necrotic damage. Make a secondary attack against the same target.

Level 21: 2d6 + *aspect* modifier necrotic damage.

Secondary Attack: Intelligence vs. Will

Hit: The target is weakened until the beginning of your next turn.

Divine Wind Incarnist Attack 1

You embrace an ally with the divine winds of celestia, pulling them to your protective presence.

At Will ♦ Planar

Standard Action Ranged 5

Target: One ally

Effect: Pull the target 5 squares. Until the beginning of your next turn and as long as the target is adjacent to you, the target gains a power bonus to AC equal to your *aspect* modifier and when the next enemy enters a square adjacent to the target, the target may take an opportunity attack against that enemy.

Heedless Hailstone Incarnist Attack 1

You condense a large ball of ice down with the force of a chaotic gale before recklessly hurling it towards your opponent.

At Will ♦ Cold, Planar, Thunder

Standard Action Close burst 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + *aspect* modifier cold and thunder damage.

Level 21: 2d6 + *aspect* modifier cold and thunder damage.

Special: You can choose to take a -1 penalty to the attack roll and be knocked prone when you make this attack. If you do so increase this attack's range to close burst 20 and roll d10 instead of d6 for damage.

Mark of Purity Incarnist Attack 1

A divine and shining symbol appears upon your opponent, searing into their skin and granting your ally new hope.

At Will ♦ Planar, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + *aspect* modifier radiant damage.

Level 21: 2d8 + *aspect* modifier radiant damage.

Effect: You can grant an ally adjacent to the target a saving throw.

Shadow Convulsion Incarnist Attack 1

Your ally's shadow consumes them, before jumping forward and striking out at an enemy.

At Will ♦ Planar, Teleportation

Standard Action Ranged 5

Target: One ally

Effect: Teleport the target 2 squares. After the teleport, the target may make a melee basic attack.

Soul's Shackles Incarnist Attack 1

The same ghastly chains that bind tortured souls form around your enemies, draining their ability to protect themselves from the forthcoming onslaught.

At Will ♦ Planar

Standard Action Close burst 3

Target: Each enemy in burst

Effect: Each target receives a -2 penalty to either AC, Fortitude, Reflex, or Will defense until the end of your next turn.

Storming Meteor Incarnist Attack 1

You tear an amalgamation of elements in to the current plane, accelerating a ball of greenish flame and stone towards your opponents.

At Will ♦ Acid, Fire, Lightning, Planar, Thunder, Zone

Standard Action Area burst 1 within 10 squares.

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 acid and fire damage.

Level 21: 2d6 acid and fire damage.

Effect: The burst creates a zone of elemental energy until the end of your next turn. Each creature who enters or begins their turn in this zone is dealt *aspect* modifier lightning and thunder damage. Minions are not damaged by this effect.

LEVEL 1 ENCOUNTER MELDS

Light of the Heavens Incarnist Attack 1

You shift open a rift in to divinity, overwhelming your enemies with radiant energy and humbling their aggression.

Encounter ♦ Planar, Radiant, Zone

Standard Action Area burst 3 within 5 squares.

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 1d8 + *aspect* modifier radiant damage.

Celestia: The burst creates a zone of divine energy until the beginning of your next turn. Enemies in the zone receive a -2 penalty to attack rolls.

Revel the Cadaver Incarnist Attack 1

An inversion of color encases the opponent, visibly showing everything beneath their skin and granting your allies opportune strikes.

Encounter ♦ Planar, Radiant

Standard Action Ranged 10

Target: One nonundead intelligent creature

Attack: Intelligence vs. Will

Hit: The target is dazed (save ends). The target gains an incremental +1 bonus to this saving throw each time they fail their saving throw against this power.

Shadowfell: Each time the target fails its saving throw against this power, they are dealt *aspect* modifier necrotic damage.

Rift Bolt Incarnist Attack 1

Through a searing blue line crackling the air, a sudden shift in space shudders then releases a curving bolt of lightning directly above the target.

Encounter ♦ Lightning, Planar

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d6 + *aspect* modifier lightning damage. If you have the elemental planar origin the target is also dazed until the beginning of your next turn.

Miss: A creature adjacent to the target (your choice) takes 1d6 + *aspect* modifier lightning damage.

Ensanguine Snare Incarnist Attack 1

Netherflames spill from your palms, wrapping themselves among the wounds of your target, teasing and searing their wounds.

Encounter ♦ Fire, Planar

Standard Action Close burst 5

Target: Up to 3 enemies in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier fire damage. The targets take a -2 penalty on all saving throws until the beginning of your next turn.

Hell: The targets cannot regain hit points until the beginning of your next turn.

LEVEL 1 DAILY MELDS

Carapace Incarnist Attack 1

The husk of a recently deceased humanoid wraps your ally, its sinew tensing in reflection to their movement. An aura of power and fear binds itself to each attack.

Daily ♦ Fear, Planar

Origins: Shadowfell

Standard Action Ranged 5

Primary Target: One ally

Effect: Until the beginning of your next turn, the primary target gains a +2 power bonus to AC and attack rolls and may make the following secondary attack once during each of the target's turns.

Minor Action Melee 1

Secondary Target: One creature the primary target hit with an attack this turn

Secondary Attack: Charisma or Wisdom vs. Will

Secondary Hit: Your *aspect* modifier damage.

Shadowfell: If the secondary attack hit, the secondary target is immobilized until the end of its next turn.

Sustain Minor: You can sustain this power's effects.

Chains' Caress Incarnist Attack 1

An ally's arms slowly birth chains, seemingly ripping from their flesh, which immediately begin to dance and strike out at their enemies.

Daily ♦ Planar

Standard Action Ranged 3

Target: One ally

Effect: Until the end beginning of your next turn, all melee attacks made by the target deal additional damage equal to your Intelligence modifier. When the target hits an enemy with a melee attack, the enemy is slowed until the end of the target's next turn.

Hell: The enemy is restrained instead of slowed.

Sustain Minor: You can sustain the power's effects.

Grace of the Choir Incarnist Attack 1

A divine grace blossoms from the target as their eyes begin to reveal a golden glow, and the power of their voice bolsters to provoke and shake down even the most terrifying enemy.

Daily ♦ Planar

Standard Action Ranged 3

Target: One ally

Effect: The target may declare vengeance upon each enemy within 5 squares of him or her. Until the end of encounter, whenever that enemy hits the target they are dealt damage equal to your *aspect* modifier.

Celestia: The target also marks the enemy they declared vengeance on. This does not count against their mark limit for the encounter.

Robe of the Lava Sea Incarnist Attack 1

The target's legs harden and crack, their skin reddens. From the fissures, a slow drip of lava spills out, raging in flame as it consumes the ground behind their each step.

Daily ♦ Fire, Planar, Zone

Standard Action Ranged 3

Target: One ally

Effect: Until the beginning of your next turn, whenever the target enters a square they create a zone of fire in that square that lasts until the beginning of their next turn. Creatures who enter or begin their turn in this zone are dealt 1d6 + *aspect* modifier fire damage. The target is immune to this damage and has resist 5 to fire.

Elemental: The damage is dealt to creatures who begin their turn adjacent to the zone as well.

Sustain Minor: You can sustain the power's effects.

LEVEL 2 UTILITY MELDS

Contract in Blood Incarnist Utility 2

After forcing a small cut in your hand and smearing the bloody palm upon a piece of parchment, words coalesce in to a shared language.. and supernal.

Encounter ♦ Conjuraton, Planar

Minor Action Personal

Effect: You conjure an infernal contract. If a creature signs it of his or her own free will, you know immediately if the target disobeys or betrays the terms.

Hell: You know where the target is and what the target's name is when he or she breaks the terms.

Special: An incarnist can only have a number of contracts in existence equal to his or her intelligence modifier. Exceeding this modifier burns the oldest contract.

Earthy Embrace Incarnist Utility 2

Stone forms from your ally's legs, gravel rolling out to coalesce with the earth below, securely holding your ally in to place.

Encounter ♦ Planar

Minor Action Ranged 10

Target: You or one ally in range

Effect: Until the end of your next turn, while the target is adjacent to solid grounding they can not be forced to move by a pull, a push, or a slide.

Elemental: The target gains a +2 power bonus to AC until the end of your next turn.

Guardian Angel Incarnist Utility 2

A small silvery hand appears behind an ally and pushes them along out of danger.

Encounter ♦ Planar
Immediate Interrupt Ranged 5
Trigger: An ally in range is hit by an opportunity attack.
Celestia: This power also triggers when an ally would be hit by a trap.
Effect: Shift the ally 1 square.

Impetuous Propulsion Incarnist Utility 2

You pull in the basic elements around your ally, hurling them along at brisk speeds.

Encounter ♦ Planar
Move Action Ranged 10
Target: One ally in range
Effect: Push the ally 12 squares. The ally is then knocked prone.
Elemental: This movement ignores difficult terrain.

Lifedrinker Incarnist Utility 2

An ally's weapon is wrapped in a necrotic mist, sucking the life out of its next bite.

Encounter ♦ Planar
Minor Action Ranged 5
Target: One ally
Effect: Until the end of your next turn, with the next melee attack the target deals damage with they gain temporary hit points equal to the damage dealt.
Shadowfell: Add additional temporary hit points to the amount the target would gain equal to your *aspect* modifier.

Order of the Styx Incarnist Utility 2

With the visual command of a single finger before your mouth, you silence that annoying voice in your enemy's mind.

Daily ♦ Planar
Minor Action Ranged 2
(6 with the hell origin)

Target: One creature
Effect: Until the end of encounter, whenever the target attempts to recharge a power they roll 2d6 for the recharge roll and use the lowest result.

Paint Thy Hands Red Incarnist Utility 2

A small red halo appears to only your eyes above everyone who stands against you.

Encounter ♦ Planar
Minor Action Personal
Target: Each creature you can see when you first use this power.
Effect: Until the end of next turn, you know if a target considers you an enemy or not.
Celestia: You gain a +5 power bonus to insight checks against these targets.

Twilight March Incarnist Utility 2

You shroud your allies in a translucent white fog, allowing them the benefits of stepping in to the shadowfell.

Daily ♦ Planar, Teleportation
Minor Action Ranged 5
Target: Each ally in range.
Effect: Until the end of encounter, each target may teleport 2 squares as a move action.
Shadowfell: Each target may teleport 3 squares as a move action instead.

LEVEL 3 ENCOUNTER MELDS

Humble Glory Incarnist Attack 3

A piece of heaven wraps your enemies in a gentle caress, glorifying their presence and punishing their sins.

Encounter ♦ Planar, Radiant
Standard Action Area burst 3 within 5 squares
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 1d8 + *aspect* modifier radiant damage and each target has a -5 penalty to stealth checks until the beginning of your next turn.
Celestia: If this attack hit, whenever a target deals damage to an ally, it is dealt damage equal to your *aspect* modifier until the beginning of your next turn.

Nupperibo Ruination Incarnist Attack 3

Those surrounding you shriek in pain, as their eyelids collapse upon themselves and their flesh tears and melts, causing a torrent of blood to wash over their eyes.

Encounter ♦ Planar, Necrotic
Standard Action Close burst 1
Target: Each enemy in burst
Effect: If a target ends its turn adjacent to you it is blinded until the end of its next turn.
Hell: Targets are dealt 1d8 + *aspect* modifier necrotic damage.

Tear into Gloom Incarnist Attack 3

You send your target bolting through the shadowfell with a series of necrotic hands grasping for them as they return to reality.

Encounter ♦ Necrotic, Planar, Teleportation
Standard Action Ranged 5
Target: One creature
Effect: Teleport the target 2 squares. In the middle of this teleport, you may make a secondary attack against the target.
Secondary Attack: Intelligence vs. Fortitude
Secondary Hit: 2d8 + *aspect* modifier necrotic damage.
Special: The target is not considered to be adjacent or within range of any other creature or object when you make the secondary attack.
Shadowfell: You may teleport the target a number of squares up to your *aspect* modifier instead of 2 squares.

Torrent of Winds Incarnist Attack 3

An ally slowly lifts off the ground as a fierce windstorm begins to wrap their body. With another press upon the planes, you send them hurtling in a whirling chaos of death towards a group of enemies.

Encounter ♦ Planar, Thunder
Standard Action Ranged 3
Target: One ally

Effect: Push the target 3 squares. At the end of this push, the target makes a melee basic attack against two enemies adjacent to them and deals your *aspect* modifier thunder damage in addition to any other damage the attacks deal.

Elemental: The target may attack each enemy they are adjacent to instead of two.

Storm Embrace Incarnist Attack 5

Your ally's body is wrapped with elemental might. Blue energy ripples and dances upon their flesh, stone heeding their every step's call. A cyclone of wind lifts their weapon from their grasps, directed by a new sense of control.

Daily ♦ Planar
Standard Action Ranged 5
Target: One ally

Effect: Until the beginning of your next turn, the target gains a climb speed of 3 and may make a melee basic attack as a minor action.

Elemental: This attack has a reach of 2.

Sustain Minor: You can sustain this power's effects.

Spiritmeld Incarnist Attack 5

You pull a spirit from its rest in the shadowfell straight into the soul of your opponent.

Daily ♦ Necrotic, Planar
Standard Action Ranged 5

Target: One creature
Attack: Intelligence vs. Will

Hit: The target is dominated until the end of your next turn.

Aftereffect: 1d8 + *aspect* modifier necrotic damage if you have the *shadowfell* origin.

Miss: The target is dazed until the end of your next turn.

LEVEL 5 DAILY MELDS

Angelic Beacon Incarnist Attack 5

Wings appear to rise from your form with an awing moment of absolute silence and the stunning glory of shining arrows seemingly fall from the heavens. Your enemies are left injured and drained. Your allies who responded, newly confident.

Daily ♦ Planar, Radiant
Standard Action Close burst 3

Target: Each enemy in burst
Attack: Intelligence vs. Reflex

Hit: 1d8 + *aspect* modifier radiant damage and each target is weakened until the beginning of your next turn.

Celestia: Each ally adjacent to you at the beginning of your next turn may make a saving throw.

Legion Lucidity Incarnist Attack 5

You and your allies' skin and eyes redden, focused. The visage of battle covers your clothes, and thoughts, as the sensory of your allies overwhelm. As all of your thoughts tune and focus, your next thought rings clear to all.

Daily ♦ Planar
Standard Action Close burst 10

Targets: You and each ally in burst

Effect: Each target shifts 2 squares then may make a basic attack. Until the beginning of your next turn, targets may communicate telepathically and their speed is increased by 1.

Hell: Each target shifts 4 squares instead of 2.

Sustain Minor: You can sustain the telepathic communication and speed increase.

LEVEL 6 UTILITY MELDS

Bulwark of Stone Incarnist Utility 6

The earth in front of you trembles as you rend a massive construct of unworked minerals upon it, a dense mass of materials this plane rarely comes to hold.

Daily ♦ Conjunction, Planar
Standard Action Area wall 8 within 10 squares.

Effect: You meld in a solid wall of contiguous squares filled with planar stone until the beginning of your next turn. The wall can be up to 8 squares long and 6 squares high.

The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.

Special: As a standard action, a creature can attack one square of the wall. Each square has 200 hit points.

Sustain Minor: You can sustain this power's effects if you have the *elemental* origin.

Eventide Mantle Incarnist Utility 6

You drag darkness upon your ally, fostering their being.

Encounter ♦ Planar, Teleportation
Move Action Personal

Hit: Teleport 3 squares. After you teleport, one ally adjacent to you (your choice) gains temporary hit points equal to one-half your level + your *aspect* modifier.

Shadowfell: You may teleport up to your speed instead of 3 squares.

Crown of Life Incarnist Utility 6

A brilliant halo shines above your crown spilling its illumination and vitality unto your form. With each following step the verdure beneath you flourishes.

Encounter ♦ Planar, Healing
Move Action Personal

Effect: At the beginning of your next turn, you and one adjacent ally (your choice) may spend a healing surge with a power bonus equal to your *aspect* modifier.

Celestia: This affects you and each adjacent ally instead.

Scare Tactics Incarnist Utility 6

With a series of skin wrenching commands, spoken from a tongue of fire, the inherent fear of Phlegethos sinks in to your allies forcing their actions further.

At Will ♦ Planar
Move Action Close burst 5

Target: Each ally in burst

Effect: Push each target 2 squares.

Hell: Each target gains a +1 power bonus to attack rolls until the beginning of your next turn.

LEVEL 7 ENCOUNTER MELDS

Deleterious Escutcheon Incarnist Attack 7

A translucent shield, bearing the image of a seraph driving its sword into the heart of a pit fiend, appears before an ally. The shield dances its guard against attacks, striking at those that pass through.

Encounter ♦ Planar, Radiant
Standard Action Ranged 5
Target: You or an ally

Effect: Until the beginning of your next turn, the target gains a +1 power bonus to AC and reflex and whenever an enemy damages the target with a melee attack, they are dealt your *aspect* modifier radiant damage. This damage cannot reduce a creature below 1 hit point.

Sustain Minor: You sustain this power effects.

Celestia: When you sustain this power, you may choose either you or an ally as a target instead of the current target.

Flashfreeze Incarnist Attack 7

A cold wind blows from you person followed quickly by a dead, cold silence. The newborn frozen air rips at skin and wounds, cracking flesh and crystallizing revealed blood.

Encounter ♦ Planar
Standard Action Close burst 5

Target: Each creature in burst

Attack: Intelligence vs. Fortitude; bloodied creatures are always considered hit by this attack.

Hit: 2d6 + *aspect* modifier cold damage.

Elemental: Targets this attack hit are slowed until the beginning of your next turn.

Hypochondria Incarnist Attack 7

A slew of insidious spirits grasp at the mind of your target, opening the eyes to the truth in pain.

Encounter ♦ Fear, Planar, Psychic
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d8 + *aspect* psychic damage and the target takes a -2 penalty to all saving throws until the beginning of your next turn.

Shadowfell: The target receives a -4 penalty to all saving throws instead.

Infernal Debt Incarnist Attack 7

You rip an ichor-soaked dagger in to existence, swiftly sending it in to your foe's side, causing feelings of fatigue and sloth to consume them. Their debt, they realize, best lies in the anguish of their allies.

Encounter ♦ Planar
Standard Action Melee 1

Target: One creature

Attack: Intelligence +2 vs. AC

Hit: Intelligence modifier damage and the target has a -2 penalty to attack rolls and saving throws until either the end of encounter or until they willfully attack one of their allies.

Hell: If the target willfully attacks one of their allies while under the effects of this attack, they deal additional damage equal to your *aspect* modifier.

LEVEL 9 DAILY MELDS

Archangel's Trumpet Incarnist Attack 9

You grasp a single hand towards an invisible object in front of you and lift it towards your mouth as the beautiful platinum horn avows its existence. Within a single breath, the trumpet sounds a beautiful hymn.

Daily ♦ Planar, Thunder
Standard Action Close burst 3

Target: Each creature in burst

Primary Attack: Intelligence vs. Reflex

Hit: Each primary target is knocked prone. Make a secondary attack against each primary target.

Secondary Attack: Intelligence vs. Will

Secondary Hit: 5d6 + *aspect* modifier thunder damage.

Secondary Miss: Half damage.

Celestia: Each ally within 10 squares may make a saving throw with a power bonus equal to your *aspect* modifier.

Bearded Tendrils Incarnist Attack 9

An ally's face darkens as veins visibly enlarge and course down to the base of their chin. The veins tear and crawl their way forward, slithering about and draining the life of all they approach.

Daily ♦ Planar

Standard Action Ranged 5

Target: You or one ally

Effect: Until the beginning of your next turn, each enemy that begins its turns adjacent to the target takes 5 damage.

Hell: Whenever a creature is dealt damage by this power, that creature is slowed until the beginning of its next turn.

Sustain Minor: You can sustain this power's effects.

Psychosomatic Plague Incarnist Attack 9

The pain-wretched minds of ravaged souls converge upon those around you, wracking their thoughts with the sights and feelings of mortal strewn plagues upon their own body as they're forced to claw out the insects fleeing their skin.

Daily ♦ Fear, Planar

Standard Action Area burst 3 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 2d8 + *aspect* modifier damage and the target is dazed (save ends). If the target fails its first saving throw against this power, the target is dealt an additional 3d8 damage.

Shadowfell: If this attack hit, each target can not use daily powers until the end of encounter.

Miss: The target is dazed until the beginning of your next turn.

Titanic Fury Incarnist Attack 9

Raw energy courses rapidly through your blood, your skin turning in of itself as molten stone pours forth from each pour. With another tug upon reality, you bring your new wonder in to existence, just before fleshing fire in to ice.

Daily ♦ Acid, Cold, Fire, Lightning, Planar, Thunder, Zone

Standard Action Close burst 5

Effect: Choose a damage type between acid, cold, fire, lightning, or thunder. References in this power that refers to the chosen damage type refers to this choice.

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: Each target is dealt 1d6 + *aspect* modifier damage of the chosen type.

Effect: The burst creates a zone of energy of the chosen damage type until the beginning of your next turn. Creatures who enter a square in this zone are dealt *aspect* modifier damage of the chosen damage type.

Effect: You gain resist 20 to the chosen damage type until the beginning of your next turn.

Sustain Minor: You sustain this power's effects.

Elemental: When you sustain this power, you may choose a different damage type.

LEVEL 10 UTILITY MELDS

Alabaster Sentinel Incarnist Utility 10

Reacting upon the enemies' hostility, you shroud yourself in celestial robes of silver and white melding with a humbling aura against those who oppose you.

Daily ♦ Planar

Immediate Interrupt Close burst 10

Trigger: You roll initiative

Target: Each enemy in burst

Effect: Each target takes a -3 penalty to initiative.

Celestia: Each target takes a -6 penalty to initiative instead.

Beauty of the Brachina Incarnist Utility 10

Your form slowly melts away in to that of a pleasure devil, a female humanoid appearing fiend with graceful curves and a stunningly gorgeous face. Your armor and clothing are seemingly replaced by silken garments that smoothly fit your new frame.

Encounter ♦ Planar

Standard Action Personal

Effect: You are seen as a beautiful woman with features you designate until you take a short or extended rest. While in this form, you gain a +3 power bonus to all Charisma based skill checks. You take a -5 penalty to all Charisma based skill checks instead against any creatures who observed you taking this form or leaving this form, until end of encounter.

Hell: You gain a +5 power bonus to all Charisma based skill checks instead.

Grim Riposte Incarnist Utility 10

As the enemy strikes down upon your ally, the point of impact rapidly shifts in to a skeletal figure, the shadowy muscles inside it flailing out and imposing your enemy's misery upon themselves.

Encounter ♦ Planar

Immediate Interrupt Ranged 5

Trigger: A melee attack imposes either the dazed, deafened, immobilized, slowed, or weakened condition upon you or an ally

Target: The triggering attacker

Effect: The target does not impose the triggering condition and instead you impose the triggering condition on the target until the end of the target's next turn.

Shadowfell: This power also triggers when a melee attack imposes either the blinded, restrained, or stunned condition upon you or an ally.

Warp the Flaccid Flesh Incarnist Utility 10

A veil of cold wind wraps your ally, their skin adjusting to match its patterns.

Daily ♦ Planar

Minor Action Ranged 5

Target: One ally

Effect: Until the beginning of your next turn, the target gains resistance to either acid, cold, fire, lightning, or thunder (your choice) equal to twice your *aspect* modifier.

Elemental: Double this resistance.

Sustain Minor: You can sustain this power's effects.

LEVEL 13 ENCOUNTER MELDS

Blind Justice

Incarnist Attack 13

A pristine white cloth wraps around your head, hindering your sight. To this, you raise a balanced steady hand forward melding an immaculate balance in to your grasp which begins to slowly tip. The vengeance of holy justice echoes the pain those around you have caused.

Encounter ♦ Planar, Radiant

Standard Action Close burst 5

Target: Each creature in burst

Effect: Each target is dealt radiant damage equal to half the amount of damage they dealt during the turn they took before this action.

Celestia: This power does not effect you.

Bone Fiddle

Incarnist Attack 13

You pass your hand in the air towards an enemy, as if to guide an orchestra. Bringing down the first note causes the enemy to wrench in tune, as a bone-white ghostly violin bow forms itself in guide to your direction, parsing the flesh with the sawing motion of a discordant, yet oddly sweet, harmony.

Encounter ♦ Planar, Necrotic

Standard Action Ranged 2

(6 with the shadowfell origin)

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + *aspect* modifier necrotic damage, the target is weakened, and the target grants combat advantage to all attacks against it until the beginning of your next turn.

Sustain Minor: If you have the shadowfell origin, you may sustain this power. When you do, you can repeat the attack against the same target.

Special: You can not sustain this attack if it has already missed the target.

Chains of Mephistopheles

Incarnist Attack 13

The air bellows, cracks, and cachinnates as blackened chains tear from the planes around your prey, lashing out and catching them in a writhing hell.

Encounter ♦ Planar, Radiant

Standard Action Ranged 2

(6 with the hell origin)

Target: One creature

Attack: Intelligence +2 vs. Reflex

Hit: 1d8 + *aspect* modifier necrotic damage and the target is restrained (save ends). As long as the target is restrained, it may take a move action to make a saving throw against this effect.

Hell: Whenever the target attempts to make a saving throw against the restrained condition of this power, they are dealt your *aspect* modifier necrotic damage.

Crater

Incarnist Attack 13

You rift open the sky, allowing a meteor to penetrate this plane of existence temporarily as it demolishes everything within its path.

Encounter ♦ Planar

Standard Action Area burst 1 within 10 squares

Primary Target: Each creature in burst

Primary Attack: Intelligence vs. Fortitude

Hit: 2d8 + *aspect* modifier fire damage and the targets are knocked prone.

Elemental: Make the following secondary attack:

Area burst 5 centered on the same square as the primary attack.

Primary Target: Each creature in burst.

Primary Attack: Intelligence vs. Fortitude

Hit: 1d8 + *aspect* modifier thunder damage and the targets are pushed 2 away from the origin of the burst. Creatures in the origin of the burst take your *aspect* modifier extra damage instead of being pushed.

LEVEL 15 DAILY MELDS

Desolate

Incarnist Attack 15

You unleash a torrent of battering souls in to the body of the target, each constantly diving in and pulling out a hope or dream for everyone to see and displaying it in a brilliant silvery halo above the target. Slowly, they begin to shred them.

Daily ♦ Planar

Standard Action Ranged 10

Target: One creature

Effect: The target is helpless until the end of your next turn.

Hell: Until the beginning of your next turn, whenever an attack would deal damage to the target, the target is dealt additional damage equal to twice your *aspect* modifier of the same damage types as that attack.

Sustain Minor: You may sustain the helpless condition if you have the shadowfell origin.

Form of Grace

Incarnist Attack 15

Veils of gold and silver shroud your ally, unveiling a magnificent grace, beckoning winds of iridescent light to lift your ally whilst bringing a holy smite on all those around them.

Daily ♦ Planar

Standard Action Ranged 5

Target: You or one ally

Effect: Until the beginning of your next turn, the target gains the following two powers:

At Will

Move Action Personal

Effect: Fly 8 squares. If you don't end your movement on solid ground, you float to the ground without taking falling damage.

At Will ♦ Radiant

No Action Close burst 1

Trigger: You complete a standard action attack

Target: Each enemy in burst

Attack: Intelligence, Wisdom, or Charisma (your choice) vs. Will

Hit: 2d8 + *aspect* modifier radiant damage.

Celestia: Until the beginning of your next turn, as long as the target is not bloodied, attackers take a -2 penalty to attack rolls against the target.

Sustain Minor: You sustain all effects of this power.

Zap

Incarnist Attack 15

With a snap of your fingers, a brief and barely perceivable moment occurs in which the storms of the elementals breaks on to the battlefield.

Daily ♦ Planar

Standard Action Area wall 12 within 10 squares

Target: Each creature in area

Attack: Intelligence +2 vs. Reflex

Hit: 4d6 + *aspect* modifier lightning damage and the targets are weakened until the beginning of your next turn.

Miss: Half damage + 1d6 and no weakened effect.

Elemental: When you declare this attack, it does not trigger immediate interrupts, immediate reactions, or opportunity attacks. You gain extra minor action this turn after the attack.

PARAGON PATHS

HELLFIRE LIEGE

“Let hell's fire burn within you.”

Prerequisite: Incarnist class, Hell planar origin

You have witnessed hell and have taken it back with you. Below the frozen depths of Cania rests the burning might of true devilish power, a terrifying and fiery force known as hellfire. Of course, to recreate such energy is beyond even the immortals; this is a power for which you must theft directly from the plane. Through such a blazed embrace binds a pact of control to each fiery drop, a painful equality to each burst of which you must concede. Of course, does it matter when there will be none but ash standing before you to dare attempt advantage of this?

HELLFIRE LIEGE PATH FEATURES

Fiery Resistance (11th): You gain resist 10 cold and resist 10 fire. If you already have either resistance, that resistance increases by 5.

Surge of Flames (11th): When you spend an action point you may choose to lose HP equal to your healing surge value. If you do, each enemy adjacent to you is dealt 2d6 + your *aspect* modifier damage.

Too Hot to Handle (16th): Enemies adjacent to you receive a -3 penalty to attack rolls against you.

Hellfire Blast

Hellfire Liege Attack 11

The flames of lower Cania burst around your arms, twirling about before spiraling in to a powerful blast, melting the flesh of your targets with an energy hotter than anything they've ever experienced.

Encounter ♦ Fire, Planar, Necrotic

Standard Action Area burst 1 within 10 squares.

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + *aspect* modifier fire and necrotic damage.

Special: You can choose to lose HP equal to either your healing surge value or bloodied value before making your attack roll. If you choose to lose HP equal to your healing surge value, each target this attack hits takes 3d6 + your *aspect* modifier fire and necrotic damage that ignores any of the target's resistances, instead of 2d6 + your *aspect* modifier damage. If you choose to lose HP equal to your bloodied value, each target this attack hits takes 4d6 + your *aspect* modifier fire and necrotic damage that ignores any of the target's resistances, instead of 2d6 + your *aspect* modifier damage, and half this damage to any of the targets this attack misses. Miss damage dealt this way does not ignore the target's resistances.

Indebted Surge

Hellfire Liege Utility 12

The intense power of hell flows through you, rejuvenating forfeit abilities.

Daily ♦ Planar

Minor Action

Personal

Effect: You lose 2d6 HP. You regain one encounter power you have already used.

Hell's Furnace

Hellfire Liege Attack 20

You rip a hole in to reality, burrowing your arm in to the depths of hell, unleashing the searing hellfire in a deadly whirlwind around you.

Daily ♦ Fire, Planar

Standard Action

Close burst 5

Effect: This power creates a zone of intense heat that lasts until the beginning of your next turn. Creatures in this zone gains vulnerability 10 to fire damage. While this zone exists, you are restrained and creatures who enter or begin in a square adjacent to you are dealt 1d6 + your *aspect* modifier fire damage.

Special: If the zone has a radius of 20 or greater, creatures who enter or begin in a square within 5 squares of you are dealt 1d6 fire damage. This damage is in addition to the damage dealt for creatures who enter or begin in a square adjacent to you.

Sustain Minor: The zone persists, and you can increase its size by 5. You lose 1d6 HP.

DIVINE VANGUARD

"I stand for all, for all to stand."

Prerequisite: Incarnist class, Celestia planar origin

You are the revitalization incarnate, the panacea of the frontline. Through divine intervention of your own making, you hold skin and sinew alike in bond – carrying the all life onwards to honor the pure. Or rather, honor whoever you feel like honoring. Through no blessed rule does the vanguard take the protection of the heavens and wrap it in to your allies, making a fortification of of glory and flesh. Only through you does this hold.

DIVINE VANGUARD PATH FEATURES

Celestial Aura (11th): You and each ally within 5 squares of you gain regeneration equal to your *aspect* modifier while they are bloodied.

Solidarity (11th): When you spend an action point, you and each ally within 5 squares of you may choose to either make a saving throw or gain a +2 bonus to AC and Will until the end of their next turn.

Impenetrable (16th): Whenever an effect caused by an enemy would stun you or an ally within 5 squares of you, that effect dazes instead with the same duration.

Fetters of Penance Divine Vanguard Attack 11

Light convulses upon your target's wrists and ankles, forming a searing set of manacles tugging down on to a pulsing circle of holy light.

Encounter ♦ Planar, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Intelligence +2 vs. Fortitude

Hit: 2d8 + *aspect* modifier radiant damage and the target is slowed and weakened (save ends both).

Vivify Divine Vanguard Utility 12

Life, wisdom, focus all begin to reawaken within your target, forcing a cascade of energy within them – driving them to fixate on the goal at hand.

Daily ♦ Planar

Minor Action Ranged 10

Target: One creature

Effect: The target may spend a healing surge. They then choose one of their encounter powers. That power gains recharge ☼☼ ☼☼ until the end of the encounter.

Seraph

Divine Vanguard Attack 20

Alacrity and light overwhelm you as your form spends a moment to imbricate itself in feathers. You emerge from the glow as an angel of six wings with a calming, burning, radiance.

Daily ♦ Planar

Standard Action

Personal

Effect: You gain temporary hit points equal to your healing surge value and then become insubstantial and are stunned until the beginning of your next turn. At the beginning of your next turn and until the end of encounter you gain the following properties:

- A fly speed of 10
- Resistance 20 to fire, necrotic, and radiant damage.
- Your celestial aura and impenetrable path features affects all allies within 10 squares.
- Whenever an ally within 10 squares of you would make a saving throw, they roll twice and use the highest result.
- Whenever an ally within 10 squares of you would spend a healing surge, they gain additional HP equal to your *aspect* modifier.
- Whenever an enemy adjacent to you hits you with an attack, they are dealt twice your *aspect* modifier fire and radiant damage.

FEAT DESCRIPTIONS

All of the feats presented here are in the same format as the core rulebooks, with the same rules outline there. Further, all of these feats are specific to the Incarnist class.

HEROIC TIER FEATS

BLESSED BOND [INCARNIST]

Prerequisite: Incarnist, Celestia planar origin

Benefit: Whenever you use a power with a **Celestia** entry, you gain a +1 feat bonus to your next saving throw before the beginning of your next turn.

ELEMENTAL VIGOR [INCARNIST, GENASI]

Prerequisite: Incarnist, Elemental planar origin, Genasi

Benefit: You can use Strength as an *aspect*. You gain a +1 feat bonus to AC as long as you are wearing leather, hide, or chainmail.

GLORIOUS HEARTH [INCARNIST]

Prerequisite: Incarnist, Celestia and Elemental planar origins

Benefit: Whenever you would deal radiant damage with a planar power, you can deal fire and radiant damage with that power instead.

HARMONIC REVERY [DEVA, INCARNIST]

Prerequisite: Incarnist, Celestia planar origin, Deva

Benefit: You can use Wisdom as an *aspect*. Whenever you use *memory of a thousand lifetimes*, you may make a saving throw.

HELL'S FLAMES [INCARNIST]

Prerequisite: Incarnist, Hell and Elemental planar origins

Benefit: Whenever you would deal necrotic damage with a planar power, you can deal fire and necrotic damage with that power instead.

INSATIABLE WRATH [INCARNIST, TIEFLING]

Prerequisite: Incarnist, Hell planar origin, Tiefling

Benefit: You can use Charisma as an *aspect*. Whenever you deal damage to a bloodied creature, you may lose 1d6 hit points to regain the use of *infernal wrath*.

SHADOW'S CHILL [INCARNIST]

Prerequisite: Incarnist, Elemental and Shadowfell planar origins

Benefit: Whenever you would deal necrotic damage with a planar power, you can deal cold and necrotic damage with that power instead.

SHADOW CONVULSION [INCARNIST]

Prerequisite: Incarnist, Shadowfell planar origin

Benefit: Whenever a power would cause you or any ally within 5 squares of you to teleport, you may increase the distance of the teleport by 1 square in any direction you choose.

SHADOWDANCER [INCARNIST, SHADAR-KAI]

Prerequisite: Incarnist, Shadowfell planar origin, Shadar-kai

Benefit: You can use Dexterity as an *aspect*. You gain a +2 feat bonus to your movement speed as long as you are insubstantial.

VILE BOND [INCARNIST]

Prerequisite: Incarnist, Hell planar origin

Benefit: Whenever you use a power with a **Hell** entry, enemies adjacent to you take a -1 penalty to saving throws until the beginning of your next turn.

PARAGON TIER FEATS

FELL JAUNT [INCARNIST, SHADAR-KAI]

Prerequisite: Incarnist, Shadowfell planar origin, Shadar-kai

Benefit: Whenever you use *planar jaunt* targeting you or another Shadar-kai and choose the shadowfell effect, the target may use their *shadow jaunt* racial power as a free action without expending its use for the encounter.

GLORIOUS JAUNT [DEVA, INCARNIST]

Prerequisite: Incarnist, Celestia planar origin, Deva

Benefit: Whenever you use *planar jaunt* targeting you or another Deva and choose the celestia effect, the target may push each enemy adjacent to it 1 square.

SOULSHIFT JAUNT [GENASI, INCARNIST]

Prerequisite: Incarnist, Elemental planar origin, Genasi

Benefit: Whenever you use *planar jaunt* targeting you or another Genasi and choose the elemental effect, the target may change their elemental manifestation to another they have available.

TYRANNICAL JAUNT [INCARNIST, TIEFLING]

Prerequisite: Incarnist, Hell planar origin, Tiefling

Benefit: Whenever you use *planar jaunt* targeting you or another Tiefling and choose the hell effect, the target may deal either twice their *aspect* modifier (if they are an Incarnist) or twice their Charisma modifier damage (their choice) to each bloodied creature within 3 squares of them.

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