

BLEACH

ブリーチ

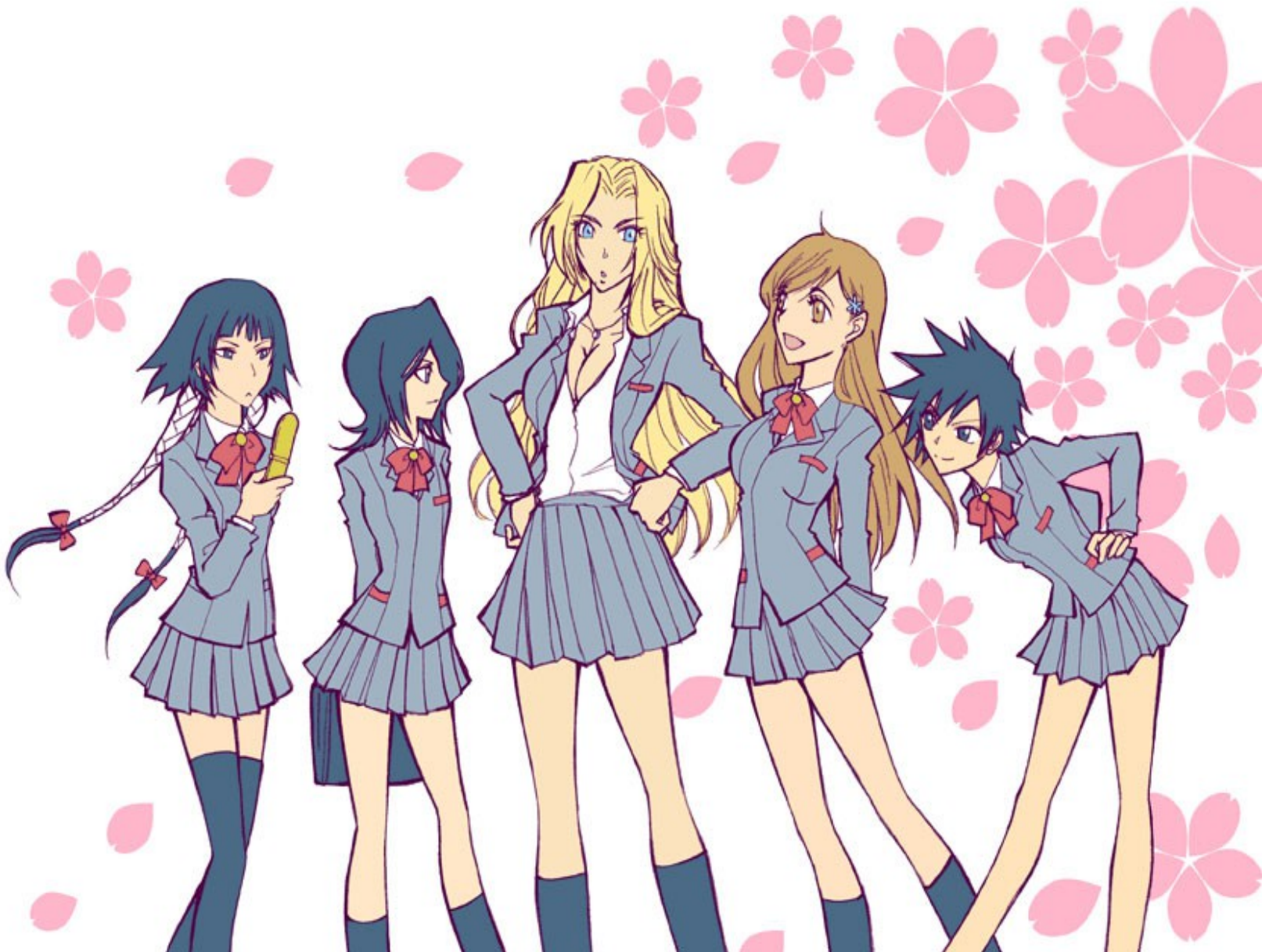
The Complete Expanded Universe

Back to School MotherF***ers!



Forward

This book is chock full of items that we've either forgotten, have to post new, or have to errata. It also contains an expanded universe Timeline for you to put in your games to make sure that everything makes sense. It also contains a few spoilers for future releases, and somethings that are different than the core Bleach Universe.



Expanded Timeline

The following timeline includes important events in the Bleach d20 Classless expanded universe and includes all races that have been produced (Except Hunters).

- **Approx. Millions of Years BCE:** Kamis were on Earth before Humanity
- **Approx. 2.5 Million Years BCE:** Watched Humanity Evolve, may have been involved in evolution (Coterminous Evolution)
- **Approx. 22,000 Years BCE:** Some Kami take in humans, attempted to teach them, Some Opposed, Some Neutral (*Opinions of the Leadership: Enma: Gaians Against, Danika: Summoners For it, The Spirit King: Neutral, The Great Leader: Lunar Neutral, The First: Solar: For it*)
- **Approx. 21,000 Years BCE:** Kami discovered Death when Humans were dying and that they don't see ghosts
- **Approx. 20,500 Years BCE:** Hollowfication became a problem, started attacking the Kami and other people
- **Approx. 20,000 Years BCE:** Kami learned how to Purify Hollows after many generations.
- **Approx. 19,900 Years BCE:** They learned that if you don't send them somewhere, they rehollowfy
- **Approx. 18,000 Years BCE:** Several students of the Kami become deific in their own rights becoming the Guardian Deities of the world. Their descendants also had divine spark and began calling themselves Shinkoukenjin
- **Approx. 10,000 Years BCE:** The Kami decided to create Soul Society in the Dangai and inadvertently wiped out the beings that would become the Abyssal Ones.
- **Approx. 10,000 Years BCE:** Souls are given a place to stay within Soul Society, and to prevent hollowfication, their memories were wiped to prevent the loss of the heart
- **Approx. 9,000 Years BCE:** Enma is intrigued by the Hollowfication process and creates Hueco Mundo as a place to experiment on Hollow. Las Noches built as a research facility within Hueco Mundo, Stores the Hollow there
- **Approx. 6,000 Years BCE:** The Spirit King becomes suspicious of Enma and creates the City of Brass and the Djinn. They would become the prototype for Shinigami.
- **Approx. 4,500 Years BCE:** The Djinn prove to warlike, and are sealed in their City of Brass.
- **Approx. 3,000 Years BCE:** Hollow eventually evolved the ability to escape from Hueco Mundo
- The Souls in Soul Society ask for help and are given the first Zanpakutou
- **Approx. 2,500 Years BCE:** Oetsu Nimaiya invents the process of mass producing blank Zanpakutou
- **Approx. 2,499 Years BCE:** Ichibe Hyosube names them Asauchi and discovers their releases thus naming them.
- **Approx. 2,300 Years BCE:** Enma attacks Soul Society itself, while releasing Hollows onto the world so the other Kami couldn't interfere with the both attacks.
- **2,298 Years BCE:** In the battle in Soul Society, Enma strikes down the Solar's Leadership, who rushed to their defense, and impales his own weapon into what would become Sokyoku Hill. The weapon itself is the Sokyoku.
- **2,290 Years BCE:** Fullbringers begin Evolving en masse from the attacks by Hollows
- During the Battles in Soul Society, Enma recruits some souls to his side, they would later become Togibito.
- **2,280 Years BCE:** Enma defeated in Soul Society, and once the Kami had defeated the Hollow in the world of the Living, they enacted their powers to create a place of subjugation that they could seal away Enma and his Soul allies. They forged a seal using the personal equipment of the Solar, Lunar and Gaian leadership. They used the Solar's Sword, the Lunar's Armor and the Gaian's Helm to forge the seal and locked him away.
- **2,279 Years BCE:** The Kami granted the Zanpakutou the ability to send Evil souls to this new realm called Jigoku.
- **2,200 Years BCE:** The Kami, realizing that they nearly destroyed the world, and that they were severely weakened by the sealing of Enma, and the War, began preparations to retreat from Earth.
- Those that would become the Solar advocated going to the Sun to live
- Those that would become the Lunar advocated going to the Moon to live
- Those that would become the Gaian escaped captivity. Some went back to Hueco Mundo and died.

- **2,000 Years BCE:** When no accord could be reached, and the Gaians could not be found, the Solar and Lunar went their own separate ways.
- **2,000 Years BCE:** Danika took her followers to Soul Society where she settled them beyond the Eastern Mountains.
- **2,000 Years BCE:** Superhumans began evolving to fill the gap left by the leaving of the Kami inspiring many legends along with Fullbringers such as Hercules and Samson.
- **1,900 Years BCE:** Shinigami were put in charge of patrolling for Souls and sending them on.
- **1,800 Years BCE:** The Lunar and Solar arrive at their destinations, and use the last of their divine power to create stable environments to live in on their inhospitable residences.
- **0 AD:** Genryusei Yamamoto leads bands of bandits across Soul Society armed with Zanpakutou and slowly becomes the strongest being in Soul Society forming the Soul Arts Academy and galvanizing the Sereitei into a cohesive Gotei 13
- **1,034 AD:** The Spirit King loses his limbs after fathering a child, Ywach with a Human woman
- **1,000 AD:** Ywach begins attempting to defend the Earth like the Kami of old, but instead begins destroying the balance, starting the Quincy Blood War. The Quincy Blood war ends with Ywach's defeat.
- **1001 AD:** The Twisted begin showing up because Quincy Remove shit from the cycle.
- **1010 AD:** Yotogi are created by Squad Zero in the Spirit King's Name to re-balance the souls thrown out of existence by the Quincy Blood War
- **1200 AD:** Yotogi, sensing the imbalance, passed themselves off as gods, contacted then subjugated the Djinn, and were stricken down for it by Danika, forcing a tradition of non-interference, and the job of recording history.
- **1,580 AD:** Oda Nobunaga breaks the Solar's Sword held by Suzaku at Azuchi Castle in an attempt to free Enma from Jigoku. Suzaku is killed in the coup attempt, but returns to avenge her death.
- **June 21st 1,582 AD:** Oda Nobunaga is killed by Samanosuke Akechi, goes to Jigoku for his sins
- **1,600 AD:** Oda Nobunaga escapes Jigoku and attempts to take over the world, being beaten back by the combined forces of Soul Society and the Shinkoukenjin
- **February 3rd 1,605 AD:** The Shinkoukenjin, after Oda Nobunaga's second defeat, attempted to enact the same seal on Nobunaga and his followers that the Kami used to seal Enma, but being weaker, had to leave half the races that participated behind to enforce the seal.
- **February 3rd 1,605 AD:** Samanosuke Akechi agrees to stay with the Shinkoukenjin left behind to ensure Nobunaga's seal
- **June 5th 1,652 AD:** The Female Kitsune join the ranks of Jigoku as a whole and become twisted and evil while the males remained true to their duties.
- **1,680 AD:** Koga Kuchiki rebels against Soul Society and inadvertently creates the first Awakened Zanpakutou.
- **1756 AD:** The Djinn break free of the Yotogi, and begin partnering with them instead and using their abilities to bring balance to the world.
- **1,929 AD:** Oda Nobunaga succeeds in corrupting those that jailed him over the past 325 years.
- **1,930 AD:** Project Spearhead creates the Mod Souls and Rin Toa creates the Bounto
- **August 19th 1934 AD:** The Gaian, under unknown influence from Nobunaga's troops, paved the way for Hitler's rise to power.
- **August 6th 1945 AD:** Due to Hitler's influence, the world created the first Nuclear Weapons, and dropped one on Hiroshima, ripping souls from the Cycle and forming The Broken.
- **August 9th 1,945 AD:** Nobunaga obtains orders that Nagasaki will be struck three days later, and has troops waiting to collect the souls of the dead to power Sasori objects to break the seal on the Oni Courts
- **August 21st 1,945 AD:** The first Gijin are seen and taken in by the Yotogi, and in gratitude agree to become bodyguards to them.
- **September 2nd 1,945:** The Kyoto Accords are signed on VJ-Day
- **November 5th 1955:** Gunji defeats the leader of the Wanizame and becomes leader of Court 7
- **September 3rd 1,985 AD:** The first Soulcasters begin showing up

Feats

The following feats supplement or replace others.

Shinkoukenjin Feats

ABSINTHE ADAVISM [MAMUSHI, SOUL]

Prerequisites: Mamushi, Constrict, Acidic Power, Unarmed Strike 12+ Ranks, Good Allegiance

Benefit: You gain a +2 bonus on your Dexterity and Constitution scores. You also gain a +4 bonus on Skill Checks that involve Dexterity and Constitution. Also, once per day you may enter a Profane Blight. While in a Profane Blight, you gain a +8 bonus to your Dexterity and a +4 bonus to your Constitution. Once per Profane Blight, you may negate one attack performed on you. You take a -2 penalty on all skill checks. The increase in constitution grants +2 hit points per level. These hit points do not decrease first like Temporary Hit Points These bonuses last for a number of rounds equal to 3 + your newly modified Constitution Modifier. You are winded at the end of your Profane Blight. If you have any other Rage-like effect, you may use it during your Profane Blight, even using up to four at once. Increase the tiredness one step for each rage you stack upon Absinthe Adavism. (Winded becomes Fatigued, Fatigued becomes Exhausted, Exhausted becomes Unconscious)

Special: You may take this feat multiple times, each time you do, you gain an additional use of Profane Blight per day.

ACAJOU ADAVISM [HENPUKU, SOUL]

Prerequisites: Henpuku, Any two Metabreath feats, Unarmed Strike 12+ Ranks, Good Allegiance

Benefit: You gain a +2 bonus on your Dexterity and Wisdom scores. You also gain a +4 bonus on Skill Checks that involve Dexterity and Wisdom. Also, once per day you may enter a Screeching Flurry. While in a Screeching Flurry, you gain a +8 bonus to your Dexterity and a +4 bonus to your Wisdom. Once per Screeching Flurry, you may increase all speeds you possess by x10 for one minute. You take a -2 penalty on all skill checks. These bonuses last for a number of rounds equal to 3 + your Constitution Modifier. You are winded at the end of your Screeching Flurry. If you have any other Rage-like effect, you may use it during your Profane Blight, even using up to four at once. Increase the tiredness one step for each rage you stack upon Acajou Adavism. (Winded becomes Fatigued, Fatigued becomes Exhausted, Exhausted becomes Unconscious)

Special: You may take this feat multiple times, each time you do, you gain an additional use of Screeching Flurry per day.

ACACIA ADAVISM [SASORI, SOUL]

Prerequisites: Sasori, Improved Hard Shell, Fire Subtype, Burrow, Weapon Attack 12+ Ranks, Good Allegiance

Benefit: You gain a +2 bonus on your Intelligence and Charisma scores. You also gain a +4 bonus on Skill Checks that involve Intelligence and Charisma. Also, once per day you may enter use Arcane Intellect. While you use Arcane Intellect, you gain a +8 bonus to your Intelligence and a +4 bonus to your Charisma. Once per Arcane Intellect, You may use one, once per day (Or multiple use per day) ability without using up one of it's uses per day. The increase in Charisma grants you bonus Reiatu equal to twice your level's Reiatu. You take a -2 penalty on all skill checks. These bonuses last for a number of rounds equal to 3 + your Constitution Modifier. At the end of Arcane Intellect, you are stifled for one minute.

Special: You may take this feat multiple times, each time you do, you gain an additional use of Arcane Intellect per day.

PLAINS LORD [TATANKA, SOUL]

Prerequisites: Tatanka, Plainswalking, War Stomp, Thick Hide, Non-Good allegiance

Benefit: You take on a more Buffalo-like form, and your Gore moves up one dice size as does your Slam.

Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity of Constitution
- **Category 2:** Gain Mettle
- **Category 3:** Gain either +2 HP per level or +20 Reiatu per Level
- **Category 4:** Gain a Size category
- **Category 5:** Gain a +20ft Landspeed increase, or +2[BW] on a charge.

PACK LORD [SUGMANITU, SOUL]

Prerequisites: Sugmanitu, Savage, Frightful Howl, Non-Good Allegiance

Benefit: You take on a more wolf-like form, and your Bite moves up one dice size. You gain a +10 foot land speed increase. Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain either Mettle or Evasion
- **Category 3:** Gain Rage or Whirling Frenzy as a Bonus Feat
- **Category 4:** Gain +2 bonus on the DC of all your Howls/Yowls
- **Category 5:** Gain/Grant an additional +2 when you receive or use the Aid Another action

SNOW LORD [SHIROKUMA, SOUL]

Prerequisites: Shirokuma, Bite, Bear Hug, Growl, Non-Good Allegiance

Benefit: You take on a more Bear-Like for and your claw damage moves up one dice size. You gain a +8 bonus on Grapple checks. Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain Mettle or Regeneration Equal to $\frac{1}{2}$ your Fast Healing score.
- **Category 3:** Gain Awesome Blow or Area Attack as a bonus feat
- **Category 4:** Gain a Size Category
- **Category 5:** Gain a +20ft Landspeed increase

ICE LORD [JINCHOU, SOUL]

Prerequisites: Jinchou, Slip'N'Slide, Eggwarmer, Expert Charger, Non-Good Allegiance

Benefit: You take on a more penguin-like appearance and your peck damage moves up one size category and you gain +4 to attack rolls when you charge instead of +2. Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain Evasion or Fast Healing equal to your Constitution Modifier
- **Category 3:** Gain a +20ft Landspeed increase and +2[BW] on a charge attack
- **Category 4:** Lose one Size Category or Gain one size Category
- **Category 5:** You now take half damage from Fire attacks.

DRAKE LORD [KIRENKETSU, SOUL]

Prerequisites: Kirenketsu, Breath Weapon, Frightful Presence, Cast Iron Gullet, Non-Good Allegiance

Benefit: You take on a more dragon-like appearance and your Claws and Bite attacks move up one size category. Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain Mettle or $\frac{1}{2}$ damage from one element (From your Breath Weapon)
- **Category 3:** Gain one Size Category
- **Category 4:** Gain a Flight Speed equal to your Landspeed in combat (Swim Modifier x10 MPH out of combat)
- **Category 5:** Choose one Status Effect from the following list (*Blinded*, *Deafened*, *Sleeping* or *Paralyzed*) Your breath weapon now inflicts that Status (*Strength Based Fortitude negates*) (*Blinded* and *Deafened* lasts till the end of combat, *Paralyzed* lasts for 1d4+1 rounds. *Sleeping* lasts till woken)

STRIPE LORD [TORA, SOUL]

Prerequisites: Tora, Greater Elemental Bite, Pounce, Rake, Non-Good Allegiance

Benefit: You take on a more tiger-like appearance and your Claw damage improves one size category also you gain a bonus on Unarmed Attacks that aren't at your highest base attack bonus equal to your Intelligence Modifier (Maximum +5). Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain Evasion
- **Category 3:** Gain one Size Category
- **Category 4:** Gain either Improved Scent or a Third Claw Attack per round
- **Category 5:** Choose one Status Effect from the following list (*Poisoned* (STR: 1d3/1d4), *Stifled*, *Stunned*, *Staggered*). Your Elemental Bite now inflicts that status (*Dexterity Based Fortitude Save negates*) (*Stifled* and *Stunned* lasts 1d4+1 rounds, *Staggered* lasts 1d6 rounds)

SHELL LORD [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou, Great Slam, Improved Grab, Improved Hard Shell, Non-Good Allegiance

Benefit: You take on a more Turtle-like appearance and your Slam damage improves one size category. You may now breathe water as well as air. Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain Mettle or High Pain Tolerance (as a Bonus Feat)
- **Category 3:** Choose Water, Electricity or Acid. You take ½ damage from that element
- **Category 4:** Gain Hold the Line or Deny Death as a Bonus Feat
- **Category 5:** Gain a Size Category

HOST LORD [HOUEOUZA, SOUL]

Prerequisites: Hououza, Improved Maneuverability, Improved Flight, Rise from the Ashes, Non-Good Allegiance

Benefits: You take on a more phoenix-like appearance and your Wing Buffet Damage increases one size category and you gain a +2 bonus to your Intelligence, Wisdom or Charisma. Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain Evasion or Life's Blood (as a Bonus Feat)
- **Category 3:** Choose Force, Electricity or Negative Energy. You take ½ damage from that element.
- **Category 4:** Gain Special Attack (Fire Based for free) or One Size Category
- **Category 5:** Gain the ability that, when you Rise from the Ashes, you heal all adjacent allies for 10 hit points per level (Max 150 HP)

SHIVER LORD [WANIZAME, SOUL]

Prerequisites: Wanizame, Clinging Bite, Blood in the Water, One-Winged Shark Angel, Non-Good Allegiance

Benefit: You take on a more shark like appearance and your Bite damage improves one size category. Also you as long as you move 10 feet in a round, you gain a +2 bonus to Attack, Defense and Reflex saves (Above and beyond all other bonuses.) Choose one option from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain Improved Trip or Improved Grapple as a bonus feat
- **Category 3:** You take ½ damage from Water and Cold damage
- **Category 4:** Gain Hold the Line or Wall of Steel as a Bonus Feat
- **Category 5:** Gain or Lose a Size Category

CLUSTER LORD [UIBA, SOUL]

Prerequisites: Uiba, Poisonous Bite, Superior Spider Sense, Web Swinger, Non-Good Allegiance

Benefit: You take on a more spider-like appearance and your Bite damage improves one size category. Also you gain a +20ft bonus on your climb speed, or gain 20ft climb speed if you didn't have one before. Choose one benefit from each category:

- **Category 1:** +2 to Strength, Dexterity or Constitution
- **Category 2:** Gain Evasion or Mettle
- **Category 3:** Gain Invisibility 3/day or +10 Bonus to Hide/Move Silently checks at all times
- **Category 4:** Choose one Allegiance from the following list (Good, Evil, Chaos, Law), take half damage from anyone with that allegiance.
- **Category 5:** You gain Drider Form: Once per day per 2 levels, you may shift your appearance to a hybrid between Spider and Human. You gain a total of 8 spidery legs, and gain a +4 bonus to Bull rush, Grapple and Overrun checks. You also gain a size category (All benefits, no penalties) and a climb speed equal to your land speed. Lastly while in Drider form, you gain a +8 bonus to Strength, Dexterity and Constitution. This form lasts for a maximum of 1 hour per level.

TURTLE [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou, Hard Shell, Constitution 18+

Benefit: You gain the unique ability to pull your head and limbs into your body. Though disturbing, this talent allows you to avoid having your head and limbs removed. If any effect would remove your head or limbs, you may turtle. Turtling counters the ability that attempted to remove your head or limbs. In addition, you may attempt to negate the damage from one attack per round by making a Reflex Save equal to (15 + Damage Dealt).

IMPROVED BITE [KIRINKETSU, GENERAL]

Prerequisites: Kirinketsu, Unarmed Strike 6+ Ranks

Benefit: Your bite attack deals critical damage on a 19-20

GREATER BITE [KIRINKETSU, GENERAL]

Prerequisites: Kirinketsu, Unarmed Strike 11+ Ranks

Benefit: Your bite attack deals x3 damage on a critical hit

IMPROVED CLAWS [TORA, GENERAL]

Prerequisites: Tora, Unarmed Strike 6+ Ranks

Benefit: Your claws critically hit on a 19 – 20

GREATER CLAWS [TORA, GENERAL]

Prerequisites: Tora, Unarmed Strike 11+ Ranks

Benefit: Your claws critical for x3 damage.

SUPERIOR CLAWS [TORA, GENERAL]

Prerequisites: Tora, Unarmed Strike 16+ Ranks

Benefit: Your claws deal half their [BW] damage as Bleed Damage for 1d6+3 rounds.

IMPRESSIVE WINGS [HOUOUZA, GENERAL]

Prerequisites: Hououza, Unarmed Strike 6+ Ranks

Benefit: Your wing buffets critically hit on a 19 – 20

VERY IMPRESSIVE WINGS [HOUOUZA, GENERAL]

Prerequisites: Hououza, Unarmed Strike 11+ Ranks

Benefit: Your wing buffets critically hit for x3 damage

PRACTICED SPELLCASTER [HOUOUZA, REIATSU]

Prerequisites: Hououza, Spellcaster

Benefit: For the purposes of all numerics of spellcasting, you are considered 4 levels higher than normal. This cannot bring your level up past twice your level.

Special: This may be taken multiple times, Each time increase your effective level by 2 to a maximum of 2x your level.

HUGE BLAST [GENERAL, TATANKA]

Prerequisites: Tatanka, Strength 25+, Constitution 18+, Looming Form, Greater Looming Form

Benefit: When you attempt a Knockback action, you may add +8 to your opposed Strength Check. This counts towards the Save of Large and In Charge.

Shinigami Feats, Rewritten and New

*Rewritten Feat

SHINIGAMI [RACIAL, REIATSU]*

Prerequisites: Exclusive any other Racial Feat

Benefit: You are a shinigami, one of the judges of the dead. When you gain this feat, you gain a Zanpakutou. This weapon, to which you are automatically proficient, deals 1d6[BW] damage. A Zanpakutou critically hits on a 20 for x2 damage. A Zanpakutou is usually a Katana, Nodachi, Wakizashi or Tanto. Once chosen, this base form cannot be changed without the feat "Alternate Zanpakutou Form". Lastly, if a Shinigami loses an encounter and survives, they receive one quarter the experience for the encounter. A Shinigami ages at a rate of one year per (Their Reiatsu/100) years. A Shinigami breathes, eats, drinks and sleeps as a normal creature. Shinigami is not a living race.

EXTREME EXPERIENCE [SHINIGAMI, SOUL]

Prerequisites: Shinigami, Spellcraft 6+ Ranks

Benefit: Instead of only gaining one quarter experience for an encounter you lose and survive, you gain one half for the same scenario. Should you die in the encounter and are brought back, you receive one quarter of the experience you normally would have received for winning the encounter.

EXPERIENCE SPONGE [SHINIGAMI, REIATSU]

Prerequisites: Shinigami, Extreme Experience, Spellcraft 8+ Ranks

Benefit: When you gain experience, you may increase the virtual level of the encounter by 1 level by expending one action dice. If this would push the encounter outside of your experience gap, you gain the maximum amount of experience you could have gotten for the original encounter multiplied by 1.25, rounded up. This can only occur once per encounter regardless of how many Shinigami use this feat.

SHUNKO [SHINIGAMI, REIATSU]*

Prerequisites: Shinigami, Sneak Attack, Kido Artist, Hakudo Adept, Spellcaster, Base Attack Bonus 5+

Benefit: The greatest refinement of offensively used kido, Shunko covers the user in an aura of energy that gives them a +4 bonus to Strength and Dexterity allows them to add 2d6 damage of one elemental type (*permanently chosen when you gain this feat from the following list: Fire, Cold, Acid, Electricity, Force, Negative, Sonic, Water, Psychic*), to their unarmed attacks. This also allows them to use Hankai as if they were a member of the Kido Corps. Activating this ability costs 70 reiatsu and can last up to 1 minute per character level per day. After ending this ability you become fatigued until you receive 8 hours of rest. If you are already fatigued, you become exhausted, if you are already exhausted you go unconscious after using this technique.

Special: You may increase the bonuses to Strength and Dexterity by +2 and the damage by 2d6 by expending 50 more Reiatsu. You may not spend more than 50 x Wisdom reiatsu in this fashion.

TIRELESS SHUNKO [SHINIGAMI, SOUL]

Prerequisites: Shinigami, Shunko

Benefit: You are no longer fatigued when you end Shunko.

BROKEN RELEASE [SHINIGAMI, REIATSU]

Prerequisites: Shinigami, Any Shinigami Release

Benefit: Once, while your Zanpakutou is broken, you may make an attack with your Zanpakutou. You choose what kind of attack you deliver with the Zanpakutou, and it can be any on the release that you are currently in except emanation. This feat counts towards only one release you have, chosen when this feat is taken.

Special: This feat can be taken once per release you have. Each time it is taken assign it to another release.

FORGE ZANPAKUTOU [SHINIGAMI, REIATSU]

Prerequisites: Shinigami, Knowledge (Technology) 15+ Ranks

Benefit: You can forge Zanpakutou. A forged Zanpakutou is a basic Asauchi until it is given to a Shinigami or other being to shape to their soul. Crafting an Asauchi takes a DC 25 Technology check and has a brew time of 72 hours. You can recreate your own Zanpakutou in full with a DC 20 Technology check with a 24 hour Brew time. It functions as your own Zanpakutou.

ETERNAL SHUNKO [SHINIGAMI, REIATSU]

Prerequisites: Shinigami, Sneak Attack, Kido Artist, Hakudo Adept, Shunko, Any Attack form 11+ Ranks

Benefits: When you activate Shunko, it now costs you 50 Reiatsu. Enhancing your Shunko costs 30 Reiatsu per iteration and you may now spend up to 30 x Spellscore reiatsu in this fashion. In addition, when you damage a target with Eternal Shunko, you may gain a benefit based on your element:

- **Fire:** Your opponent must make a Spellscore based Reflex save or catch fire for 1d6 rounds
- **Cold:** Your opponent must make a Spellscore based Fortitude save or become immobilized for 1d6 rounds
- **Acid:** Your opponent must make a Spellscore based Fortitude save or have their Damage reduction/mitigation reduced by one half for 1d6 rounds. If they have no Damage Reduction/Mitigation, they instead take one half the damage you dealt on their next turn.
- **Electricity:** Your opponent must make a Spellscore based Fortitude save or become stunned for 1d6 round.
- **Force:** Your opponent must make a Spellscore based Fortitude save or be thrown backwards 2d6x10 feet.
- **Negative:** Your opponent must make a Spellscore based Fortitude save or be stifled for 1d6 rounds.
- **Sonic:** Your opponent must make a Spellscore based Fortitude save or be deafened for 1d6 rounds.
- **Water:** Your opponent must make a Spellscore based Reflex save or be knocked backwards 2d6x10 feet.
- **Psychic:** Your opponent must make a Spellscore based Will save or be stifled for 1d6 rounds.

ALTERNATE ZANPAKUTOU FORM [SHINIGAMI, REIATSU]*

Prerequisites: Shinigami

Benefit: You gain a pool of 3 Points to modify your base Zanpakutou in one of the following ways:

- **Add 1 to the Critical Range:** 1 point, Maximum 3 points
- **Add 1 to the Critical Multiplier:** 1 point, Maximum 3 points
- **Add 1 to the dice size of the weapon (d6 becomes d8, d8 becomes d10, d10 becomes d12):** 1 point, Maximum 3 points
- **Create a Ranged Weapon (Grants the weapon a 30 foot range. Your Zanpakutou permanently becomes a ranged weapon instead of a Melee Weapon and relies on Ranged Shot instead of Weapon Attack to gain [BW] of damage.):** 1 point, Maximum 1 point
- **Create an Unarmed Weapon (Your Zanpakutou permanently becomes a form that augments your unarmed strikes instead of a Melee Weapon and relies on Unarmed Strike Skill instead of Weapon Attack to gain [BW] of damage.):** 1 points, Maximum 1 points.
- **Increase a Weapon's Range (Melee Weapons gain Reach 5', Ranged Weapons increase by 30 feet):** 1 point, Maximum 3 points.
- **Add 1 to the size category of the weapon without upping it's damage:** 0 points, that's just for looks anyway. You are still proficient with your Zanpakutou regardless of the size. You cannot increase a weapon's size beyond Colossal with this feat.
- **Create twin weapons (Makes you have 2 weapons instead of just one, They don't have to be the same type of weapon):** 1 points, Maximum 2 points (Can create three weapons, if you really really want to.)

You may rearrange these points when you release your Zanpakutou into one of it's release states, but once chosen, the choice is permanent per release, including the base.

Special: You may choose this feat multiple times. Each time it is, chose a different arrangement for your base and each release. You may choose this feat again to gain a second alternate form other than the one. Switching between forms is a move action.

ALTERNATE RELEASE [SHINIGAMI, SOUL]*

Prerequisites: Shinigami, Any Release

Benefit: Choose one release you currently possess. You may make a second release for that tier of release using the same amount of release abilities. When making an Alternate release, you may re-choose types for the release. Activating this release is a standard action while your release is active. Each release uses the same timer if they are on a timer (Meaning if you have 2 Bankai Releases, they would both be active for your single Bankai Timer for the day.)

Special: You may choose this feat multiple times. Each time you do create another alternate release.

Non-Racial Feats Rewritten and New

ACADEMIC KNOWLEDGE [BASE, GENERAL]*

Benefit: If you roll a 1-9 on an Knowledge Check, you really rolled a 10. You cannot botch Knowledge Checks

Expanded Race Feat Rewrites and New Feats

SPIDER'S STRENGTH [UIBA, SOUL]

Prerequisites: Uiba

Benefit: Your lift and carry capacity's light load increases to 5 times your body weight (Medium load is 2x Light Load, Heavy Load is 3x Light Load, etc)

Special: You can take this feat multiple times. Each time increase the body weights you can carry by 5 to a maximum of 50x your body weight.

EXPANDED BODY [SOLAR, LUNAR, or GAIAN, SOUL]

Prerequisites: (Solar, Lunar or Gaian), Relevant Attack Skill 11+ Ranks

Benefit: You gain Solar, Lunar or Terra abilities once per 2 levels instead of once per 3 levels. This is a retroactive change. You cannot gain Lunar or Gaian abilities as a Solar. You cannot gain Solar or Lunar abilities as a Gaian. You cannot gain Solar or Gaian abilities as a Lunar. That is, unless a feat changes that (see Crossbreed)

CROSSBREED [SOLAR, LUNAR or GAIAN, SOUL]

Prerequisites: (Solar with Oldblood (Lunar or Gaian) or Lunar with Oldblood (Solar or Gaian) or Gaian with Oldblood (Solar or Lunar), The Corresponding Heritage Feat, Level 8+

Benefit: You gain the ability to pick abilities from your oldblood race's list (Solar Abilities, Lunar Abilities or Terra Abilities). You may not have more abilities from your oldblood list than you have from your main list.

Rewritten Prestige Paths

The following Prestige paths are rewritten from old ones.

2nd Division Special Ops

Also called the Secret Mobile Unit/Corps or Covert Ops, the onmitsukidō (onmitsukidō lit. secret tactics, called the Stealth Force in the English dubbed version) has five divisions. The top rank is the Executive Militia (keigun), the second is the Patrol Corps (keiratai), and the fifth division is called the Reversal Counter Force or Correctional Force (riteitai). The other two division names or functions are unknown. There is little information about the operations of the Special Forces. The Special Forces are currently run by Captain Soifon of the Gotei 13's 2nd Division. She succeeded Yoruichi Shihouin, who departed Soul Society 100 years before the start of the Bleach storyline.

Ranks: The head of the special forces is called commander-in-chief (sōshireikan). The leaders of each of the five divisions are ranked as corps commander (隊隊長, gundanchō), the real-life equivalent being Lieutenant General.

Although it is unknown how other ranks work in the Special Forces, like in Gotei 13, the leader of the forces generally also commands its top division, which is the Executive Militia, but unlike in the Gotei 13, the force commander has several bodyguards.

Uniforms: The Executive Militia uniform, as seen in the manga and anime respectively. Although the general Special Forces uniform appears to be the standard Shinigami uniform, the Executive Militia uniform is different from the Gotei 13.

Overall, it resembles a ninja uniform. It has no visible white undergarments and the sash is dark as opposed to white. A headpiece covers the bottom part of the face and sometimes the top, but not the eyes; they wear no sandals, but long tabi boots, and tight bands are on the legs and arms to keep the clothes from moving too much, which both are presumably for silence of movement. In the anime, members of the Executive Militia also wear their head covering on the top, not just the bottom and wear a black sash instead of a white one.

The leader of the militia wears the same uniform, except that the shoulders and back are exposed. The reason for the empty space is the Shunkō (Shunkō lit. flash cry) technique, an advanced technique that combines hand to hand combat and Kidō and causes high spiritual pressure to accumulate at the shoulders and back, blasting away the fabric at the shoulders and back.

The Correctional Force uniform is radically different. The soldiers wear a white uniform, a long piece of headgear, and a backpack.

Prerequisites:

Feats: Shinigami, Sneak Attack, Sneak Attack, Seasoned

Skills: Hide 8+ Ranks, Move Silently 8+ Ranks

1 – IMPROVED SNEAK ATTACK [PRESTIGE]

Your Sneak attack damage is dealt in d8's instead of d6's.

2 – Bonus Feat

3 – INCREDIBLE SNEAK ATTACK [PRESTIGE]

When you deal a critical hit on a sneak attack, reroll any damage dice result of 1 or 2 until it no longer shows a 1 or 2.

4 – Bonus Feat

5 – DEATH ATTACK [PRESTIGE]

If the Special ops studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (player's choice). While studying the victim, the character can undertake only movement actions and free actions as his attention stays focused on the target. If the victim of such an attack fails a Fortitude save (DC 12 + the character's level) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the attacker. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the attacker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the attacker does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack. This is an extraordinary ability.



Quincigami

A Quincigami is a Shinigami that was a Quincy in life. Once dead, their Reitsu is enough that they were able to become a Shinigami. Somewhere along the line however, a piece of their former life found them, and they once again begin to grasp their Quincy heritage.

When a Shinigami realizes that they were once a Quincy in life, they begin to regress old powers, the first of which is the redesign of their Zanpakutou as a Ranged Weapon, and the need to focus through a Quincy Cross to access some powers.

Once their Zanpakutou spirit recognizes their new knowledge, it continues to be able to shift back and forth between its old form and its new, giving the Quincigami remarkable versatility and power.

Prerequisites:

Feats: Shinigami, Oldblood (Quincy), Shikai

Skills: Weapon Attack 6+ Ranks, Ranged Shot 6+ Ranks

Special: Must have lost the Alive Feat by dying as a Quincy (You may retrain the alive feat in this case). Must own a Quincy cross.

1 – RANGED ZANPAKUTOU [PRESTIGE]

Your Zanpakutou gains an Alternate Release. This release is always a ranged weapon, but other than that, you may design it to your liking. You may use a Quincy Cross to focus your Ranged release by making a Spellcraft check with a 25 DC. Should you succeed, you increase your Critical Multiplier by 1. This only applies to your next critical hit, and only to your Ranged Release.

2 – Bonus Feat

3 – SHIFTING RELEASE [PRESTIGE]

Shifting between your Ranged release and your Melee release is a swift action. In addition, you may shift up to your Spellscore in Shikai abilities from one release to the other as a Full Round action ignoring types. Doing this replaces a selected ability on the other release with the ability you shifted over. This part of the feat may only be done once per day per three levels you possess and lasts for 3 + Spellscore in rounds.

4 – Bonus Feat

5 – SEELE SCHNEIDER RELEASE [PRESTIGE]

The epitome of your power as a Quincigami. Once per day per three character levels, you make your Zanpakutou split into both your ranged and melee forms. You may then use your melee Zanpakutou as a Quincy Arrow of unprecedented power with all its abilities attached. Using this power eliminates your Zanpakutou's melee form for 1d4 rounds. If used more than 3 times in one day, the Quincigami must rest for a full day before using it again. Using a Quincy Cross as a focus makes this easier, reducing the time between shots by one round, and the times per day that it can be used increases to one half character level. This is a supernatural ability.

<http://rikimaru-uchiha.deviantart.com/>



Bakkotou Wielder

Forbidden by Soul Society for the danger to the wielder, some have found a way to enact ancient rituals that create these horrible weapons that mimic Zanpakutou in power, but take on more Hollow-like Traits. The true drawback of the Bakkotou is that over time, if you are weak, the Bakkoutou drains your life energy and kills you, sucking your soul into the Bakkotou to use as power for the next user foolish enough to activate it. Strong wielders generally give off enough Reiatsu to satiate their Bakkotou without taking penalties.

Prerequisites

Skills: Weapon Attack 6+ Ranks, Spellcraft 6+ Ranks

Special: Must obtain a Bakkotou as you take the first level of this prestige path (Either a Purchase DC of 30 or a Craft DC of 20 with a 60 hour brew time)

1 – BAKKOTOU [PRESTIGE]

This feat defines a Bakkoutou. Without this feat, your Bakkoutou is merely a weapon that deals 1d6 damage. Your Bakkoutou deals 1d6[BW] damage (Improving every 5 points you have in Weapon Attack above 1 by 1d6). You may take Alternate Zanpakutou Form with your Bakkoutou as if it were a Zanpakutou. Whenever you kill an opponent with your Bakkoutou, it gains a Spirit Charge. If you gain 10 Spirit Charges, your Bakkoutou gains one Hollow Growth power that does not change your shape. It confers all Hollow Growth Powers onto you. Every time you gain a Hollow Growth Power you must make a DC (12 + The Number of Hollow Growth Powers on the Bakkoutou) Fortitude Save. Failure indicates that you take 1d2 Constitution Drain as the Bakkoutou begins devouring your body. Should you fail the Fortitude Save, you must make a Will Save at the same DC or take 1d2 points of Wisdom Drain as the Bakkoutou slowly devours your mind. Should either score reach zero, you are absorbed into the Bakkoutou and it gains another Hollow Growth power. A Bakkoutou should have 1d10 Hollow Growth powers already upon it already if found randomly. A Bakkoutou with 1 or more Hollow Growth powers on it counts as a Tier 1 Release.

2 – Bonus Feat

3 – BAKKOTOU RESILLIANCE [PRESTIGE]

Through trial and error, and surviving the harrowing trials the Bakkotou places on you, you have steeled yourself to the malevolent spirit of the Bakkotou. You now only make a saving throw once every two Hollow Growth Abilities gained. You also gain a bonus to your saving throws equal to your Charisma Modifier. This is an extraordinary ability.

4 – Bonus Feat

5 – BAKKOTOU FINAL RELEASE [PRESTIGE]

You may release the Final Release for your Level in minutes per day. Activating this release is a swift action and when released double the hollow growth powers already on the Bakkoutou. These extra hollow growth powers are chosen once, and cannot be changed later unless you take Renewed Release, which can be taken with Bakkotou Final Release. This is a Tier 2 Release except you do not gain a Zanpakutou Type.



Bearer of the Name Kenpachi

Kenpachi (*Sword-Eight*) is the title that is only given to the strongest Shinigami.

The title is traditionally held within the 11th Division of the Gotei 13. There have been a total of 11 holders of this title. Known Claimants include:

1st Kenpachi Yachiru Unohana: The former 4th Division Captain.

10th Kenpachi Kenpachi Kiganjō: The former 11th Division Captain.

11th Kenpachi Kenpachi Zaraki: The current 11th Division Captain

Prerequisites:

Feats: Sealed, Signature Reiatsu

Special: Must defeat the current Kenpachi unless there is none at the time or the title is passed to you willingly. You cannot take Unleashed before you start this prestige path, but may take that feat after finishing it without losing the prerequisites.

1- ZENKAI [PRESTIGE]

For one minute per (Level + Constitution) per day, the Bearer of the Name Kenpachi can release Zenkai. To do this is a standard action. Doing this not only gives the Kenpachi back their Full Reiatsu, it multiplies their Reiatsu by 2 for the duration of this effect. While this is in effect, double the bonuses to Statistics you gained from being Sealed and gain Damage Mitigation equal to one half your base Constitution. Should you win the encounter after activating Zenkai, but before the timer wears out, you gain 20% extra experience on top of what the Sealed feat grants you. Once the timer wears out, you return to where you were before the release whether you put back on your device or not.

2 – KENTATE

You gain Kentate as a bonus feat ignoring prerequisites and one other Reiatsu feat that the player chooses

3 – ZENKAI BOOST [PRESTIGE]

Your Zenkai duration expands to two minutes per (Level + Constitution Modifier) per day .

4 – ZANTEZUKEN

You gain Zantetzuken as a bonus feat ignoring prerequisites and one other Reiatsu feat that the player chooses

5- FULL POWER ZENKAI [PRESTIGE]

While in Zenkai, instead of doubling the bonuses you received from Sealed, triple them. Also, instead of doubling your Reiatsu, multiply it by 5. Also, while in Zenkai, use your Highest statistic modifier for the purposes of Soul Crushing and calculating Reiatsu. Also, you gain Damage Mitigation that is equal to your Constitution. This Damage Mitigation overlaps the Damage Mitigation granted by Zenkai.



Vizard

The Visored are the antithesis to the Arrancar as Shinigami who have obtained Hollow powers.

Having begun as Shinigami, the Visored appear entirely Human and, barring those times where they are using their powers, are indistinguishable from ordinary Shinigami. To gain access to their Hollow powers, a Visored dons a Hollow mask. This allows them to augment their Shinigami abilities with Hollow powers, as well as giving them access to some of the more generic Hollow abilities. Their spiritual pressure likewise changes into a mix of Hollow and Shinigami. This process of donning one's Hollow mask is referred to as Hollowfication.

Visored have been shown to be former captain and lieutenant level Shinigami. They are considered criminals by the Soul Society for committing the ultimate taboo of acquiring Hollow powers; their status as former leaders of Soul Society also marks them as traitors. During their introduction, they are viewed as reclusive and are thought to have loyalty only to themselves, for it was unknown what role they would take in the upcoming battle in the fake Karakura Town. However, they are still considered to be valuable allies in the war against Sōsuke Aizen's army of Arrancar, according to Kiske Urahara. The Visored haven't shown any sort of hierarchy, preferring a loose-knit organization.

Their intentions are finally revealed when they arrive at the Battle of the Fake Karakura Town. Even after the events that made them outlaws by Soul Society 100 years ago, the Visored bear no ill will toward the Gotei 13, but they prefer not to consider themselves allies of the former organization they belonged to either. Instead, they expressively confirm themselves enemies of Aizen, and by extension, the Espada, and state that they are allies of Ichigo Kurosaki.

Prerequisites:

Feats: Shinigami, Inner Hollow

Skills: Will Save 10+ Ranks

Special: Must have faced and subdued the inner hollow.

Subduing a Hollow Within

To subdue an inner hollow, you must be in a Hollow Frenzy as described under the Inner Hollow feat. The GM may then allow you to fight your Inner Hollow if you so choose. Fighting your Inner Hollow is exactly the same as fighting yourself. They have all the feats and abilities, stats and secondary stats as you. Should you win the fight, you now qualify for this prestige path. Should you lose the fight, you are taken over by your inner hollow till someone can knock you unconscious. You may retry to fight your inner hollow at a later date, once you are fully healed.

1 – MASKED WARRIOR [PRESTIGE]

When donning his hollow mask (a move action), the Vizard's summon the Hollow Inside to use its power, much like when a Shinigami releasing his Zanpakutou. While masked, the Vizard benefits from an enhancement bonus to strength and dexterity equal to his character level. The Mask can be maintained for (Character Level + Constitution Modifier) rounds per day, and may be spread over multiple uses. While you have your mask activated multiply your Reiatsu by 2. This is a supernatural ability.

2 – Bonus Feat

3 – ETERNAL MASK [PRESTIGE]

The Vizard learns to keep his mask downed for much longer. The Mask can be maintained for (Character Level + Constitution Modifier) minutes per day, and may be spread over multiple uses. This is a supernatural ability.

4 – Bonus Feat

5 – CERO [PRESTIGE]

The Vizard can unleash a condensed burst of energy in a 60-foot line that deals 1d6 damage per 100 reiatsu in the user's pool for a static 90 reiatsu charge. Targets may make a reflex save (DC 15+ character level + constitution modifier) for half damage. This ability may be used once every 1d4 rounds. This counts as a Cero for Cero-shaped Hollow Growth Powers and feats that require Cero as a prerequisite. You are considered a Hollow for these feats. This is a supernatural ability.



Master of the Four Ways

Your understanding of the four styles of shimigami combat has been taken to new levels through trial and error and most of all years of practice but you have started to realize that each style of combat is incomplete sure some maybe better in one area then you but you don't rely on only one trick you have many up your sleeve, unfortunately your biggest problem you usually don't get to use even half you know before you opponent falls.

Prerequisites:

Feats: Shinigami, Spellcaster, Martial Study, Supersonic Strike, Melee Mastery (Any), Far Step

Skills: Spellcraft 14+ Ranks, Martial Lore 14+ Ranks, Flash Step 14+ Ranks

1 – YAIBA-TE (Sword Hand) [PRESTIGE]

For one round per (Character Level + Constitution Score) per day, you may push your self to the Yaiba-te state. While in Yaiba-te you may treat any feats that effect your weapon or unarmed strike as effecting both and use which ever attack roll is higher.

2 – KIDO SHIELD - [PRESTIGE]

When using Flash-steps you may, as a free action, spend up to 10 x Str mod Reiatsu; each increment gives you a +2 deflection bonus to AC and anyone who hits you before your next turn takes 2d6 damage per 10 reiatsu spent. Each iteration of this effect lasts till the beginning of your next turn.

3 – GREATER YAIBA-TE [PRESTIGE]

You're power over the nearly incomprehensible power of the Yaiba-te grows stronger. You may now enter Yaibate twice per day. Each use lasts (Character Level + Constitution Score) rounds.

4 – HANKI [PRESTIGE]

This technique nullifies an opponent's supernatural (Kido, Cero, Elemental Release damage...) attack by hitting them with a perfectly opposite surge of energy. The Kido Corp must spends 10 Reiatsu per d6 of damage or per 10 reiatsu spent he wants to fend off. He must guess the correct amount, or can make a Spellcraft check (DC 10+ 1 per 10 needed Reiatsu). If his bid is superior to the attacker's damage dice or spent reiatsu, he has successfully nullified the attack. This is a supernatural ability.

Special: If the Character already has this feat they instead may pay 10 Reiatsu per 2d6 damage or 20 Reiatsu instead of the normal.

5 – PERFECT YAIBA-TE [PRESTIGE]

You're power over the nearly incomprehensible power of the Yaiba-te grows stronger. You may now enter Yaibate three times per day. Each use lasts (Character Level + Constitution Score) rounds.



New Prestige Paths

The following prestige paths supplement all others

The Shinigincy

The opposite of a Quincigami, the Shinigincy are Quincy that realize that they have Shinigami Heritage.

Prerequisites:

Feats: Quincy, Oldblood (Shinigami)

Skills: Ranged Shot 6+ Ranks, Weapon Attack 6+ Ranks

Special: Must have at least 1 W.A.S. Archive Aspect

1 – MELEE QUINCY WEAPON [PRESTIGE]

You gain the ability to shift back and forth between a Ranged and Melee version of your Quincy Weapon. The forms of the Quincy Weapon are chosen when this feat is gained, and switching between them is a swift action that may be done as part of a full attack action. Both forms do the same amount of damage, but are based on their requisite attack skills for powering up the damage. You may also use W.A.S. Archive Aspects with either version of your Quincy Weapon. If you take the feat "Alternate Quincy Weapon" you may redesign both of these weapons with the full allotment of points.

2 – Bonus Feat

3 – GREATBLOOD [PRESTIGE]

You've gained the ability to increase with every fight like a Shinigami. If you lose a battle and survive, you receive one quarter of the experience for the encounter. Also, you may, once per day, push your Melee Quincy Weapon into a released state. While in this state, your Reiatsu is multiplied by 2 and you gain 1 point in all W.A.S. Archive Aspects you currently possess. This state lasts for one minute per (Constitution Modifier + Level) and counts as a Tier 1 Release.

4 – Bonus Feat

5 – ZANPAKUTOU QUINCY WEAPON [PRESTIGE]

You've finally come into your own as a Shinigincy, and your Quincy Weapon has gained the special property that it counts as a Zanpakutou for feats and abilities. Also, you may, once per day, push your Quincy Weapon into a released state beyond Greatblood. This is released from Greatblood as a Swift action, or by itself as a Standard action. While this state is released, your Reiatsu is multiplied by 5 and you gain 3 points in all W.A.S. Archive Aspects you currently possess. This state lasts for one round per (Constitution Modifier + Level) and counts as a Tier 2 Release.



The Djinn Justicar

Scouts and messengers of the Djinn army, the Justicars are the ones that can tell what side is actually losing a conflict, and where the Yotogi should send the Djinn next. It's a thankless job, but someone has to see these things.

Prerequisites:

Feats: Djinn, Whispering Winds, Shaytan's Dark Whispers, Thought Stealer

Skills: Listen, Search, Sense Motive and Spot 6+ Ranks

Special: 20+ Wisdom, Order Allegiance

1 – ENHANCED SENSES [PRESTIGE]

You gain a +4 bonus on Listen, Search, Sense Motive and Spot checks. In addition, you gain the Scent quality and the feat Track as a bonus feat.

2 – Bonus Feat

3 – WHICH SIDE IS WINNING?! [PRESTIGE]

Your bonus to Listen, Search, Sense Motive and Spot checks increases to +8. Also, you may use your Thought Stealer and Shaytan's Dark Whispers on all creatures in a 60 foot burst centered on you or a 30 foot blast within medium range (100ft + 10ft/level). You may differentiate who's surface thoughts are who.

4 – Bonus Feat

5 – CHOOSING SIDES [PRESTIGE]

Your bonus to Listen, Search, Sense Motive and Spot checks increases to +12. Also you gain the ability to survey a battlefield in one glance (Regardless of what type of battlefield) and ascertain which side is winning, and whether it's a threat to the Balance as a Swift action. This takes a Sense Motive check with a DC of (15 + Highest level Opponent's level + Highest Level Opponent's Charisma Modifier). You may use your Whispering Wind ability to send a message to another being on the same plane as yourself instead of the normal range and the maximum words increases to 100.



Djinn Phalanx Fighter

The Phalanx fighter gains bonuses when fighting with other people, and gains greater bonuses if fighting with other Phalanx Fighters

Prerequisites:

Feats: Djinn, Expanded Scimitar, Perfected Scimitar, Enhanced Scimitar

Skills: Weapon Attack 8+ Ranks, Defense 8+ Ranks

Special: Each feat in this tree counts as a Reiatu Feat

1 – PHALANX FIGHTING [PRESTIGE]

You gain bonuses when fighting with other people. Any time you would give or receive bonuses from the Aid Another action, you grant and receive a +3 bonus instead of normal these bonuses stack with the Sentai feat and other similar abilities. If the person you are giving/receiving Aid from is another Phalanx Fighter, the bonus increases to +5. Also, your flanking bonus increases to +3 with anyone else, but with another Phalanx Fighter it becomes a +5.

2 – Bonus Feat

3 – IMPROVED PHALANX [PRESTIGE]

When fighting under the rules of Phalanx Fighting, your Aid Another and Flanking bonuses increase by an additional +2. In addition, when fighting with a Phalanx Fighter, you are always considered flanking a target if you and the other phalanx fighter are adjacent to the target regardless of whether or not you are actually flanking.

4 – Bonus Feat

5 – GREATER PHALANX [PRESTIGE]

Your party can become a mob. A Mob is counted as one creature and has maximum hit points equal to the highest hit points in the party +30 per party member beyond that. It's Initiative is equal to the lowest initiative of the party members that make it up. It has the Skills, Feats and abilities of every member of the party involved in the mob +3 for skills per member beyond the first. Enacting a mob is a Full-Round action, and the person with this feat is counted as it's leader, and negates the benefits of Phalanx Fighting as long as you are a Mob. Only allies within 20 feet of you are considered part of the party for this purpose. No one member of the party may move more than 20 feet from the leader while in a mob. Mobs are dispersed at 0HP, but that doesn't mean all it's members are defeated. Once a Mob breaks up, the party in question must still contend with it's component parts, which reduce their current hit points to one half of where they were before the mob formed. This halving only occurs when a Mob is defeated. Disengaging a Mob is a Standard action that must be done on the Mob's turn.



Djinn World Warrior

You are a warrior of the world, learning your trade from anyone that is willing to teach you.

Prerequisites:

Feats: Supersonic Strike, Melee Mastery, Martial Study

Skills: Martial Lore 6+ Ranks, Spellcraft 6+ Ranks, Concentration 6+ Ranks

Special: 300+ Reiatsu

Class Specialty: [PRESTIGE] feats in this tree allow other [PRESTIGE] feats to be taken at the same level following the rules in the feats below.

1 – ENHANCED TRAINING I [PRESTIGE]

When you gain this feat, you gain another feat as a bonus feat. This bonus feat must come from the level 1 of any Prestige Path that is marked as a Division, Squad or Court or the Onmitsukido Hakuda Expert regardless of prerequisites. Other prestige paths may be allowed if okay-ed by your GM.

2 – Bonus Feat

3 – ENHANCED TRAINING II [PRESTIGE]

When you gain this feat, you gain another feat as a bonus feat. This bonus feat must come from the level 1, 2 or 3 of any Prestige Path that is marked as a Division, Squad or Court or the Onmitsukido Hakuda Expert regardless of prerequisites. Other prestige paths may be allowed if okay-ed by your GM. If this would be a feat that requires a previous feat, you may retrain a previous non prestige feat to gain the prerequisite feat regardless of it's prerequisites other than Bonus Feat

4 – Bonus Feat

5 – ENHANCED TRAINING III [PRESTIGE]

When you gain this feat, you gain another feat as a bonus feat. This bonus feat must come from the level 1-5 of any Prestige Path that is marked as a Division, Squad or Court or the Onmitsukido Hakuda Expert regardless of prerequisites. Other prestige paths may be allowed if okay-ed by your GM. If this would be a feat that requires a previous feat, you may retrain a previous non prestige feat to gain the prerequisite feat regardless of it's prerequisites other than Bonus Feat



Djinn Warrior of Virtue

You adhere to an ancient military code that challenges opponents one on one. This code can be used against you, but generally it's flexible enough to allow you to confront more than one opponent.

Prerequisites:

Feats: Djinn, Shaytan's Dark Whispers, Perfected Scimitar

Skills: Weapon Attack 9+ ranks, Diplomacy 9+ Ranks

Special: 18+ Charisma

1 – CHALLENGE OF VIRTUE [PRESTIGE]

Half your level + Charisma Modifier times per day, as a swift action you can issue a challenge against a single opponent. The target of this ability must have an Intelligence higher than 5, have a language of some sort and must be at least your level -2 or higher. If the target doesn't meet these prerequisites, it is expended with no effect.

Should the target meet these prerequisites, you gain a +1 bonus to Combat Related Skill Checks and Damage Rolls +1 per 2 levels you possess. Should the opponent drop you to 0 Hit Points or less, you lose 2 uses of this ability as it damages your ego. The effect of this feat lasts for 5 + Charisma Modifier rounds.

2 – Bonus Feat

3 – COME ON YA BASTARDS! [PRESTIGE]

You may use one use of your Challenge of Virtue to challenge all legal opponents (See above for rules) to attack you. All opponents with an Intelligence of 5 or higher, that has a language and is at least your level -2 must make a Charisma Based Will save or be forced to move towards you to attack, but not if this would cause an attack of opportunity. For the next 5 + Charisma Modifier rounds, all legal targets attempt to attack you with their Melee and Ranged attacks. Those that pass the save, still wish to attack you, but aren't forced to. While this is in effect, you take only 75% of the damage you normally would.

4 – Bonus Feat

5 – BONDS BEYOND DEATH [PRESTIGE]

You may, when you are disabled in any way, including Hit Point damage, spend one use of your Challenge of Virtue as a free action to keep going for 5 rounds, even if you are already considered dead. Once the 5 rounds are over, you may either spend another use as above, or go where you're supposed to (Death, or the floor). If you are healed above the point of death while you are using Challenges of Virtue to power yourself, you do not die. If you are killed without being disabled, this feat cannot be triggered. You must be capable of using mental actions to trigger this feat, but this feat can be triggered before unconsciousness occurs.



Djinn Super Soldier

A product of selective breeding and magical/scientific experiments, the Djinn Super Soldier

Prerequisites:

Feats: Djinn, Heroic Attribute (Strength, Dexterity and Constitution), Endurance

Skills: All Attack Skills 9+ Ranks

Special: 500+ Reiatsu

1 – SUPERIOR CONDITIONING [PRESTIGE]

Your lift and carry capacity triples. Your bonus to Constitution based checks from Endurance increases to +8 and you can hold your breath for twice your constitution in rounds instead of your Constitution. Also all bonuses from the Heroic Attribute feat become +3 instead of +2 per one taken.

2 – Bonus Feat

3 – SUPERIOR VITALITY [PRESTIGE]

You gain the benefits of the Blooded feat, even if you already had it (In that instance, add your Constitution Modifier x2 to your hit points per level, in all other instances, add your appropriate stat + Constitution modifier per level). Also you gain Damage Mitigation equal to your Strength Modifier. Once per day, you may enter an enhanced state. In this state, your current and maximum Hit Points double, as does your current and maximum Reiatsu and your Damage mitigation becomes your Strength Score. This state lasts for your Level + Constitution Modifier in rounds before dissipating. Lastly, while in this state, your bonuses from Heroic Attribute becomes +5 instead of +3 per one taken. This counts as a Transformation

4 – Bonus Feat

5 – SUPERIOR SOLDIERING [PRESTIGE]

Your lift and carry capacity becomes x5 instead of x3 and you may hold your breath for 5x your Constitution in rounds before beginning to suffocate. Also, while in your Transformed state, your bonuses from Heroic Attribute becomes +10 instead of +5 per one taken and your Damage Mitigation becomes your Strength Score + your Constitution Modifier. Lastly, you gain a bonus on all combat related skill checks equal to your Intelligence Modifier.



Djinn Battlemaster

You are the battlemasters of the Djinn, one of those that teach those willing to learn the ways of war.

Prerequisites:

Feats: Djinn, Martial Study, Metastudy, Grizzled Veteran

Skills: Martial Lore 8+ Ranks

Special: Must have 2 Martial Styles

1 – MIND YOUR STUDENTS

You may choose one being per point of Intelligence Modifier. Those beings, while you will receive 20% extra experience for any combat encounter you are present for and gain a +1/4 of your levels to their Combat Rolls while you are present. To enact this bonus you must make a Knowledge (Martial Lore) check equal to (15 + The level of your highest student + Their Intelligence Modifier). You may end the tutelage at any time negating the bonuses granted by this prestige path. You may only have a student that is NOT the target of this ability, and you may not choose yourself.

2 – Bonus Feat

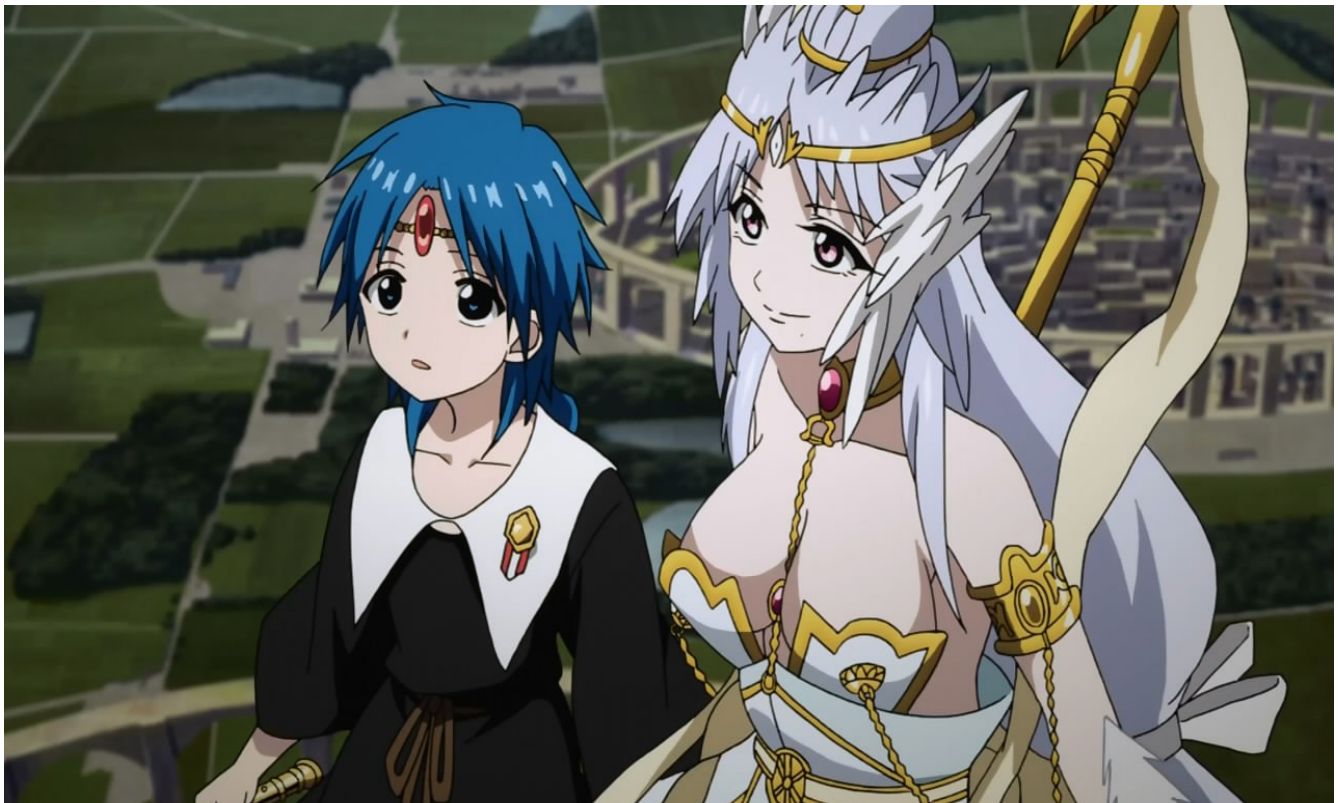
3 – THE STUDENT BECOMES THE TEACHER [PRESTIGE]

While you have a student, you receive a 2% bonus on experience. This bonus improves by 2% per student you have (Maximum 20%). You enact your bonus at the same time as Mind your Students. Also, if one of your students levels up to a level divisible by 5 and has the Martial Study feat, you may teach them an additional Martial Style that you know as if they took the feat “Grizzled Veteran” They do not lose the bonus styles if they leave your tutelage.

4 – Bonus Feat

5 – EXTREME TEACHING [PRESTIGE]

The bonuses accrued to experience garnered and granted are multiplied by 1.5 (So Mind your Students becomes 30%, and The Student Becomes the Teacher becomes 3% + 3% per student with a maximum of 30%). Also, all your students that have Martial Study has their Spellscore considered 6 higher when learning Maneuvers. They do not lose this bonus if they lose their tutelage. This is applied once, regardless of the number of masters you've had.



The Fiber Crawlers

Fiber Crawlers are those Uiba that specialize in Computer Hacking and remote technologies.

Prerequisites:

Feats: Uiba

Skills: Computer Use 6+ Ranks, Craft (Electronic) 6+ Ranks, Disable Device 6+ Ranks

1 – SWIFT ONLINE GATHER [PRESTIGE]

When you make a Research check using a computer, it takes one half time that it would normally take. Also, it takes one step less time (10+ Minutes becomes 1 minute, 1 minute becomes 1 Full-Round, 1 Full-Round becomes a Standard Action, Standard becomes a Move Action, Move becomes a Swift action and Swift becomes Immediate). You must still make any checks involved with the operation you are attempting, but you gain a bonus on those checks equal to your Charisma Modifier.

2 – Bonus Feat

3 – ONLINE POWER [PRESTIGE]

While online, or accessing a remote piece of technology, the Fiber Crawler gains a +2 bonus +2 per 4 levels bonus on Computer Use checks, Craft (Electronics) Checks, Disable Device Checks and Repair Checks. In addition, when you repair a piece of tech, you repair double the HP for your work.

4 – Bonus Feat

5 – MULTI-JACK [PRESTIGE]

You may attempt several computer use checks at once. You may use up to your Intelligence Modifier worth of Computer Use checks at once, each of them taking their regular time as per Swift Online Gather. In addition, once per check, you may fail a Computer Use check without counter-hackers realizing it.



Uiba Privateers

You've taken the black market by storm, selling product and information to the highest bidder.

Prerequisites:

Feats: Uiba, Skill Focus (Diplomacy)

Skills: Diplomacy 6+ Ranks,

Special: Must have sold something on the black market for at least +1 wealth, and must have bought something on the black market that made you lose at least 1 Wealth.

1 – BLACK MARKET GOODS [PRESTIGE]

When you sell items on the black market, you receive +2 more Wealth than you normally would as long as the item/information is worth at least +2 wealth, and it takes half the time. When you make a wealth check for black market goods, it costs you 1 less than normal. Also, your purchase on the Black Market must be a 20 before you lose wealth.

2 – Bonus Feat

3 – CALL IN FAVOR [PRESTIGE]

You gain the ability to call in a single favor per week. Calling in a favor is a Charisma Check that adds your level to the roll. The DC is set by the GM, but the minimum DC is 10 for simple favors, and can get higher than 25 if the favor is dangerous. There is no maximum DC for this check. You cannot take 10 or 20 on this check. Nor can you take multiple attempts at the same favor. A favor isn't called in if the check fails however, but you must wait 24 hours before attempting another favor. Extreme favors (Such as getting the road plans for Soul Society) are impossible to gather, and would require a campaign to gain. This is judged by the GM. If you go multiple weeks without calling in a favor, you can accrue multiple favors (Maximum 5).

4 – Bonus Feat

5 – MASTER BLACKMARKETEER [PRESTIGE]

You don't pay higher prices at the Black Market. You receive +5 wealth when you sell something on the black market as long as the item/information in question is worth +2 wealth. This overlaps Black Market Goods. Also, the maximum number of favors you can call in is increased to 7. Lastly, you gain a +3 bonus on Call in Favor checks.



The Yotogi Balance Keeper

Not all Yotogi reform removed souls. Some, the Balance Keepers, remove souls when there are too many around. They gain the fearsome ability to destroy soul utterly. Even into the past!

Prerequisites:

Feats: Yotogi, Corrupted, Superior Blast, Kinetisism

Skills: Ranged Shot 18+ Ranks

Special: Intelligence 20+

1 – REVERSE YOTOGI [PRESTIGE]

Your Divine Blast becomes a Profane Blast, dealing Profane damage instead of Divine damage. Profane damage cannot be mitigated. Anyone killed by a Balance Keeper becomes a Soul Pupae instead of moving along the cycle. Should someone destroy the pupae, the target moves on. If the Balance Keeper eats the Pupae it is removed from the cycle, and grants the Yotogi a temporary +1 to attack and damage rolls per three levels of the soul. The bonus lasts for 3 + Intelligence Modifier rounds before dissipating.

2 – Bonus Feat

3 – HYPER YOTOGI BLAST [PRESTIGE]

Your Profane Blast deals d12's of damage instead of d10's

4 – Bonus Feat

5 – SOUL REMOVAL [PRESTIGE]

You may spend 500 Reiatsu to use a specialized blast of energy that unerringly strikes a target. That target must make an Intelligence based Reflex Save or take 2[BW] damage per level (Maximum 40[BW]) of the Balance Keeper. If the target is reduced to 0 hit points, they are removed from the cycle of reincarnation. They are also removed from time as the world forgets they exist and their actions are undone. The initial backlash that occurs is six seconds (1 round). By expending iterations of 500 Reiatsu, you can increase the backlash as per the chart below.

Total Reiatsu Spent	Backburn
1,000	1 round
1,500	1 minute
2,000	10 minutes
2,500	1 hour
3,000	10 hours
3,500	1 day
4,000	10 days
4,500	1 month
5,000	10 months

The backlash undoes all actions done by the target. If the target did any sort of damage to a target that damage is healed. If the target killed someone they are brought back to life. If the target destroyed something it is whole once again. Anything they have done is negated and reversed. The memory of the target is snuffed out at the beginning of the backlash as if they died at that point. Only those within 100 feet of the target even remember they were there at that time and have memories of what they've done. Should the target make the Reflex save, they negate this ability. This ability may be used as long as you have Reiatsu, but you must spend all reiatsu for both initiation and for backlash at once.

With a sufficiently powerful ability (Such as Soulcaster's Gift or equivalent), you may reverse the Backburn and removal of the soul from the Cycle of Reincarnation.



The Godlings

Godlings are Yotogi who have taken their power over life and death and have expounded upon them.

Prerequisites:

Feats: Yotogi, Yotogi Sight, Greater Yotogi Sight, Clairsentience

Skills: Search or Spot 13+ Ranks

1 – KNOW THE DEEPEST SOUL [PRESTIGE]

You gain the ability to detect the allegiances of any one target you are viewing. The target reveals their primary allegiance when you use this ability. If you concentrate on them for one full round, you receive knowledge of their secondary allegiance and if you concentrate on them for two full-rounds, you receive knowledge of their tertiary allegiance. The target, if it's aware of your ability may fight it off. If it decides to fight, you must make a Search check with a DC of (15 + The Target's level + The Target's Intelligence Modifier) to see their allegiances.

2 – Bonus Feat

3 – THE TRUTH SHALL SET YOU FREE [PRESTIGE]

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed an Intelligence Based Will Save to avoid the effects when the creature first enters the emanation area (30 feet). Affected creatures are aware of this ability. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose. This ability is always activated, but you may suppress it as a free action, and resume it as a free action.

4 – Bonus Feat

5 – AGELESS TOUCH [PRESTIGE]

You gain the ability to either bless or curse someone with long life (Depends on their outlook). Willing targets receive no save against this ability. Unwilling creatures may make an Intelligence based Fortitude save to negate the effects of this ability. Once the ability has taken effect, the creature is inextricably tied to your life force. As long as you live, they live. You may not do this to more than one creature per point of intelligence at a time. Should you do this to more than that, you must choose a being to release from this ability. That target resumes aging once again from where they left off.



Uiba Assassin

Though you are in theory an information broker, you have taken that knowledge and have applied it to a new trade. Assassination.

Prerequisites:

Feats: Uiba, Wall Walker, Poisonous Bite, Improved Sneak Attack

Skills: Hide 8+ Ranks, Move Silently 8+ Ranks, Bluff 8+ Ranks, Craft (Chemical) 8+ Ranks

Special: Must have crafted a poison with more than a 15 Fortitude Save

1 – USE POISON [PRESTIGE]

You may apply your Bite's poison to any bladed weapon. You never risk poisoning yourself when you do this or with other poisons, and always apply one dose of poison to the blade unless something states otherwise. In addition, when you make a sneak attack with a poisoned weapon, and the opponent fails the initial save versus the poison, double the poison's damage.

2 – Bonus Feat

3 – INCREDIBLE SNEAK ATTACK [PRESTIGE]

When you deal a critical hit on a sneak attack, reroll any damage dice result of 1 or 2 until it no longer shows a 1 or 2.

4 – Bonus Feat

5 – IMPROVED USE POISON [PRESTIGE]

You may now apply more than one dose of poison to a blade. When you apply poison to a blade, it lasts for your Intelligence Modifier in uses before drying out. Also, when you make a sneak attack with a poisoned weapon, and the opponent fails the initial save versus the poison, the poison becomes harder to get rid of, taking 2 successful saves to be freed of it. Tertiary damage is equal to secondary damage.



Uiba Double Talker

You're a master at ferreting out information that people don't want you to find out.

Prerequisites:

Feats: Uiba, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Intimidate)

Skills: Bluff 8+ Ranks, Diplomacy 8+ Ranks, Intimidate 8+ Ranks

1 – CAPTIVATE [PRESTIGE]

You can distract a creature with banter. With a successful Diplomacy check opposed by the target's Diplomacy check or Will Save, you can impose a -4 penalty to the target's Listen, Sense Motive and Spot checks so long as you continue speaking. You can effect up to 1 + Charisma Modifier targets as long as they are all within 20 feet.

2 – Bonus Feat

3 – MANEUVER CONVERSATION [PRESTIGE]

If a target attempts and fails to use bluff to lie to you, you maneuver the conversation to trick the opponent or confuse them into revealing some vital clue. After succeeding a Sense Motive check you can engage the target in conversation for 1 minute. At the end of this time, make a Diplomacy check opposed by the target's Bluff check. If you succeed, the target reveals their lie and their reason behind it.

4 – Bonus Feat

5 – INADVERTENT REVELATIONS [PRESTIGE]

You may attempt to get someone to reveal information without them realizing they've done so. By engaging a target in conversation for a minute, you may make a Bluff check opposed by their Sense Motive check. If you succeed on the check, the target reveals a small bit of information without realizing it. If you succeed by more than 10, they reveal a moderate piece of information without realizing it. If you succeed by 20 or more, they reveal some major revelation without realization. They immediately make a Charisma based Sense Motive check to determine that they've accidentally made their error.



Kami Weaponeer

One of the Kami that have been trained to give others pieces of their power, the Kami Weaponeer arm those that will fight the good fight.

Prerequisites:

Feats: (Solar, Lunar or Gaian), (Solar Super Power, Super Lunar Power or Super Gaian Power)

Skills: Ranged Shot, Weapon Attack or Unarmed Strike 11+ Ranks

Special: At least 1 Terra, Solar or Lunar ability

1 – GRANT IMBUEMENT [PRESTIGE]

You may, at your whim, imbue a non spiritual weapon with your essence. The weapon becomes an Asauchi which can be granted to a person at your whim. When released, the Asauchi has two of the types available to your race chosen by the grantee. You do not choose what abilities are on the Asauchi, only that it is from your race. Alternatively, you may bless a non spiritually awakened mortal with a fraction of your power. That mortal becomes a Superhuman of their old level. They may only take Types granted by your race for their Evolutions, though no such restriction exists for their Hyperevolution. A third use of this ability is to imbue an unborn child in utero with your power. That being becomes the Shinkoukenjin race of it's choice once it's born.

2 – Bonus Feat

3 – IMPROVED IMBUEMENT [PRESTIGE]

When you imbue a weapon, you may make it have a Shikai already realized. Anyone that you grant it to may use the Shikai of the weapon without making an Ego check as long as they are level 3 or better. The initial Shikai is built by you, but is improved by the grantee. This can be a Shikai or a Constant Release.

4 – Bonus Feat

5 – GREATER IMBUEMENT [PRESTIGE]

You may now create an Imbued weapon with a fully realized Bankai. Anyone that you grant it to may use the Shikai of the weapon and the Bankai of the weapon without making an Ego Check as long as they are level 3 or better for Shikai, or level 8 or higher for Bankai. The initial Shikai and Bankai are built by you, but are improved by the grantee. You may choose which Bankai feat that this is built from.



Epic Content

The following content is available to characters of 21st+ Level. Where applicable, they either supplement or replace the old content.

Epic Feats

CONSTANT SHUNKO [EPIC, SHINIGAMI]

Prerequisites: Shunko, Eternal Shunko, Tireless Shunko, Weapon Attack 24+ Ranks

Benefit: There is no limit to the length of time you can hold Shunko. You must shut it off to get any rest however and cannot sleep in Shunko.

REFORGE ZANPAKUTOU [EPIC, SHINIGAMI]

Prerequisites: Shinigami, Craft 24+ Ranks, Weapon Attack 24+ ranks

Benefit: You may reforge broken Bankai Zanpakutou. This takes a Craft check with a DC of (30 + The Reforged Character's Level) and has a brew time of 72 Hours. At the end of this process, the character who's Zanpakutou was reformed retracts their release feats (*Release Feats for Zanpakutou are: Shikai or Constant Release, Bankai or Greater Constant Release, Reikai, Murikai and/or Alternate Release*) they have as per the Renewed Release feat.

GENESIS OF WORLDS [GAIAN, SOLAR OR LUNAR, SOUL]

Prerequisites: (Gaian, Solar or Lunar), The Epic "Son" feat for your Race, Knowledge (Physical Sciences) 24+ Ranks

Benefit: You create a pocket dimension within the Dangai Precipice world made from the stuff found in the Dangai Precipice World. If there happens to be creatures in the area you are attempting to make your dimension, all those within the dimension takes crushing damage as if they were immersed in Lava (See below). Anyone killed in this fashion is removed from the cycle of reincarnation. It's dimensions are 500 miles per level and you can set the basic parameters of the dimension including atmosphere, water, temperature, and the general shape of the terrain. This feat can create basic life (Non-Human Animals, Vegetation, etc) and Structures. The dimensions of the pocket dimension expands 1 mile per day to a maximum distance of 600 miles per level. Increases in level do not increase the dimensions of your pocket dimension, but you may use this feat again to increase the dimensions of the pocket realm by 100 miles in each direction. Using this feat is a extended action that takes one day. You may only have one pocket dimension at one time. Creating a new one forever destroys the old one. Should you combine your efforts with others with this feat, add together all levels involved to create the initial dimensions of the dimension. Only one controls the newly created plane, and that being must reside in the plane to maintain it's power. Should the ruler of the plane be killed or leaves the plane, it collapses. The job can be passed to a successor by designating an heir, or having your power stolen somehow. Only a combined effort incurs the penalty, if you create a plane by yourself, it can be left to it's own devices.

Epic Prestige Paths

The following prestige paths either replace or supplement the other ones and are available to anyone over 21st level.

Vizard Unleashed

There are Vizard, and then there are vizards that transcend the barrier between Shinigami and Hollow beyond normal. These Vizard are the Vizard Unleashed.

Prerequisites:

Skills: Will Save 24+ Ranks

Feats: Cero, Vizard Gran Rey

1 – ROUNDING CERO [PRESTIGE]

You may activate this feat any time you use a Cero. Instead of firing your Cero as normal, you swivel your head and body in a 360 degree arc, making the cero into a 60 foot burst for the same cost. This counts as a Cero shape.

2 – IMPROVED MASKED WARRIOR [PRESTIGE]

The bonus to Strength and Dexterity that you gain from your Hollow Mask now applies to your Constitution.

3 – GREATER MASKED WARRIOR [PRESTIGE]

While your mask is down, you gain your Inner Hollow's Hollow Growth Powers as your own.

4 – TRUE HOLLOW'S FORM [PRESTIGE]

The physical Hollow powers you have are sealed in your Zanpakutou. You also gain the stat benefits of the Sealed Feat retroactively and from now on. After you gain Sealed Form, you may choose which physical Hollow Growth Powers are sealed. Each one so sealed adds to your Resurreccion. As a Standard action, while your mask is down, you may release your true form, called a Resurreccion. Doing so immensely boosts your power, increasing your Strength, Dexterity and Constitution by 2 per Sealed Hollow Growth Power you possess. In addition, you regain access to said Hollow Growth Powers during Resurreccion. During Resurreccion, Multiply your Reiatsu by 4. Sealing your Hollow Growth Powers is an Extraordinary ability. Releasing Resurreccion is a Supernatural Ability. This feat counts as a Resurreccion for feats and abilities.

5 – CERO OSCURAS [PRESTIGE]

Immense in power, the Cero Oscuras functions as a basic Cero that has been intensified. The cero oscuras can be used Once per day per 10 character levels of the Vizard Unleashed. Once per Week, the Vizard Unleashed may twice Widen the line created by the Cero, but this leaves him fatigued after use. This counts as a Cero shape and can only be used while you are in Resurreccion.



Kami Worldbuilder

You are a being of unrivaled power, able to create worlds that rival the ancient Kami.

Prerequisites:

Feats: (Gaian, Lunar or Solar), Epic “Son” Feat for your race, Genesis of Worlds

Skills: Knowledge (Physical Sciences) 24+ Ranks

1 – MULTIWORLD [PRESTIGE]

You may have up to your Intelligence Modifier in planes created before you must destroy one.

2 – Bonus Feat

3 – JUXTIPOSITION [PRESTIGE]

If you create a world on top of another, it becomes a coterminous plane of existence to the existing one instead of destroying it. You may still choose to destroy the old plane as normal. Coterminous planes of existence are touching and can readily be teleported to by anyone that has the ability to get from one plane to another.

4 – Bonus Feat

5 – SUPREME WORLDBUILDER [PRESTIGE]

When you combine efforts with more than one other being with the feat Genesis of Worlds, your world no longer collapses in on itself if you leave. You are always the leader of any worldbuilding project you are a part of unless you pass that leadership to someone else. If more than one Kami has this feat, the highest level one is the leader. If levels are tied, go through Mental Stats until one is higher than the other. That Kami is the leader.



Djinn Warlord

There are those that are at the top of their game as mercenaries of the Djinn. Then there are those that command those beings. Those would be the Warlords.

Prerequisites:

Feats: Djinn, Supersonic Strike, Melee Mastery, Martial Study, Enhanced Training III, Heroic Attribute (Strength, Dexterity and Constitution), Endurance

Skills: All Attack Skills 24+ Ranks, Martial Lore 24+ Ranks, Spellcraft 24+ Ranks, Concentration 24+ Ranks

Special: 2,000+ Reiatu

1 – WARLORD'S COMMAND [PRESTIGE]

You may, as a standard action, order up to your Charisma Modifier in allies within 50 feet of you to attack an enemy within 50 feet of them. They may take a Move and an Attack action immediately. The commanded attacks gain a bonus to Attack equal to your Charisma Modifier and bonus [BW] of damage equal to your Intelligence Modifier. You can only be under the effects of one Djinn Warlord at one time.

2 – Bonus Feat

3 – SUPERIOR TACTICS [PRESTIGE]

You may use Warlord's Command up to your Wisdom Modifier in rounds before enacting your plan. Should you wait to let loose your allies on your enemies, add +2 to Attack and 2[BW] per round you waited before springing your trap.

4 – Bonus Feat

5 – UNDYING WARLORD [PRESTIGE]

Your attacks now gain the Vampiric Quality, as do the attacks of anyone you command to attack. If you use Superior Tactics to wait at least 3 rounds to attack, you gain the ability **Stand the Fallen** to use once that day.

Stand the Fallen is a special action you can enact on your turn as a free action. It heals all your allies within 1 mile 10 hit points per level and cures them of all status conditions, including death, dying, staggered and unconsciousness. You may use Stand the Fallen only once per day, regardless of how many times you enact it.



Djinn Tempest

Sometimes things just have to burn... or freeze, or drown. You are elementalism in the extreme, you are your element incarnate just waiting on the chance to unleash your fury on the world.

Prerequisites:

Feats: Djinn, Expanded Scimitar, Perfected Scimitar, Elemental Control, Elemental Vortex, Elemental Barracade, Elemental Burn, Enhanced Scimitar, Scimitar Release, Elemental Maneuver, Improved Elemental Vortex, Empowered Vortex, Vortex Shaping

Skills: Weapon Attack 24+ Ranks

Special: Must have dealt over 1,000 points of your element's Damage

1 – PERFECTED ELEMENTAL VORTEX [PRESTIGE]

There is no limit on the number of times you can become an Elemental Vortex per day. There is no time limit to your staying in Elemental Vortex form. You cannot sleep while in Elemental Vortex form. Maintaining your Elemental Vortex form becomes a Swift Action.

2 – Bonus Feat

3 – EPIC ELEMENTAL VORTEX [PRESTIGE]

When you become your Elemental Vortex form, you may, instead of shaping 32, 5ft Cubes, become a 1 mile wide tempest. Your Elemental Vortex form now covers one mile x one mile x one mile of area if you choose it to. It is a standard action to activate Epic Elemental Vortex

4 – Bonus Feat

5 – DIVINE ELEMENTAL VORTEX [PRESTIGE]

Instead of having to transform into your Elemental Vortex Form, it is always active around you while you maintain your normal form. You may choose to lose yourself in the elemental vortex form, becoming one with it and activating it as normal. You may also choose, while lost in your vortex, to reestablish your mortal form, reforming your body once again. These are done as free actions on your turn. You may suppress your Vortex as a free action on your turn and reactivate it as a move action on your turn. You no longer need to maintain it. If it's active, it merely effects the appropriate area (Either your normal 32 foot cubes, or a 1 mile area).



Djinn Core Elemental

Core Elementals are gods among the Djinn, controlling the Warlords, and maintaining the plane that the Djinn come from, the City of Brass in lieu of the Kami that created it.

Prerequisites:

Feats: Djinn, Supersonic Strike, Melee Mastery, Martial Study, Enhanced Training III, Heroic Attribute (Strength, Dexterity and Constitution), Endurance, Warlord's Command, Superior Tactics, Undying Warlord

Skills: All Attack Skills 33+ Ranks, Martial Lore 33+ Ranks, Spellcraft 33+ Ranks, Concentration 33+ Ranks

Special: 2,500+ Reiatsu

1 – PLANAR DOMINANCE [PRESTIGE]

While on your native plane (The City of Brass), You gain a +1/2 level bonus to Skill Checks and Damage Rolls. While on your native plane (The City of Brass), You gain a +30ft bonus to all speeds you have. While on your native plane (The City of Brass), you have control over your element as per the Elemental Control Zanpakutou ability. Should you already have it, you gain an extra iteration. While you are on your native plane (The City of Brass), you gain Resist 50 to your Element if you didn't already have a higher resistance. If you did, increase that resistance by 10.

2 – Bonus Feat

3 – TRUE ELEMENTAL [PRESTIGE]

While you are on the City of Brass, you have control of the plane as the plane is Divinely Morphic to your will. Divinely Morphic means that you have complete control over the plane. You cannot directly harm anyone with this trait, but may create conditions that would harm those on the plane. If multiple beings have this feature, each can attempt to wrest control from another by making opposed will checks. In addition, you no longer need to eat, sleep, drink or breath.

4 – Bonus Feat

5 – UNIVERSAL DOMINANCE [PRESTIGE]

Your bonuses from Planar Dominance count on any plane you happen to be on. You gain Damage Mitigation equal to your level + Constitution Modifier. In addition, your divinely morphic nature can be partially felt on other planes. While on any plane other than the City of Brass, you have partial control of that plane as if you were the divine being and the plane were divinely morphic. Anyone within 50 feet of you can attempt to wrest control of the plane by making opposed Will Saves against you. Should you fail, they wrest control of this part of the feat for one minute. Should you succeed, they cannot try again for one minute.



The Deific Pretenders

The Yotogi once passed themselves off as Gods before the Kami Danika cast them into their role to observe and record, to maintain the balance of good and evil. The Deific Pretenders are examples of the power that came before, and could possibly be called deific beings in their own right.

Prerequisites:

Feats: Yotogi, Any 13 Yotogi Feats (This includes Prestige Feats with the Yotogi as a Prerequisite)

Skills: Ranged Shot 24+ Ranks, Search or Spot 24+ Ranks, Spellcraft 24+ Ranks, Craft (Structural) 24+ Ranks

Special: 2,000+ Reiatsu

1 – PRETENDERS TO THE DIVINE [PRESTIGE]

You take on some traits of the Deities. You gain the following

- +5 HP per level
- +5 to your Effective Reiatsu Level
- +5 to all Saving Throws
- +5 to all Base Skill Checks
- +5 to all Core Skill Checks
- +5 to all Damage Rolls

2 – Bonus Feat

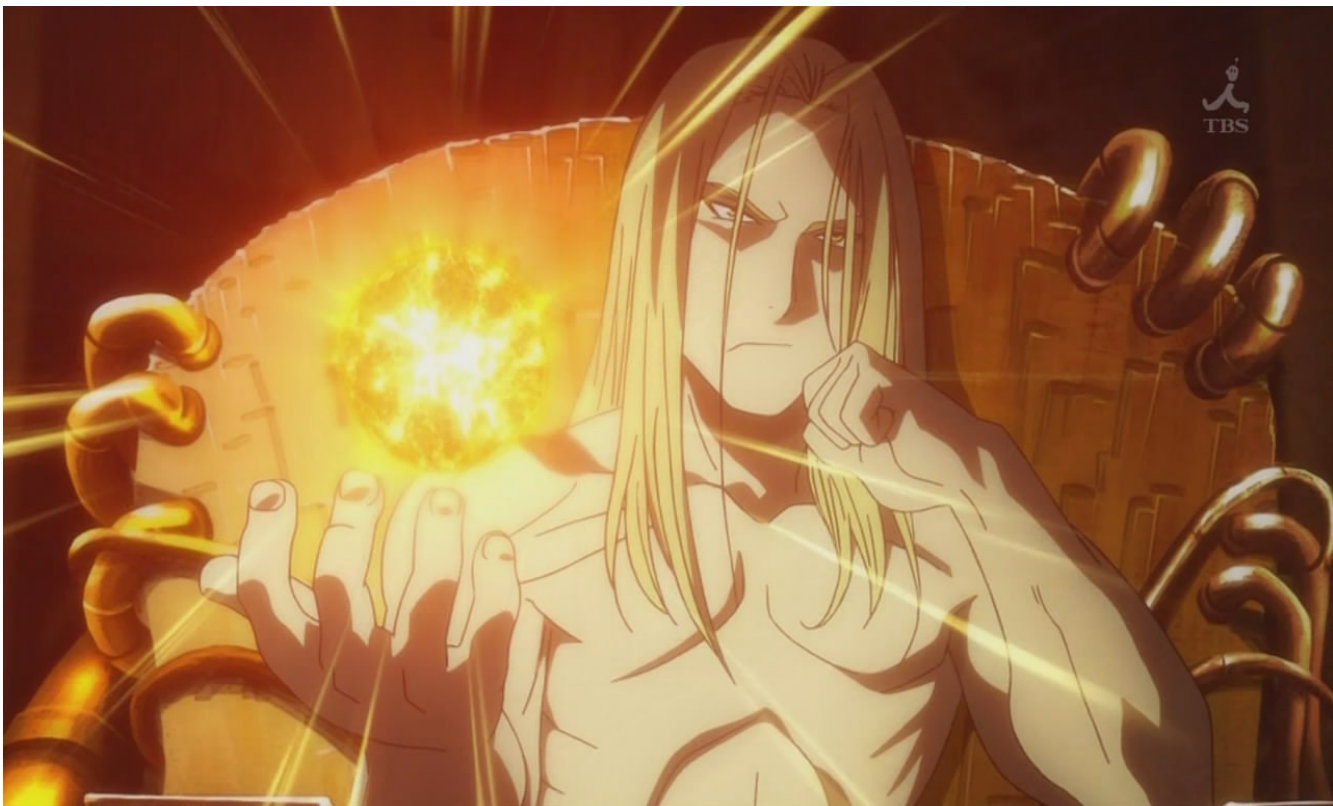
3 – CLOSING IN ON GREATNESS [PRESTIGE]

Your bonuses from Pretenders to the Divine increase to +9. In addition you cannot be killed by massive damage, and gain a bonus to your Defense, Fortitude, Reflex and Will equal to your Charisma Modifier.

4 – Bonus Feat

5 – GREATNESS ACHIEVED [PRESTIGE]

You have finally become a being to rival the divine. Firstly, your bonuses from Pretenders to the Divine becomes +13. Secondly, you gain 100 Temporary Hit points that are replenished once per day at midnight. Also you cannot be killed by constitution drain or level drain. You keep this benefit regardless of level. You always pass the save to shrug off negative levels.



The Yotogi Devastator

Some Yotogi Balance Keepers take their jobs a little more seriously than others. These Yotogi can become true threats to the Balance if they use their powers wrong, but most keep their immense power in check.

Prerequisites:

Feats: Yotogi, Corrupted, Superior Blast, Kinetisism, Soul Removal

Skills: Ranged Shot 24+ Ranks

Special: Intelligence 24+

1 – EPIC PROFANE BLAST [PRESTIGE]

Your blast deals 2d8[BW] instead of 1d12. In addition, anytime you kill an opponent, they are backburned for 1 round.

2 – Bonus Feat

3 – SUPERIOR PUPAE USE [PRESTIGE]

When you consume a Soul Pupae, instead of the normal bonus, you may choose one of the following bonuses and gain it.

- Heal 10 hit points per level of the Pupae
- Remove one Status Effect on yourself
- Gain a +1/2 level of the Pupae bonus on Ranged Shot checks for 24 hours
- Gain a +1/2 level of the Pupae bonus on any one save for 24 hours.
- Gain a +1/2 level of the Pupae bonus on one Statistic for 12 hours.

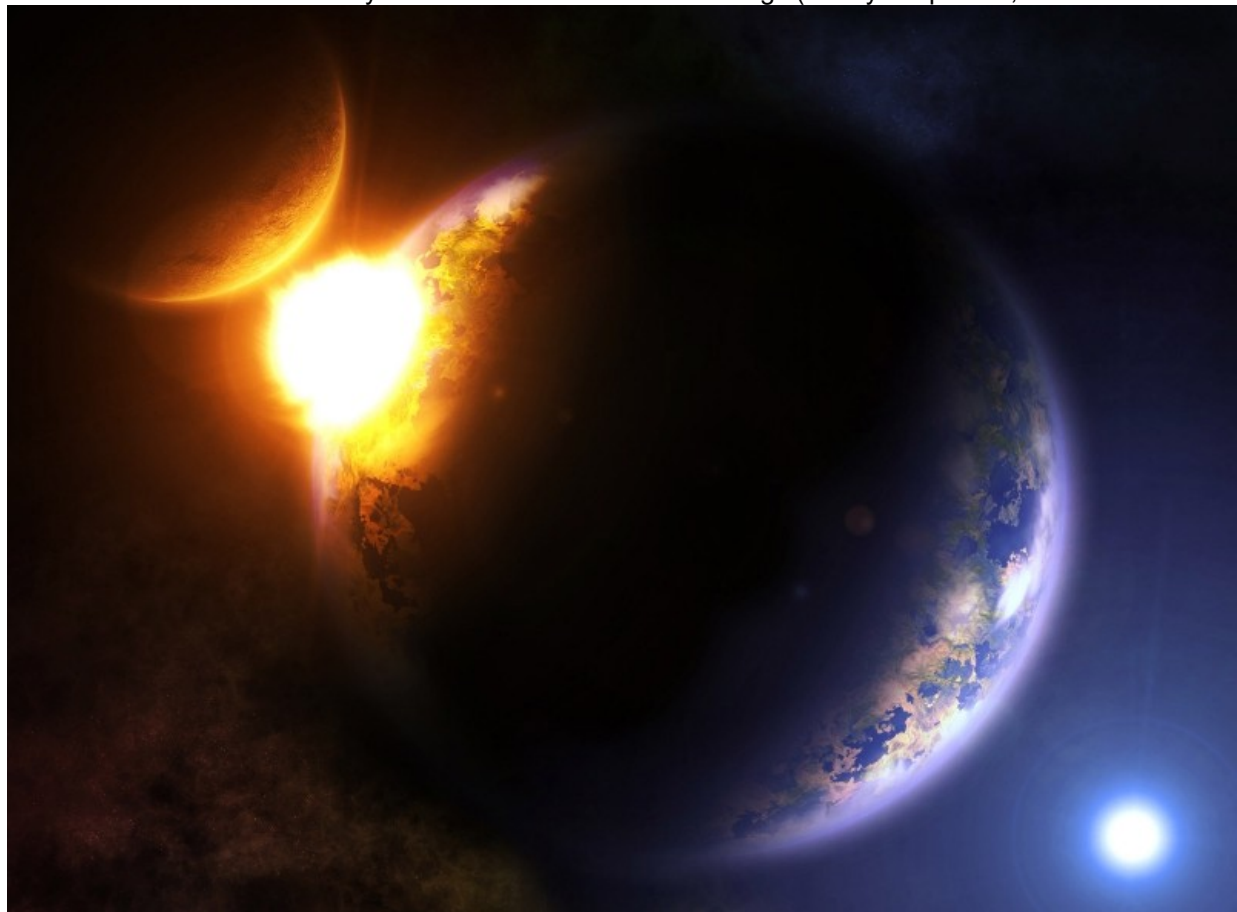
You cannot gain the same benefit twice while under the effects of one of them (So you couldn't gain a second bonus on Ranged Shot if you were already under the effects of one of them).

4 – Bonus Feat

5 – SOUL REMOVAL STORM [PRESTIGE]

You may spend excess Reiatsu in increments of 200 to increase the area of your Soul Removal. The first 200 Reiatsu makes your Soul Removal a 20 foot burst centered on you (But not effecting you). Each 200 Reiatsu you spend in addition to the initial 200 doubles the area you effect. These are true doublings (So if you spend 2,000

extra Reiatsu for area, you would effect an area of approximately 4 miles.) You must spend all Reiatsu for activation, area and backburn at once, regardless of success. The bolts still strike unerringly, and still require a reflex save, but this time, it's for half damage.



The Yotogi Traveller

The traveller is a strange being that moves through time and space recording history, not from afar, but from up close, sometimes deciding things at certain Nexus points.

Prerequisites:

Feats: Unlucky Number, Transdimensional Technology, Omnicompetent, Polyglot, Leadership

Skills: All Skills 24+ Ranks

Special: Intelligence 30+, Charisma 20+

1 – ADVANCED COHORTS [PRESTIGE]

Your Cohort gains the Elite Villain Modifier. They don't become a villain, they just become more powerful. In addition, you may have up to your Wisdom Modifier in Cohorts, each is an Elite.

2 – Bonus Feat

3 – LASER HAMMER [PRESTIGE]

You gain a Laser Hammer. A Laser Hammer is an item that works by storing your Action Dice for later use. You may store up to 3 Action Dice in your Laser Hammer. These become a separate pool of Action Dice, and may be refilled each game session. They do not go away at the end of the game session and act above and beyond your core pool. You may spend an Action Dice from your Laser Hammer pool as a free action, even if it isn't your turn, even if doing so would break the rules of the Action Dice system.

You also gain a new function of Action Dice: **“Out with a Bang!”**

For 5 Action Dice. Going **“Out with a Bang!”** Allows you to change the story in a major way, but at the cost of your own character's existence. Once you go **Out with a Bang**, your character is destroyed somehow relevantly to the story, and cannot be brought back. They can still be reincarnated, but they cannot be resurrected. Should you lose your Laser Hammer, you may retrieve one at any time by spending an Action Dice. When you do not have your Laser Hammer, you cannot access the Laser Hammer pool, but may still go **“Out with a Bang”**

4 – Bonus Feat

5 – ACTION DICE USAGE: ALTER STORY [PRESTIGE]

You gain the Action Dice usage: **Alter Story**

Altering the story is a simple process. You spend 3 Action Dice and may change the story in a moderate, fun way approved by your GM. Such examples include opening a frustratingly locked door, or using the Perfect Judge Opponent feat once. Doing this is a free action, but must be done either on your turn, or with a turn bought with action dice. You cannot change the story in a major way, that is reserved for Going out with a Bang!



Uiba Master Assassin

There are assassins, and then there are these guys. Able to slip in and out of a contract without so much as ruffling a feather, the Uiba Master Assassin never misses their mark.

Prerequisites:

Feats: Uiba, Death from Above, Improved Poison Use

Skills: Hide 24+ Ranks, Move Silently 24+ Ranks, Bluff 24+ Ranks, Craft (Chemical) 24+ Ranks, Unarmed Strike 24+ Ranks

Special: Must have killed a target without them ever realizing you were there.

1 – GREATER POISONS [PRESTIGE]

The save DC of your crafted poisons becomes (15 + Character Level + Intelligence Modifier) instead of the normal DC. In addition, the interval between saving throws when you poison a target is halved (5 rounds). Lastly, increase the damage dice of your crafted Poisons one size category.

2 – Bonus Feat

3 – DROP DEAD [PRESTIGE]

When you critically hit on a Sneak Attack, deal maximum damage including Sneak Attack damage to your victim. If you critically hit on a Sneak attack, your Sneak Attack ignores Damage Reduction and Most Mitigation. The only damage mitigation that can protect against Drop Dead, is a Soulcaster's Three Sacred Links Shield.

4 – Bonus Feat

5 – DEATH TO MY FOES [PRESTIGE]

When you critically hit on an attack with a Poison attached, raise the Poison's DC by 10 and maximize any damage that would result from the poison. In addition, Increase the Damage dice of your crafted Poisons one size category.



Uiba Master of Secrets

If I told you anything about this Prestige Path before you read it, they'd kill me, so I'll just get on with it.

Prerequisites:

Feats: Academic Knowledge, Information Broker, Inadvertent Revelations, Master Blackmarketeer

Skills: Gather Information 24+ Ranks, Investigate 24+ Ranks, Diplomacy 24+ Ranks, Bluff 24+ Ranks, Intimidate 24+ Ranks

Special: Must have sold a piece of information with Information Broker that had a Purchase DC over 30.

1 – VIEW THROUGH THE PORTAL [PRESTIGE]

You gain the ability to look into the ether and see glimpses of other people's lives, whether they like it or not. To do this, you must first identify your target with an Investigate or Research check with a DC equal to (15 + Their Level + Their Wisdom Modifier - Their Reputation Bonus). Should you succeed, you may use all 5 senses on them, and their surroundings as if you were there by making a Gather Information check with the same DC. The viewing lasts for as long as you want it to, but anyone at the site of the viewing can make a Spot check opposed by your Gather Information roll to spot your silhouette somewhere in the area betraying your viewing.

2 – Bonus Feat

3 – PERFECTED MEMORY [PRESTIGE]

Once you learn a secret you never forget it. You gain a bonus on Academic Knowledge checks equal to your Charisma Modifier (Minimum +1). Also, if you roll a 10-15 on a Knowledge Check, you rolled a 16.

4 – Bonus Feat

5 – TWO CAN KEEP A SECRET IF ONE OF THEM IS DEAD [PRESTIGE]

You gain the ability to keep your secrets if you want to. From now on, keep a tally on how many Academic Knowledge checks your GM asks you to make. If you can catch an opponent flat footed, you may deal an extra 1d6 damage per time you were asked to make an Academic Knowledge check (Maximum 20d6). Should you critical on the attack, reroll all 1 or 2 results until they do not show a 1 or a 2. If you sell a secret, subtract the Purchase DC from your d6's of extra damage (Minimum 0d6).



The Net Demon

Demons of the Net are Fiber Crawlers who have taken their art to the next level, learning how to eventually download their mind into a Computer.

Prerequisites:

Feats: Multi-Jack, Skill Focus (Computer Use), Skill Focus (Craft (Electronic)), Skill Focus (Disable Device)

Skills: Computer Use 24+ Ranks, Craft (Electronic) 24+ Ranks, Disable Device 24+ Ranks

Special: Must have used Multi-Jack at least once

1 – ONLINE PRESENCE [PRESTIGE]

You gain the ability to effect the outside world while logged into a computer or linked to a remote device. While you are hooked up to the internet, or a remote piece of technology, you gain the ability to use your abilities from those devices. You must focus your efforts into one piece of technology or online connection, but when you do, you may use Kido and ranged abilities through the target computer or remote piece of technology. For example. If you were to hooked into a closed circuit video system, you could move the camera and, say fire a lightning bolt through it (If you knew how to do that). If you have other ways to effect at a range (Such as a gun) you can use that ability through the other end of the technology. Each round you must make a Computer Use check with a DC of 40 (Or the opposed Computer Use check of someone on the other side if there is anyone there.) to maintain your ability to do this.

2 – Bonus Feat

3 – ONLINE DATABASE [PRESTIGE]

You gain the ability to use the Academic Knowledge feat as long as you are near a Computer. In addition, you never risk critical failure when using Computer Use checks.

4 – Bonus Feat

5 – DOWNLOADED AI [PRESTIGE]

You've gained the ability to create an online Avatar. While this may not seem like a great ability, your Avatar is actually an artificial clone of you. It is only in the computer, but it has all your skills, feats and abilities. It can enact any action you can while in the virtual world. It can effect the outside world as you can if it uses Online Presence to manifest in the real world. It is always helpful towards you and shares your allegiances, wants, and desires.



Supplemental Rules

The following rules supplement our core book

Environment and Hazards

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See Table: Light Sources for the radius that a light source illuminates and how long it lasts.

Table: Light Sources

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	20 feet*	6 hours

*Creates a beam 30 feet long and 5 feet high.

Heat and Cold

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued. A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a -4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Catching on Fire

Heroes exposed to open flames might find their clothes, hair, or equipment on fire. Heroes at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a hero's clothes or hair catch fire, he or she takes 1d6 points of damage immediately. In each subsequent round, the burning hero must make another Reflex saving throw. Failure means he or she takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once the character succeeds at the saving throw, he or she is no longer on fire.) A hero on fire may automatically extinguish the flames by jumping into enough water to douse him or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the hero another save with a +4 bonus.

Starvation and Thirst

Sometimes heroes might find themselves without food and water. In normal climates, heroes need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of starvation. In very hot climates, heroes need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed. Even magical or psionic effects that restore hit points cannot heal this damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to -1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage.

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Strangulation

When a character is strangled by an instrument or an attacker, use the rules below.

A character can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his or her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his or her attack action to strangle his or her attacker.

Falling

A character takes 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied. A character that falls more than 250 feet sees the damage dice increase to d8's. A character that falls more than 500 feet sees the damage dice increase to d10's. A character that falls more than 1,000 feet sees the damage dice increase to d12's. Maximum Falling Damage is 20d12 damage.

A character can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Hitting Obstacles during a Fall

Should you hit an obstacle, your fall ends, and you take falling damage. If the falling damage is greater than the break DC of the object you fell on, you, instead of taking falling damage, continue to fall until something is hard enough to break your fall. The ground is always hard enough to break your fall, but you might leave a crater should you fall sufficient distance. For every 100 feet fallen, you leave a five foot wide crater upon landing (Meaning that if you fell 1,000 feet, you would leave a 50ft burst of a crater.)

Falling Objects

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on Table: Damage from Falling Objects.

Objects deal the initial damage given in Table: Damage from Falling Objects if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen. A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off him or herself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

Table: Damage from Falling Objects

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium-size	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Craft(chemical) skill description.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

A character has a 5% chance (roll of 1 on 1d20) to expose him or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison him or herself with the weapon.

Poison Immunity

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms gain a +10 bonus versus poison. Certain kinds of creatures are immune to poison, as detailed in their descriptions, though it is conceivable that a special poison could be synthesized specifically to harm them.

Disease

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the save, he or she takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on Table: Diseases.

Type: The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his or her Fortitude save).

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

Table: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing fasciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
West Nile virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on Table: Acid Damage.

Table: Acid Damage

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

*Damage per round of exposure.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid.

The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of Constitution damage.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences.

Table: Electricity Damage gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Table: Electricity Damage

Type	Examples	Damage*	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20

*Damage is [BW] damage. Inanimate Objects are considered to have 1 rank of a relevant attack skill.

Lava

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). Resistance to fire serves as a resistance to lava or magma. A creature that takes no damage from after resistances to fire may still drown in total emersion (see Drowning).

Aging and the Human Lifespan

Bleach and Expanded Race Ageing

As the character ages, his or her physical ability scores decrease and his or her mental ability scores increase, as detailed on Table: Aging Effects. The effects of each aging step are cumulative.

Age Category	Ability Adjustments
Child (1-11)	-3 Strength and Dexterity, -1 Dexterity, Intelligence, Wisdom and Charisma
Young Adult (12-15)	Original Scores
Adult (16-39)	Original Scores
Middle Aged (40-59)	-1 Strength, Dexterity and Constitution, +1 Intelligence, Wisdom and Charisma
Old (60-79)	-1 Strength, Dexterity and Constitution, +1 Intelligence, Wisdom and Charisma
Venerable (80 - +3d20 years)	-1 Strength, Dexterity and Constitution, +1 Intelligence, Wisdom and Charisma

The maximum human lifespan is 120 years with current technology, though there are a couple of cases of people breaking this limit. There was the case of Jeanne Calment of France that lived to be 122 years and 164 days old, but people of that age are the exception rather than the rule. The addition of 3d20 years gives extra years beyond 80 of 3-60 years, which means your character has a chance to live a heroically long time.

Some races do not age, and others age slower than normal.

Quincy, Soulcasters, Superhumans, Fullbringers and all Shinkoukenjin races (Including Gijin) age as normal except the **Sasori** who are kept in suspended animation till they are needed. They age only when they are working.

Solar, Lunar, Gaian, Awakened Zanpakutou, Hollow and Yotogi don't naturally age past maturity.

Shinigami, Oni and Djinn age differently than most races. It takes them $1/100^{\text{th}}$ of their Reiatsu in years to age 1 year. Should their Reiatsu increase, their aging slows. This doesn't effect their aging retroactively however.

Z-Race Ageing

Saiyajin, Half-Saiyajins and Ki-Using Humans and Living Generator Androids do not take aging penalties till they are considered Old, and live for 5d20 years instead of 3d20 years beyond 80.

Absorber Androids, Shin and Changelings don't age past maturity

Namekseijin and Bio-Androids age differently than most races. It takes them $1/250^{\text{th}}$ of their Reiatsu in years to age 1 year. Should their Reiatsu increase, their aging slows. This doesn't effect their aging retroactively however.

Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

Draxredd: This is the guy that created the Classless Bleach d20 system

Dionon: This is Me, I created all the content within this booklet that is not copyrighted already or created by someone else. Feel free to use it as you see fit, as long as I get credit for it.

Jusditz: For this entire idea, editing, asking the tough questions and for several feats.

Jeroitz: For editing and smacking me in the head a few times.

Google: For having wonderful images to borrow.

The Hypertext D20 SRD (Open Gaming Licence)

Peter Kisner for the classless d20 inspiration



The Complete Expanded Universe

Back to School MotherF***ers!

The Complete Expanded Universe shows the player the basic history of the universe from the Expanded Universe's perspective. It also expands on those races that had hardly anything, like the Djinn, the Uiba and the Yotogi, giving them extra prestige paths and epic options.

- Expanded Universe Timeline
- 24 New Shinkoukenjin Feats
- Shinigami Feat Rewrites
- Academic Knowledge Rewrite
- 6 Shinigami Prestige Path Rewrites
- 14 New Prestige Paths for various Races
- 3 New Epic Feats
- 1 Rewritten Epic Prestige Path
- 10 New Epic Level Prestige Paths
- Supplemental Rules for Environmental Damage
- Supplemental Rules for Aging

The Complete Expanded Universe is meant for use with the Bleach D20 Classless System

LEAGALISE

All content within is the intellectual property of Brian Korot, AKA Dionon. It may be used by anyone that wishes, and may be changed to fit your campaign. If you are going to publish this in any format, or add to it, please be kind and give me credit, as I am going to be giving credit to those that inspired me to create this supplement for the d20 classless system. All mentions of the Bleach anime and Manga including mentions of the Soul Society, Shinigami and Soul Reapers, are used with fair use from Tite Kubo, Shoen Jump Comics and anyone else I am forgetting to give credit to.

