

**Bleach D20
Rulebook Compilation**



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Introduction

“Ever since I became a Shinigami, my world was changed. Substitute Shinigami Kurosaki Ichigo: in order to protect my friends I will swing my soul’s sword!”

--Kurosaki Ichigo, Substitute Shinigami

As far as shounen anime goes, Bleach has attained a decisive level of popularity. Although it fits easily within the standard themes of friendship, heart and hard work, as well as the will to go on and never give up, it manages to mix these themes with a genuinely interesting setting and a massive cast of generally good characters.

The idea of a Bleach D20 system was initially brought up as something of a joke, a “wouldn’t it be cool if we could do a game like that” in the midst of other normal conversation. However, as is the case with spectacularly good (or perhaps bad) ideas, this idea took root and form in the set of rules you see before you.

The Bleach D20 system was created under the Open Game License. However, all concepts held within remain the property of Kubo Tite, the owner and creator of the Bleach series. This system is an amalgamation of D20 rules and variants and original concepts in order to allow you to create a game with as close to the anime's flavor as possible.

What you need to play

In order to make optimal use of the Bleach D20 system, access to the 3.5 Dungeons and Dragons *Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual*. Using the online D20 System Resource Document (SRD, <http://www.d20srd.org/index.htm>) is also an option, but some of the standard D20 rules are only contained within the specific books.

Legalities

The Bleach D20 system is a product of the Open Game License. The D20 system is property of Wizards of the Coast (WotC) and Bleach is the property of Tite Kubo. The original information contained in this manuscript is property of Austin MacKenzie, Copyright 2007. Bleach D20 is intended for use with the published WotC Dungeons and Dragons sourcebooks. Some information found in this book was created by Leander Tupper, and he retains the rights to the material he created. Additions to the original rules created by Leander Tupper were made by Adam Christopher (BrokenPlayer) and a plethora of helpful users on the dndonlinegames.com message board, and they retain the rights to the material they created as well. But really, anyone can use it.

VARIANT RULES

Bleach D20 makes use of several variant rules found in both the online D20 System Resource Document and the published sourcebook *Unearthed Arcana*. These variants are used to further reflect the Bleach universe. The descriptions given here are enough to use the variants, but are not reprints of the actual source material.

Spell Points: In Bleach, spellcasting is referred to as Kidou, the Demon Path. Unlike the standard Vancian system of memorization, Bleach characters can use a certain amount of energy to launch the various spells they know. To represent this, each character casts spells as Psions manifest powers, having a certain pool of spell points per day and the ability to Fullbring their spells with more spell points as desired.

Defense Bonus: Bleach characters do not normally wear armor but are adept at dodging attacks. To represent that, the various classes gain a bonus to their AC based on their level. This represents the character's increased ability to avoid attacks in addition to their inherent dexterity. This defense bonus applies to touch attacks, but not when flat-footed.

Spellcasting: Spellcasting rules have been altered. See the Spellcasting section for more details.

Death and Dying: Shinigami are hardier than any normal human or spirit. A human or Quincy dies when they reach -10 hit points. A Shinigami dies when he reaches -10 hit points or ½ their normal hit point total, whichever is greater. Furthermore, if left unattended and unconscious, a Shinigami will recover 1 hit point every round until they are at 1 hit point. A Shinigami may continue to act while in negative hit points (making use of feats such as Diehard), but they will instead lose 1 hit point a turn until they are brought into positive hit points or until they die or stop acting.

Hit Points: All Bleach characters receive maximized hit points unless otherwise noted (such as with Quincy).

Hero Points: Similar to Action Points used in Modern d20, Hero (or Fate) Points are points you can spend on.. well, anything! You start the game with 5 Hero Points and the only way you can earn more is via the DM after performing a heroic deed, doing something outstanding, etc. You can literally use a Hero Point on anything. You can attack an enemy and spend a Hero Point to make the hit a Critical Hit, so not only does it automatically hit but you also have a chance at dealing double damage. You can spend a Hero Point after attacking an enemy to double your damage. You can spend a Hero Point to increase the duration of your Bankai, or temporarily increase your Fire Blade Zanpakutou Ability to, like, 10d6 or something.

In short, a Hero Point can be used when you *really* need something to happen. About to get your arm chopped off? Hero Point. Need to see-through the enemy's Zanpakutou Ability? Hero Point. Need to take the female Shinigami to your bunk? Hero Point. I think

you see where I'm going with this. But remember that the actual *use* of the Hero Point is up to your DM. Using a Hero Point to slice the final boss in half is probably not going to happen

Bullrushing Through Walls: Blasting others through walls is a common tactic in Bleach. To represent this, any time you Bullrush someone into a wall or other barrier, you may attempt to burst the wall and push them through. Instead of making a flat strength check, you instead make a non-finessable melee attack roll against the break DC of the object. If you succeed, you push them through the wall, inflicting 1d6 damage for each 5 feet you push them back (representing the force of the push).

Race: Bleach D20 assumes all characters are treated as “Human.” They start with two feats, and the skill points for each class are adjusted for the bonus skill point humans gain as a racial feature.

Human World Physics: Shinigami in the human world (or Real World) can walk or jump on air just as easily as they might balance on ground. Also, if spending a standard action to concentrate, Shinigami can phase through any objects in the human world they wish. This applies to anything that is not the ground. Shinigami are further unaffected by the rules for drowning and natural human weather while in the human world. This does not apply to Shinigami in Hueco Mundo, the Soul Society, or any other spiritual plane.

Final Strike: The Final Strike mechanic represents an agreement between two dueling characters to “finish this in one strike.” The Final Strike is a full-round action that does not provoke an attack of opportunity and does not allow for the use of any swift or free actions besides talking. This can only be initiated when both characters are under ½ their hit point total, and both characters must agree to the contest. Characters may refuse the contest when proposed, but they then suffer a -4 morale penalty to hit for the rest of the battle.

During a final strike, both combatants stand apart. As a full-round action they both move past each other and make an opposed attack roll. The higher roll scores an automatic critical hit (even if the roll wasn't enough to hit normally) on the loser and deals double damage. In the event of a tie, both characters score an automatic critical hit on each other. This damage won't necessarily kill a character, but more often than not it will end the battle. The loser of the final strike isn't required to stop fighting after the final strike, but should they continue to fight they suffer a -4 morale penalty to hit for as long as they keep trying to fight after the battle has been “resolved” in such a fashion.



Shinigami

When a person dies, their existence does not end. They are ushered to the next plain of existence by those who govern over death – the Shinigami. Shinigami have a two-fold purpose: they are charged with finding the souls of the departed and sending them to the Soul Society, and they are charged with finding and eliminating Hollows--corrupt and malevolent spirits that feast upon regular Souls. To that end, every Shinigami carries a Zanpakutou, a katana with the power to purify Hollows and send Souls to Soul Society.

WARRIOR Shinigami

“Whether you kill or get killed, it’s just a way to kill time.”

--Zaraki Kenpachi, 11th Division Captain

The Warrior Shinigami represents the pinnacle of Shinigami combat training. While often capable of mastering minor Kidou attacks, the Warrior Shinigami hones their sword skills to absolute perfection. Moderately skilled with Shunpo (flash step), Warrior Shinigami focus their Zanpakutou on combat, taking advantage of their high base attack bonus, high Zanpakutou damage progression, and general strength of arms.



Alignment

Any

Hit Die

d12

Class Skills

Choose any nine skills as class skills, plus craft.

Skill Points

5+int modifier

Level	BAB	Good Save	Bad Save	Special	Zanpakutou Damage	Def. Bonus	Spell Points /day	Spells Known	Maximum Spell Level Known
1 st	+1	+2	+0	Bonus Feat, Zanpakutou, Alternate Form	1d6	+4	-	-	-
2 nd	+2	+3	+0	Bonus Feat, Masterwork Zanpakutou, Zanpakutou Awakening	1d6	+4	-	-	-
3 rd	+3	+3	+1	Shikai, Zanpakutou regeneration	1d6	+5	-	-	-
4 th	+4	+4	+1	Zanpakutou +1	1d8	+5	0*	1	1 st
5 th	+5	+4	+1	Bonus Feat, Shikai Ability	1d8	+6	0*	1	1 st
6 th	+6/+1	+5	+2	Shunpo 10/20	1d8	+6	1	2	1 st
7 th	+7/+2	+5	+2	Shikai Ability	1d8	+7	1	2	1 st
8 th	+8/+3	+6	+2	Bonus Feat, Shunpo 20/40 ft., Zanpakutou +2	1d10	+7	1	3	2 nd
9 th	+9/+4	+6	+3	Shikai Ability	1d10	+8	1	3	2 nd
10 th	+10/+5	+7	+3	Shunpo 30/80 ft., Zanpakutou Manifestation	1d10	+8	4	4	2 nd
11 th	+11/+6/+1	+7	+3	Bonus Feat, Final Shikai Ability	1d10	+9	4	4	3 rd

12 th	+12/+7/ +2	+8	+4	Shunpo 40/160 ft., Zanpakut ou +3, Bankai	2d6	+9	9	5	3 rd
13 th	+13/+8/ +3	+8	+4	Shikai Ability	2d6	+10	9	5	3 rd
14 th	+14/+9/ +4	+9	+4	Bonus Feat, Shunpo 50/320 ft., Bankai Ability	2d6	+10	10	6	4 th
15 th	+15/+10 /+5	+9	+5	Shikai Ability	2d6	+11	17	6	4 th
16 th	+16/+11 /+6/+1	+10	+5	Shunpo 60/640 ft., Zanpakut ou +4, Bankai Ability	2d8	+11	20	7	4 th
17 th	+17/+12 /+7/+2	+10	+5	Bonus Feat, Shikai Ability	2d8	+12	25	7	4 th
18 th	+18/+13 /+8/+3	+11	+6	Shunpo 70/1,280 ft., Bankai Ability	2d8	+12	26	8	4 th
19 th	+19/+14 /+9/+4	+11	+6	Shikai Ability	2d8	+13	41	8	4 th
20 th	+20/+15 /+10/+5	+12	+6	Bonus Feat, Shunpo 80/2,560 ft., Zanpakut ou +5, Final Bankai Ability	2d10	+13	48	9	4 th

* The Warrior Shinigami has no spell points at fourth and fifth level, but may gain bonus Kidou Spell Points from a high Charisma score to cast their spells.

Class Features

Spellcasting

A warrior Shinigami casts Kidou drawn from the universal Kidou spell-list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a Kidou, a Warrior Shinigami must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Warrior Shinigami's spell is 10 + the spell level + the Warrior Shinigami's Charisma modifier.

Bonus Feats

The Warrior Shinigami gains bonus feats at the first and second level, as well as every three levels thereafter.

Zanpakutou

A Shinigami is given a basic Zanpakutou upon their graduation from the academy. Known as Asauchi, or “Shallow Hit”, these Zanpakutou do not manifest any abilities and are most commonly seen being carried by the standard rank-and-file soldiers within the Soul Society. All Asauchi appear as a standard bastard sword (katana) that the Shinigami is considered proficient with. The sword is considered to be a one-handed weapon that the Shinigami may wield as if proficient. The Zanpakutou has a critical rate of x2, and its damage progression is determined by the Shinigami’s level.

At the 2nd level, the Shinigami’s Zanpakutou functions as if it were a masterwork weapon. At the 4th level, the Zanpakutou becomes a +1 magic weapon. Every 4 levels thereafter (8, 12, 16 and 20) it grows in strength, up to +5 at 20th level. In addition, this bonus is added to the wielder’s AC, but the bonus does not apply to flat-footed or touch AC.

Alternate Form

The sealed Zanpakutou’s cross guard and hilt are different in shape for all Shinigami. In some instances, the Zanpakutou’s sealed form may change to an entirely different form. While many Zanpakutou appear as a normal katana, some do not, instead having a different form that may or may not reflect their abilities. Examples of this are Ichimaru Gin, whose Zanpakutou manifests as a short sword (wakizashi); Kyouraku Shunsui, whose Zanpakutou manifests as both a katana and wakizashi; and Kurosaki Ichigo, whose Zanpakutou manifested as a greatsword. All of these changes are determined by the player. In the case of changes that grant additional abilities (such as the two blades in the case of Kyouraku Shunsui), the Alternate Sealed Form Zanpakutou feat is required.

Zanpakutou Awakening

As the Shinigami’s skill with their Zanpakutou grows, their Zanpakutou begins to awaken, becoming a sentient being in its own right. The Zanpakutou’s personality is close to that of its wielder (as it is indeed a part of its wielder), and begins to increase in strength. At 2nd level, the Zanpakutou functions as a masterwork weapon. Also, the Zanpakutou begins to contact you, speaking to you and communicating with you as you begin to learn more about it.

Shikai

At 3rd level, the Shinigami finally learns the name of their Zanpakutou, becoming able to release their Zanpakutou’s first form and summon forth its power. A Shikai can be released as a move action which does not provoke an attack of opportunity. Shikai may be released 1 per day for each hit die the Shinigami has, and remains released for the entirety of an encounter. In the case of Zanpakutou that release and attack before reforming (like Haineko or Senbonzakura) the first release counts for the entire encounter, and the release

form's attack may be used until the encounter ends.

All Zanpakutou have two types that effect how they release and the progression of their power (although more types may be acquired with the appropriate feats). If desired, a Shinigami can instead have his Zanpakutou focus on one type (like Fire or Ice or Water) by selecting the Specialized Zanpakutou feat.

At 3rd level, the Shikai gains two abilities. At 5th level, and every odd level thereafter, the Shikai gains another ability, with the final and most powerful ability coming at 11th level.

Zanpakutou Regeneration

At 3rd level, when Shikai is attained, the Zanpakutou gains the ability to regenerate itself if broken or destroyed. Zanpakutou regenerate hit points at a rate of the Shinigami's class level every day, and if shattered, they will mend themselves completely after three days. Until this time, the Zanpakutou cannot be used.

Shunpo

All Shinigami learn to utilize the flash step, or Shunpo. Shunpo allows instantaneous movement from one point to the next as if by means of the dimensional door spell. Unlike the dimensional door spell, Shunpo can be used either as a swift action or as part of a move action, which does not provoke an attack of opportunity. You may still take other actions after utilizing the Shunpo. Shunpo is broken up into two separate entries: the amount of feet that can be traversed in one jump and the total amount of feet that can be spent on feats. A Warrior Shinigami gains the ability to use Shunpo at 6th level, and may traverse 10 feet in one jump and 20 feet total. Every two levels thereafter they may traverse an additional 10 feet and the total feet they can traverse doubles, so at 8th level they gain a Shunpo of 20/40, at 10th level they gain a Shunpo of 30/80, and so on. Shunpo cannot take you to an area you cannot physically see when using it.

The second half of Shunpo (the Shunpo you spend on feats) is exhausted, or spent, as soon as you expend it. When you run out of this part of Shunpo, or need more of it, you can spend a Move Action to "recover" your Shunpo.

Zanpakutou Manifestation

At 10th level, the Zanpakutou gains the ability to manifest itself in the physical world, speaking not only to its wielder but also to others who might witness the manifestation. At this point, a Shinigami is able to begin training for Bankai, their final release state. Zanpakutou can be manifested for up to one hour per day per character level. The Zanpakutou cannot be used while manifested, nor can it fight on its own.

Final Shikai Ability

In addition to gaining a standard Shikai ability, at 11th level a Shinigami learns a final, desperate technique that shatters their Zanpakutou in the process. Meant as an absolute last resort, this ability allows a Shinigami to choose one attack their Zanpakutou can use (be it a standard physical attack, a projectile attack, a Kidou attack or otherwise) and

double the amount of damage dice it does. If the attack allows a save to reduce the damage, increase the save DC by 1/2 your character level; if it requires an attack roll, gain a bonus to your attack roll equal to your character level. Rolling a 1 does not equal an automatic failure on this attack roll. Abilities like Evasion or Mettle do not apply to reduce or negate the amount of damage this attack does (although they can resist secondary effects such as blindness or deafness as normal). Utilizing this attack is a full-round action that does not provoke an attack of opportunity. After using this attack the Zanpakutou shatters and cannot be used again until it restores itself three days later.

Bankai

At 12th level, the Shinigami defeats its manifested Zanpakutou and unlocks the secrets of Bankai, the final release. Bankai is an explosion of power far superior to that of a Shikai, granting the Shinigami a powerful boost for a short period of time Bankai may be maintained for 2 rounds for each hit die above 11, and may be released once for each hit die above 11 the character possesses. Releasing is a full-round action that does not provoke an attack of opportunity. If the character has already released their Shikai, releasing their Bankai is only a move-action. The Bankai gains one ability upon reaching the 12th level. Users of Bankai are fatigued after the effect ends.

At 14th level and every even level thereafter, the Bankai gains another ability, culminating with the Final Bankai Ability at 20th level.

Bankai are of the same type as Shikai for purposes of power progression.

Final Bankai Ability

The Final Bankai ability functions identically to the Final Shikai ability, except that it functions off a Bankai attack.

EXPERT Shinigami

“Do you remember the first time you stood up on your own? The fact that you don’t remember means you weren’t conscious of it. Then why did you stand up? People are born with the knowledge of how to stand. Birds all know how to fly. Fish all know how to swim. That’s instinct.”

--Shihouin Yoruichi, Ex-commander of special forces

The expert Shinigami represents a balance between combat and Kidou skills. They excel in using their many different skills and abilities to make a balanced and effective fighting style. While not as strong frontline fighters or spellcasters, they have a good balance of both and a wide variety of skills to choose from.



Alignment

Any

Hit Die

D8

Class Skills

Choose any seventeen skills as class skills, plus craft.

Skill Points

9+int modifier

Level	BA B	Go od Sa ve	B ad Sa ve	Special	Zanpakutou Damage	Def Bonus	Spell Points /day	Spells Known	Maximum Spell Level Known
1 st	+0	+2	+0	Bonus Feat, Zanpakutou, Alternate Zanpakutou Form	1d4	+4	0*	1	1 st
2 nd	+1	+3	+0	Masterwork Zanpakutou, Zanpakutou Awakening	1d4	+4	1	2	1 st
3 rd	+2	+3	+1	Shikai, Zanpakutou regeneration	1d4	+5	3	3	1 st
4 th	+3	+4	+1	Zanpakutou +1, Shunpo 10/20	1d6	+5	5	4	2 nd
5 th	+3	+4	+1	Bonus Feat, Shikai Ability,	1d6	+6	7	5	2 nd
6 th	+4	+5	+2	Shunpo 20/40 ft.	1d6	+6	11	6	2 nd
7 th	+5	+5	+2	Shikai Ability	1d6	+7	15	7	3 rd
8 th	+6/+1	+6	+2	Shunpo 30/80 ft., Zanpakutou +2	1d8	+7	19	8	3 rd
9 th	+6/+1	+6	+3	Bonus Feat, Shikai Ability	1d8	+8	23	9	3 rd
10 th	+7/+2	+7	+3	Shunpo 40/160 ft., Zanpakutou Manifestation	1d8	+8	27	10	4 th
11 th	+8/+3	+7	+3	Final Shikai Ability	1d8	+9	35	11	4 th
12 th	+9/+4	+8	+4	Shunpo 50/320 ft., Zanpakutou +3, Bankai	1d10	+9	43	12	4 th
13 th	+9/+4	+8	+4	Bonus Feat, Shikai Ability	1d10	+10	51	13	5 th
14 th	+10/+5	+9	+4	Shunpo 60/640 ft., Bankai Ability	1d10	+10	59	14	5 th
15 th	+11/+6/+4	+9	+5	Shikai Ability	1d10	+11	67	15	5 th

16 th	+12/+7/+2	+10	+5	Shunpo 70/1,280 ft., Zanpakutou +4, Bankai Ability	2d6	+11	79	16	6 th
17 th	+12/+7/+2	+10	+5	Bonus Feat, Shikai Ability	2d6	+12	91	17	6 th
18 th	+13/+8/+3	+11	+6	Shunpo 80/2,460 ft., Bankai Ability	2d6	+12	103	18	6 th
19 th	+14/+9/+4	+11	+6	Shikai Ability	2d6	+13	115	19	6 th
20 th	+15/+10/+5	+12	+6	Shunpo 90/4,920 ft., Zanpakutou +5, Final Bankai Ability	2d8	+13	127	20	6 th

* The Expert Shinigami has no spell points at first level, but may gain bonus spell points from a high Charisma score to cast their spells.

Class Features

Spellcasting

An Expert Shinigami casts Kidou drawn from the universal Kidou spell-list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a Kidou, an Expert Shinigami must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an Expert Shinigami's spell is 10 + the spell level + the Expert Shinigami's Charisma modifier.

Bonus Feats

The Warrior Shinigami gains bonus feat at first level, as well as every four levels thereafter.

Zanpakutou

A Shinigami is given a basic Zanpakutou upon their graduation from the academy. Known as Asauchi, or "Shallow Hit", these Zanpakutou do not manifest any abilities and are most commonly seen being carried by the standard rank-and-file soldiers within the Soul Society. All Asauchi appear as a standard bastard sword (katana) that the Shinigami is considered proficient with. The sword is considered to be a one-handed weapon that the Shinigami may wield as if proficient. The Zanpakutou has a critical rate of x2, and its damage progression is determined by the Shinigami's level.

At the 2nd level, the Shinigami's Zanpakutou functions as if it were a masterwork weapon. At the 4th level, the Zanpakutou becomes a +1 magic weapon. Every 4 levels thereafter (8, 12, 16 and 20) it grows in strength, up to +5 at 20th level. In addition, this bonus is added to the wielder's AC, but the bonus does not apply to flat-footed or touch AC.

Alternate Form

The sealed Zanpakutou's cross guard and hilt are different in shape for all Shinigami. In some instances, the Zanpakutou's sealed form may change to an entirely different form. While many Zanpakutou appear as a normal katana, some do not, instead having a different form that may or may not reflect their abilities. Examples of this are Ichimaru Gin, whose Zanpakutou manifests as a short sword (wakizashi); Kyouraku Shunsui, whose Zanpakutou manifests as both a katana and wakizashi; and Kurosaki Ichigo, whose Zanpakutou manifested as a greatsword. All of these changes are determined by the player. In the case of changes that grant additional abilities (such as the two blades in the case of Kyouraku Shunsui), the Alternate Sealed Form Zanpakutou feat is required.

Zanpakutou Awakening

As the Shinigami's skill with their Zanpakutou grows, their Zanpakutou begins to awaken, becoming a sentient being in its own right. The Zanpakutou's personality is close to that of its wielder (as it is indeed a part of its wielder), and begins to increase in strength. At 2nd level, the Zanpakutou functions as a masterwork weapon. Also, the Zanpakutou begins to contact you, speaking to you and communicating with you as you begin to learn more about it.

Shikai

At 3rd level, the Shinigami finally learns the name of their Zanpakutou, becoming able to release their Zanpakutou's first form and summon forth its power. A Shikai can be released as a move action which does not provoke an attack of opportunity. Shikai may be released 1 per day for each hit die the Shinigami has, and remains released for the entirety of an encounter. In the case of Zanpakutou that release and attack before reforming (like Haineko or Senbonzakura) the first release counts for the entire encounter, and the release form's attack may be used until the encounter ends.

All Zanpakutou have two types that effect how they release and the progression of their power (although more types may be acquired with the appropriate feats). If desired, a Shinigami can instead have his Zanpakutou focus on one type (like Fire or Ice or Water) by selecting the Specialized Zanpakutou feat.

At 3rd level, the Shikai gains two Abilities. At 5th level, and every odd level thereafter, the Shikai gains another ability, with the final and most powerful ability coming at 11th level.

Zanpakutou Regeneration

At 3rd level, when Shikai is attained, the Zanpakutou gains the ability to regenerate itself if broken or destroyed. Zanpakutou regenerate hit points at a rate of the Shinigami's class level every day, and if shattered, they will mend themselves completely after three days. Until this time, the Zanpakutou cannot be used.

Shunpo

All Shinigami learn to utilize the flash step, or Shunpo. Shunpo allows instantaneous movement from one point to the next as if by means of the dimensional door spell. Unlike the dimensional door spell, Shunpo can be used either as a swift action or as part of a move action, which does not provoke an attack of opportunity. You may still take other actions after utilizing the Shunpo. Shunpo is broken up into two separate entries, the amount of feet that can be traversed in one jump and the total amount of feet that can be spent on feats. An Expert Shinigami gains the ability to use Shunpo at 4th level, and may traverse 10 feet in one jump and 20 feet total. Every two levels thereafter they may traverse an additional 10 feet and the total feet they can traverse doubles, so at 6th level they gain a Shunpo of 20/40, at 8th level they gain a Shunpo of 30/80, and so on. Shunpo cannot take you to an area you cannot physically see when using it.

The second half of Shunpo (the Shunpo you spend on feats) is exhausted, or spent, as soon as you expend it. When you run out of this part of Shunpo, or need more of it, you can spend a Move Action to “recover” your Shunpo.

Zanpakutou Manifestation

At 10th level, the Zanpakutou gains the ability to manifest itself in the physical world, speaking not only to its wielder but also to others who might witness the manifestation. At this point, a Shinigami is able to begin training for Bankai, their final release state. Zanpakutou can be manifested for up to one hour per day per character level. The Zanpakutou cannot be used while manifested, nor can it fight on its own.

Final Shikai Ability

In addition to gaining a standard Shikai ability, at 11th level a Shinigami learns a final, desperate technique that shatters their Zanpakutou in the process. Meant as an absolute last resort, this ability allows a Shinigami to choose one attack their Zanpakutou can use (be it a standard physical attack, a projectile attack, a Kidou attack or otherwise) and double the amount of damage dice it does. If the attack allows a save to reduce the damage, increase the save DC by 1/2 your character level; if it requires an attack roll, gain a bonus to your attack roll equal to your character level. Rolling a 1 does not equal an automatic failure on this attack roll. Abilities like Evasion or Mettle do not apply to reduce or negate the amount of damage this attack does (although they can resist secondary effects such as blindness or deafness as normal). Utilizing this attack is a full-round action that does not provoke an attack of opportunity. After using this attack the Zanpakutou shatters and cannot be used again until it restores itself three days later.

Bankai

At 12th level, the Shinigami defeats its manifested Zanpakutou and unlocks the secrets of Bankai, the final release. Bankai is an explosion of power far superior to that of a Shikai, granting the Shinigami a powerful boost for a short period of time Bankai may be maintained for 2 rounds for each hit die above 11, and may be released once for each hit die above 11 the character possesses. Releasing is a full-round action that does not provoke an attack of opportunity. If the character has already released their Shikai,

releasing their Bankai is only a move-action. The Bankai gains one ability upon reaching the 12th level. Users of Bankai are fatigued after the effect ends.

At 14th level and every even level thereafter, the Bankai gains another ability, culminating with the Final Bankai Ability at 20th level.

Bankai are of the same type as Shikai for purposes of power progression.

Final Bankai Ability

The Final Bankai ability functions identically to the Final Shikai ability, except that it functions off a Bankai attack.

SPELLCASTER Shinigami

“Hinamori is a master with Kidou. It’s no big deal for her to break the barrier. It’s also no big deal for her to place a barrier around herself and completely hide her Reiatsu while moving about. Haven’t you noticed? She’s been following behind you the whole time.”

--Kira Izuru, 3rd Division Lieutenant

Spellcaster Shinigami represents the paragon of Kidou combat. Their Zanpakutou is a vessel through which they Fullbring their already powerful spells, which they use to rain havoc and destruction upon all those that stand against them. In straight combat, their skills are comparatively poor, but when wielding magic they are instruments of destruction.



Alignment

Any

Hit Die

d6

Class Skills

Choose any nine as class skills, plus craft.

Skill Points

5+int modifier

Level	BAB	Good Save	Bad Save	Special	Zanpakutou Damage	Def Bonus	Spell Points/day	Spells Known	Maximum Spell Level Known
1 st	+0	+2	+0	Zanpakutou, Alternate Zanpakutou Form	1d4	+2	2	3	1 st
2 nd	+1	+3	+0	Masterwork Zanpakutou, Awakening	1d4	+2	6	5	1 st
3 rd	+1	+3	+1	Shikai, Zanpakutou Regeneration	1d4	+3	11	7	2 nd
4 th	+2	+4	+1	Zanpakutou +1	1d4	+3	17	9	2 nd
5 th	+2	+4	+1	Bonus Feat, Shikai Ability	1d6	+4	25	11	3 rd
6 th	+3	+4	+2	Shunpo 10/20 ft.	1d6	+4	35	13	3 rd
7 th	+3	+4	+2	Shikai Ability	1d6	+5	46	15	4 th
8 th	+4	+6	+2	Zanpakutou +2, Shunpo 20/40 ft.	1d6	+5	58	17	4 th
9 th	+4	+6	+3	Shikai Ability	1d6	+6	72	19	5 th
10 th	+5	+7	+3	Bonus Feat, Shunpo 30/80 ft., Zanpakutou Manifestation	1d8	+6	88	21	5 th
11 th	+5	+7	+3	Final Shikai Ability	1d8	+7	106	22	6 th
12 th	+6/+1	+8	+4	Shunpo 40/80 ft., Zanpakutou +3, Bankai	1d8	+7	126	24	6 th
13 th	+6/+1	+8	+4	Shikai Ability	1d8	+8	147	25	7 th
14 th	+7/+2	+9	+4	Shunpo 50/320 ft., Bankai Ability	1d8	+8	170	27	7 th
15 th	+7/+2	+9	+5	Bonus Feat, Shikai Ability	1d10	+9	195	28	8 th
16 th	+8/+3	+10	+5	Shunpo 60/640 ft., Zanpakutou +4, Bankai Ability	1d10	+9	221	30	8 th

17 th	+8/+3	+1 0	+5	Shikai Ability	1d10	+10	250	31	9 th
18 th	+9/+4	+1 1	+6	Shunpo 70/1280 ft., Bankai Ability	1d10	+10	280	33	9 th
19 th	+9/+4	+1 1	+6	Shikai Ability	1d10	+11	311	34	9 th
20 th	+10/+ 5	+1 2	+6	Bonus Feat, Shunpo 80/2560 ft., Zanpakutou +5, Final Bankai Ability	2d6	+11	343	36	9 th

Class Features

Spellcasting

A Spellcaster Shinigami casts Kidou drawn from the universal Kidou spell-list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a Kidou, a Spellcaster Shinigami must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an Expert Shinigami's spell is 10 + the spell level + the Spellcaster Shinigami's Charisma modifier.

Bonus Feats

The Warrior Shinigami gains bonus feat at fifth level, as well as every five levels thereafter.

Zanpakutou

A Shinigami is given a basic Zanpakutou upon their graduation from the academy. Known as Asauchi, or "Shallow Hit", these Zanpakutou do not manifest any abilities and are most commonly seen being carried by the standard rank-and-file soldiers within the Soul Society. All Asauchi appear as a standard bastard sword (katana) that the Shinigami is considered proficient with. The sword is considered to be a one-handed weapon that the Shinigami may wield as if proficient. The Zanpakutou has a critical rate of x2, and its damage progression is determined by the Shinigami's level.

At the 2nd level, the Shinigami's Zanpakutou functions as if it were a masterwork weapon. At the 4th level, the Zanpakutou becomes a +1 magic weapon. Every 4 levels thereafter (8, 12, 16 and 20) it grows in strength, up to +5 at 20th level. In addition, this bonus is added to the wielder's AC, but the bonus does not apply to flat-footed or touch AC.

Alternate Form

The sealed Zanpakutou's cross guard and hilt are different in shape for all Shinigami. In some instances, the Zanpakutou's sealed form may change to an entirely different form. While many Zanpakutou appear as a normal katana, some do not, instead having a

different form that may or may not reflect their abilities. Examples of this are Ichimaru Gin, whose Zanpakutou manifests as a short sword (wakizashi); Kyouraku Shunsui, whose Zanpakutou manifests as both a katana and wakizashi; and Kurosaki Ichigo, whose Zanpakutou manifested as a greatsword. All of these changes are determined by the player. In the case of changes that grant additional abilities (such as the two blades in the case of Kyouraku Shunsui), the Alternate Sealed Form Zanpakutou feat is required.

Zanpakutou Awakening

As the Shinigami's skill with their Zanpakutou grows, their Zanpakutou begins to awaken, becoming a sentient being in its own right. The Zanpakutou's personality is close to that of its wielder (as it is indeed a part of its wielder), and begins to increase in strength. At 2nd level, the Zanpakutou functions as a masterwork weapon. Also, the Zanpakutou begins to contact you, speaking to you and communicating with you as you begin to learn more about it.

Shikai

At 3rd level, the Shinigami finally learns the name of their Zanpakutou, becoming able to release their Zanpakutou's first form and summon forth its power. A Shikai can be released as a move action which does not provoke an attack of opportunity. Shikai may be released 1 per day for each hit die the Shinigami has, and remains released for the entirety of an encounter. In the case of Zanpakutou that release and attack before reforming (like Haineko or Senbonzakura) the first release counts for the entire encounter, and the release form's attack may be used until the encounter ends.

All Zanpakutou have two types that effect how they release and the progression of their power (although more types may be acquired with the appropriate feats). If desired, a Shinigami can instead have his Zanpakutou focus on one type (like Fire or Ice or Water) by selecting the Specialized Zanpakutou feat.

At 3rd level, a Shikai gains two Abilities. At 5th level, and every odd level thereafter, the Shikai gains another ability, with the final and most powerful ability coming at 11th level.

Zanpakutou Regeneration

At 3rd level, when Shikai is attained, the Zanpakutou gains the ability to regenerate itself if broken or destroyed. Zanpakutou regenerate hit points at a rate of the Shinigami's class level every day, and if shattered, they will mend themselves completely after three days. Until this time, the Zanpakutou cannot be used.

Shunpo

All Shinigami learn to utilize the flash step, or Shunpo. Shunpo allows instantaneous movement from one point to the next as if by means of the dimensional door spell. Unlike the dimensional door spell, Shunpo can be used either as a swift action or as part of a move action, which does not provoke an attack of opportunity. You may still take other actions after utilizing the Shunpo. Shunpo is broken up into two separate entries, the amount of feet that can be traversed in one jump and the total amount of feet that can be

spent on feats. A Spellcaster Shinigami gains the ability to use Shunpo at 8th level, and may traverse 10 feet in one jump and 20 feet total. Every two levels thereafter they may traverse an additional 10 feet and the total feet they can traverse doubles, so at 10th level they gain a Shunpo of 20/40, at 12th level they gain a Shunpo of 30/80, and so on. Shunpo cannot take you to an area you cannot physically see when using it.

The second half of Shunpo (the Shunpo you spend on feats) is exhausted, or spent, as soon as you expend it. When you run out of this part of Shunpo, or need more of it, you can spend a Move Action to “recover” your Shunpo.

Zanpakutou Manifestation

At 10th level, the Zanpakutou gains the ability to manifest itself in the physical world, speaking not only to its wielder but also to others who might witness the manifestation. At this point, a Shinigami is able to begin training for Bankai, their final release state. Zanpakutou can be manifested for up to one hour per day per character level. The Zanpakutou cannot be used while manifested, nor can it fight on its own.

Final Shikai Ability

In addition to gaining a standard Shikai ability, at 11th level a Shinigami learns a final, desperate technique that shatters their Zanpakutou in the process. Meant as an absolute last resort, this ability allows a Shinigami to choose one attack their Zanpakutou can use (be it a standard physical attack, a projectile attack, a Kidou attack or otherwise) and double the amount of damage dice it does. If the attack allows a save to reduce the damage, increase the save DC by 1/2 your character level; if it requires an attack roll, gain a bonus to your attack roll equal to your character level. Rolling a 1 does not equal an automatic failure on this attack roll. Abilities like Evasion or Mettle do not apply to reduce or negate the amount of damage this attack does (although they can resist secondary effects such as blindness or deafness as normal). Utilizing this attack is a full-round action that does not provoke an attack of opportunity. After using this attack the Zanpakutou shatters and cannot be used again until it restores itself three days later.

Bankai

At 12th level, the Shinigami defeats its manifested Zanpakutou and unlocks the secrets of Bankai, the final release. Bankai is an explosion of power far superior to that of a Shikai, granting the Shinigami a powerful boost for a short period of time Bankai may be maintained for 2 rounds for each hit die above 11, and may be released once for each hit die above 11 the character possesses. Releasing is a full-round action that does not provoke an attack of opportunity. If the character has already released their Shikai, releasing their Bankai is only a move-action. The Bankai gains one ability upon reaching the 12th level. Users of Bankai are fatigued after the effect ends.

At 14th level and every even level thereafter, the Bankai gains another ability, culminating with the Final Bankai Ability at 20th level.

Bankai are of the same type as Shikai for purposes of power progression.

Final Bankai Ability

The Final Bankai ability functions identically to the Final Shikai ability, except that it functions off a Bankai attack.

QUINCY

“Is being merciful to wounded females, even if they’re enemies, part of that ‘Quincy Pride’ you people are so fond of? I mean, you all keep saying that line until the moment you die... ‘On the pride of the Quincy, I cannot do that.’ ‘On the pride of the Quincy, I will not let you do such a thing.’ IT’S DAMN ANNOYING!”

Mayuri Kurotsuchi, 12th Division Captain

Quincy are a nearly extinct race of humans that possess high levels of Reiatsu. They have the ability to manifest their power in the form of bows, and can fire arrows that have the power to utterly destroy Hollows. Unlike Shinigami, who purify the souls of the Hollows and send them to the afterlife, they instead obliterate the soul’s existence, which the Shinigami claim will cause a dramatic, possibly apocalyptic imbalance in the influx of souls between Soul Society and the Human world. To that end, they were hunted to extinction, and few remain today.



Alignment

Any

Hit Die

D4

Class Skills

Choose any eleven skills as class skills, plus Use Magic Device.

Skill Points

1st Level: (5+Int Modifier)*4

Additional: 5+(Int Modifier)

Level	Base Attack Bonus	Good Save	Bad Save	Special	Bow Damage	Defense Bonus	Spirit Charge Output	Maximum Spirit Charge	Bow Range	A	B
1 st	+0	+2	+0	Spirit Charge, Quincy Cross, Quincy Bow, Human Body	1d4	+3	1	2	40 ft.	1	1
2 nd	+1	+3	+0	Formation Fighting	1d4	+3	1	3	45 ft.	1	1
3 rd	+2	+3	+1	Bow Attribute	1d4	+4	2	8	150 ft.	1	1
4 th	+3	+4	+1	Master Shot	1d6	+4	4	10	155 ft.	2	1
5 th	+3	+4	+1	1 st Favored Enemy	1d6	+4	4	12	160 ft.	2	2
6 th	+4	+5	+2	Full Charge	1d6	+5	4	14	165 ft.	2	2
7 th	+5	+5	+2	Intensify Charge	1d6	+5	6	16	170 ft.	2	2
8 th	+6/+1	+6	+2	Spirit Tap	1d8	+5	6	18	175 ft.	2	2
9 th	+6/+1	+6	+3	2 nd Master Shot	1d8	+6	6	20	180 ft.	3	2
10 th	+7/+2	+7	+3	Upwelling Power	1d8	+6	8	24	190 ft.	3	3
11 th	+8/+3	+7	+3	Hirenyaku	1d8	+6	8	28	195 ft.	3	3
12 th	+9/+4	+8	+4	2 nd Bow Attribute	1d10	+7	8	32	250 ft.	3	3
13 th	+9/+4	+8	+4	Spirit Burst	1d10	+7	10	36	255 ft.	4	3
14 th	+10/+5	+9	+4	3 rd Master Shot	1d10	+7	10	40	260 ft.	4	4
15 th	+11/+6/+4	+9	+5	2 nd Favored Enemy	1d10	+8	12	48	265 ft.	4	4

16 th	+12/ +7/+ 2	+10	+5	4 th Master Shot	2d6	+8	12	56	270 ft.	4	4
17 th	+12/ +7/+ 2	+10	+5	3 rd Bow Attribute	2d6	+8	14	64	280 ft.	4	4
18 th	+13/ +8/+ 3	+11	+6	5 th Master Shot	2d6	+9	16	68	290 ft.	5	4
19 th	+14/ +9/+ 4	+11	+6	6 th Master Shot	2d6	+9	18	74	295 ft.	5	5
20 th	+15/ +10/ +5	+12	+6	3 rd Favored Enemy, 4 th Bow Attribute	2d8	+9	20	80	300 ft.	5	5

Quincy are proficient with only their own Quincy Bow and no forms of armor.

Quincy Cross

A point on which the Quincy focuses spirit particles to form their bow, it's commonly found worn around their wrist on their non-dominant hand. Despite being called a cross, its form varies from Quincy to Quincy; some using Celtic crosses, others pentacles, and still others using even more exotic designs. A Quincy Cross typically is made of silver, possibly silver made through a unique Quincy technique for creating silver using raw spiritual energy. If a Quincy's Cross is lost or destroyed, they can not form their Bow and can not utilize any other class abilities. A Quincy may form a new cross through 12 hours of continuous uninterrupted meditation. A Quincy may only have one cross at a time.

Quincy Bow

At an early point in their training, Quincy learn how to form a bow from spiritual energy. When a character first takes Quincy levels, they must make two choices about their bow, its construction, and its form. A Quincy Bow can not be sundered, and instantly disappears when it loses contact with its owner. Quincy bows have a critical threat range of 20, and deal doubled damage on a critical hit. They ignore a Hollow's DR as if they were a Zanpakutou, and deal Force damage. A Quincy bow weighs such a negligible amount that it can be ignored for encumbrance. A Quincy bow applies the DEX modifier to its To Hit, and no ability modifiers to its damage dealt.

Construction

There are two types of bow when it comes to the materials used, Spiritual, and Soul Synthesized. To dismiss their bow, either way, is a free action.

Spiritual: A spiritual bow is formed from raw spiritual energy and commonly appears to be composed of either blue or white light. To summon one's bow of this construction takes a Move Action, and does not provoke attacks of opportunity.

Soul Synthesized: A soul-synthesized bow is produced by using spirit particles to form a

solidly constructed weapon. These bows can be made of all manner of materials, including wood, ivory, iron, silver, and other such substances, and often have elaborate markings. To summon one's bow of this construction takes a Standard Action that does not provoke attacks of opportunity.

Form: There are four types of bow commonly used by Quincy. They are Short Bow, Longbow Crossbow, Web Bow, and Whip Bow.

Short Bow: A small bow that allows its user to maneuver effectively while remaining capable of attacking. When attacking with this bow, simply use the information listed above for range and damage. This character receives an automatic +1 to their attack rolls with this bow.

Longbow: A large bow that makes it harder to maneuver, but gives its user great control over their shots. When attacking with this bow, if this character has multiple attacks in a turn, they may opt to redistribute the Spirit Charge enhancements amongst these attacks in any amount. (e.g., instead of making both at +2 to attack and +2 to damage, they may choose to make one not receive any Spirit Charge enhancements, and the other +4 to the attack roll and +4 to damage.) They may not exceed (their normal Maximum Enhancement for To Hit or Damage) +1 in this method.

Crossbow: A powerful bow that relies on a trigger to fire it. When attacking with this bow, use the information listed above, but decrease the range by 10 ft., and use the damage from one level higher. At level 20, it has a damage of 2d10. This character receives an automatic +1 to their attack rolls with this bow.

Web Bow: A bow with a weblike structure, allowing its user to fire multiple shots at once, with some difficulty. When attacking with this bow, each individual attack becomes two attacks with a -5 to hit after all other calculations. All modifiers that would affect that singular attack are applied to both of the attacks. Decrease the range by 10 ft.

Whip Bow: A bow in function only, it uses a cord to sling arrows at the target. A Quincy using a Whip Bow may make Attacks of Opportunity that threaten within two squares of them, but still only the normal number per turn.

Spirit Charge

A Quincy has the ability to draw in and focus the ambient spirit particles in the air. By taking a Move action that does not provoke attacks of opportunity, a Quincy may add a number of Spirit Charges equal to their Spirit Charge Output to their Spirit Charges held. A Quincy may not hold more than their Maximum Spirit Charge, all amounts over that are instantly lost.

While holding any amount of Spirit Charge, a Quincy must make all necessary Concentration checks. Failure to do so instantly causes the loss of their held Spirit Charges.

By paying Spirit Charges when making an attack with their Bow, a Quincy may enhance their To Hit and Damage with enhancement bonuses on a one to one basis for each enhancement. (e.g. it would take 1 Spirit Charge to provide a +1 enhancement bonus to that attack's To Hit, but it would take 2 to increase the To Hit and Damage by one each). A Quincy may only enhance each up to the maximum Spirit Charge enhancement for their level. The maximum Spirit Charge enhancement to To Hit is in column A, and the

maximum Spirit Charge enhancement to Damage is in Column B. These enhancements apply to all attacks in a Full Attack Action.

Outside of combat, Quincy may gain an amount of Spirit Charges equal to their Spirit Charge Output by half an hour of meditation. This is lost if they are disturbed during this time.

Human Body

A Quincy is limited by their human body's comparative frailty. They use skills such as jump and tumble as normal, instead of as Shinigami do.

Formation Fighting

Quincy tactics naturally work better in a set formation. When they have at least two adjacent allies, they receive a +1 Morale bonus to all attack rolls.

Favored Enemy

At 5th level, a Quincy may select a type of enemy from the following list: Human, Soul, Shinigami, Hollow, Quincy, Arrancar, Bount, or Vizard. The Quincy gets a +2 bonus on weapon damage rolls against such creatures. At 15th level and 20th level, the Quincy may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. They also may choose to reselect one of their earlier chosen Favored Enemies instead of gaining a new one. If they do so, they may increase that bonus by a further 2 points.

Full Charge

At 6th level, a Quincy gains the ability to intensify drawing in spirit particles. They gain the ability opt to take a full round action charging Spirit Particles. If they do so, then they may add double their Spirit Charge Output in Spirit Charges to their Spirit Charges held. This style of Spirit Charge provokes attacks of opportunity.

Intensify Charge

At 7th level, a Quincy gains the ability to strengthen their draw on spirit particles by pushing their bodies. When using a Move Action Spirit Charge, they may choose to take up to their normal Spirit Charge Output in damage. Then, for that Charge, they gain an additional amount of Spirit Charges equal to the damage taken.

When taking a Full Charge action, they may choose to fill their Held Spirit Charges to the Maximum Spirit Charge amount by taking 1d6 damage and being treated as Flatfooted while defending until the next move action they take.

Spirit Tap

At 8th level, a Quincy gains the ability to harvest some of their allies' ambient spiritual energy. Whenever they use Spirit Charge, increase the amount of Charges gained by the level of each adjacent ally divided by four and rounded down to the nearest whole number.

Upwelling Power

At 10th level, a Quincy gains the ability to reflexively collect a small amount of Spirit Charge at the beginning of their turn. At the beginning of every round of combat, they instantly gain Spirit Charges as if they had actively used a Spirit Charge as a Quincy four levels lower.

Hirentyaku

At 11th level, a Quincy learns how to use the ambient spiritual energy to transport themselves almost instantaneously. Once per turn, as a free action, they may pay however much of their stored Spirit Charges they want. Then, they may move a number of feet equal to that number times 5. This movement ignores all enemies and obstacles en route, and does not provoke Attacks of Opportunity.

Spirit Burst

At 13th level, a Quincy learns how to emit spare energy destructively. When their number of Spirit Charges exceeds their maximum or is lost by way of failing a Concentration check, they may attempt to deal damage equal to the amount of spirit charges lost at that moment to all characters on all adjacent squares. All characters must make a Reflex save (DC (Quincy's Level+Quincy's WIS modifier) or receive Force damage equal to the number of Spirit Charges lost. If a character with Quincy levels is a target of this ability, they may choose to gain an amount of Spirit Charges equal to the force damage the attack would have dealt if they make the Reflex Save.

Bow Attributes: Quincy's bows, though generally much less varied than Zanpakutou, still can manifest in many different forms. Every time that the table above lists a "Bow Attribute", you may choose one from the list below.

Shielding: The Quincy's bow can be used to better deflect and block attacks. They receive a +1 Deflection bonus to AC while wielding their bow. This attribute may be taken multiple times, and its effects stack.

Crackling: The Quincy's bow can launch arrows charged with electric energy. They may add 1d2 Electric damage to all attacks made with their bow. This ability may be taken multiple times, and each time past the first, increases the damage (1d2, 1d4, 1d8, 2d6).

Flaming: The Quincy's bow can launch arrows imbued with flame. They may add 1d2 Fire damage to all attacks made with their bow. This ability may be taken multiple times, and each time past the first, increases the damage (1d2, 1d4, 1d8, 2d6).

Igniting: The Quincy's arrows can ignite a foe, causing them additional harm. In order to take this attribute for their bow, a Quincy must have taken the Flaming Bow Attribute at least once. When an attack of theirs hits a target, they must make a Reflex save (10+Half the Quincy's level) or be ignited. While ignited, they take 1d6 Fire damage at the start of their turn, and then may attempt another Reflex save. If they make that save, they are no longer ignited. If not, then they remain ignited. This ability may be taken multiple times, and may either increase the damage (1d6, 1d8, 2d6) or the save DC by 2 each time it's taken.

Powerful: The Quincy's arrows deal an increased amount of damage. Increase the

Quincy's arrow damage by one level (1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, 1d10 to 2d6, 2d6 to 2d8, 2d8 to 2d10, 2d10 to 3d8, 3d8 to 3d10, 3d10 to 4d8, 4d8 to 6d6.)

Explosive: The Quincy's arrow can be made to explode, causing damage to all around the target. When the Quincy attacks, they may use this ability by paying 2 Spirit Charges. If they do so, all characters on squares adjacent to the target take Force damage (Reflex Save for half, DC (10+1/4 Quincy's Level) equal to the bow damage of the Quincy, without any additional damage or effects that their normal attack has.

Distant: The Quincy's bow has greater reach than most. Increase its range by 5. This Attribute may be taken multiple times and its effects stack.

Master Shots: Quincy are proficient with their bows to the point where they can make shots that are absolutely impossible for a normal archer. Every time that "Master Shot" is listed in the table above, select any one of these Master Shot abilities, and the Quincy gains it.

Seeker Arrow: This Quincy has learned how to lock their shot onto a target's Reiatu, or spiritual fingerprint. They may make a singular attack as a full round action with their bow at their highest base attack bonus. If using the Web Bow, they fire two arrows at a -5 penalty. The arrow is fired at a target known to them within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). To use this ability requires the Quincy to pay 5 Spirit Charges. This singular attack may still be enhanced by paying Spirit Charges like normal.

Cascade of Arrows: The Quincy has learned how to generate a multitude of arrows on their bow, and fire them all at various targets at once. As a full round action, a Quincy may fire an arrow at each and every target within range, to a maximum of one target for every Quincy level they have. Each attack uses the Quincy's primary attack bonus, and each enemy may only be targeted by a single arrow. If the Quincy is using a Web Bow, each foe in range is targeted by two attacks at the primary attack bonus -5. Using Cascade of Arrows costs 30 Spirit Charges and may not be enhanced by paying further Spirit Charges.

Piercing Arrow: The Quincy can fire their arrow straight through an opponent and into the creatures behind it. They select a line of effect equal in length to their range, and then make a single attack at their highest base attack bonus. This is compared to the Acs of all individuals within range, and all that it would hit take damage equal to the Quincy's normal bow damage plus any relevant modifiers. If an individual takes up multiple squares within the Line of Effect, then they are rolled as only one individual, and if they are hit, are hit by a number of attacks equal to the number of squares they occupy within the Line of Effect. Using Piercing Arrow costs 30 Spirit Charges and may be enhanced by paying further Spirit Charges. If using a Web Bow, this ability has two separate lines of effect that may be overlapped, each attacking at -5.

Anticipatory Shot: The Quincy follows the spiritual signatures of others, catching them off guard after they come out of a teleportation-like maneuver. Whenever an opponent uses Shunpo, Hirenkyaku, or any similar ability, if it ends their move within this character's bow's range, this character may make an attack of opportunity on them by

paying 5 Spirit Charges. This attack may be enhanced by paying Spirit Charges as normal. You may not exceed your normal number of attacks of opportunity in this way.

Soul Shot: The Quincy targets the source of the target's power, instead of wounding their body directly. By paying 5 Spirit Charges, they may have their attack deal damage to the target's Spell Points or Spirit Charges instead of their HP. This attack may be enhanced by paying Spirit Charges as normal.

Shoot Away: The Quincy can knock away attacks targeting their teammates using their bow. When an ally of theirs takes damage from an attack within their bow range, the Quincy may choose to pay a number of Spirit Charges equal to the damage dealt to negate that damage. This ability may be used to protect themselves. Doing such is treated as making an attack of opportunity, although it is not attacking a foe, and may only be done a number of times up to the number of times that the Quincy may normally make attacks of opportunity.

Stepping Shot: The Quincy uses Hirenkyaku after an attack to evade retaliation. Taking this ability requires having the Hirenkyaku class feature. As a standard action, by paying 10 Spirit Charges, they may make a single attack at their highest base attack bonus and then use Hirenkyaku as normal, even if they had already used Hirenkyaku during that turn. If they haven't used Hirenkyaku before using this Master Shot, they pay 5 Spirit Charges to use it, but may not use Hirenkyaku after this Master Shot resolves. This attack may be enhanced by paying Spirit Charges as normal.

Knockdown Shot: The Quincy can take a foe off their feet using their arrows. As a full round action, by paying 5 Spirit Charges, the Quincy may make single attack at their highest base attack bonus. If the attack hits, the target is knocked Prone. If the target is smaller than Medium, decrease the cost in Spirit Charges by 1 per level. (Small would cost 4, etc.) If the target is larger than medium, increase the cost by 3 per level (8 for Large, etc.) This attack may be enhanced by paying Spirit Charges as normal.

Pushing Shot: The Quincy may use their shot to shove a foe away instead of harming them. As a full round action, by paying 5 Spirit Charges, they may make a single attack at their highest base attack bonus. If the attack hits, it deals no damage, but damage is still rolled. Move the target away from the Quincy until they reach the limit of the Quincy's range. This does incur attacks of opportunity, and an attack of opportunity that hits ends this movement. Every 10 ft., they are entitled to make a strength check (DC=10+the damage the attack would have dealt) to stop moving. This attack may be enhanced by paying Spirit Charges as normal.

Disintegrating Shot: This Quincy may lose some spirit particles from a target with this attack. By reducing the damage on all attacks made during a turn by 1d6, to a minimum of 0, declared at the start of their turn, they add the result of that d6 once per each hitting attack to the next Spirit Charge made by a Quincy. This Master Shot may be enhanced by paying Spirit Charges as normal.

Looping Arrow: The Quincy may make missing shots attempt to curve back at their target. When an attack made by this Quincy misses, they may pay an amount of Spirit Charges equal to the amount the attack missed by +4 to attempt the attack again, with the same enhancements and modifiers in place.

Quincy Final Form

In Quincy Final Form, a character draws in obscene amounts of Spirit Particles due to no longer repelling them with the Sanrei Glove.

A character in Quincy Final Form is treated as always having Maximum Spirit Charges held, and has the damage for their arrows increased by two stages (See the Arrow Attributes section.) They are treated as having a Maximum Enhancement To Hit and Damage of +10/+10. They have a +5 Racial Bonus to all saves, a +3 Insight Bonus to all attacks, and a +3 Racial bonus to AC.

Fallen Quincy: If a Quincy utilizes their final form then they sear their body's connection to the spiritual realm, rendering them unable to gather spirit particles. A fallen Quincy may not summon their bow and are treated as having a Spirit Charge output of 0 at all levels. A fallen Quincy may regain their powers through a day long ritual that requires a Quincy of at least 10th level to carry out. At the end of the ritual, the fallen Quincy is no longer fallen, but is also at 0 HP. They may then heal naturally or be healed in other methods. As an unfallen Quincy, they still retain the bonuses they received from the Sanrei glove (Spirit Charge +3, Maximum Charges held +10).

Fulbringers

Fullbringer humans represent the exceedingly small percentage of humans who, for some reason or another, begin to gain the ability to tap into their Reiatu and summon it forth to protect them and strike down their foes. They do this by projecting their Reiatu through a device that is closely associated with them, such as a cross necklace, a special bottle cap, or even their very skin.

Fullbringers use their spiritual power to enhance their own body and any weapons they may carry. In some cases they materialize armor or weapons themselves; in other cases they might grant power to the weapons that they normally hold and use. Fullbringers are tough and hardy, and their spiritual power is focused around making them stronger still.



Level	Base Attack Bonus	Good Save	Bad Saves	Special	Fullbringer Damage	Defense Bonus
1	+1	+2	+0	Fullbringer, Bonus Feat, Human Body	1d6	+4
2	+2	+3	+0	Bonus Feat	1d6	+4
3	+3	+3	+1	Fullbringer Defense +1, Fullbringer Ability	1d6	+5
4	+4	+4	+1	Fullbringer +1, Bonus Feat	1d8	+5
5	+5	+4	+1	Fullbringer Ability	1d8	+6
6	+6/+1	+5	+2	Fullbringer Defense +2, Fullbringer Enhancement +1, Bonus Feat	1d8	+6
7	+7/+2	+5	+2	Fullbringer Ability	1d8	+7
8	+8/+3	+6	+2	Fullbringer +2, Bonus Feat	1d10	+7
9	+9/+4	+6	+3	Fullbringer Defense +3, Fullbringer Ability	1d10	+8
10	+10/+5	+7	+3	Fullbringer Enhancement +2, Bonus Feat	1d10	+8
11	+11/+6/+1	+7	+3	Fullbringer Unleash	1d10	+9
12	+12/+7/+2	+8	+4	Fullbringer Defense +4, Fullbringer +3, Fullbringer Evolution, Bonus Feat	2d6	+9
13	+13/+8/+3	+8	+4	Fullbringer Ability	2d6	+10
14	+14/+9/+4	+9	+4	Fullbringer Enhancement +3, Evolution Ability, Bonus Feat	2d6	+10
15	+15/+10/+5	+9	+5	Fullbringer Defense +5, Fullbringer Ability	2d6	+11
16	+16/+11/+6/+1	+10	+5	Fullbringer +4, Evolution Ability, Bonus Feat	2d8	+11
17	+17/+12/+7/+2	+10	+5	Fullbringer Ability	2d8	+12
18	+18/+13/+8/+3	+11	+6	Fullbringer Defense +6, Fullbringer Enhancement +4, Evolution Ability, Bonus Feat	2d8	+12
19	+19/+14/+9/+4	+11	+6	Fullbringer Ability	2d8	+13

Alignment: Any

Hit Die: d6

Class Skills: (4 + Int modifier +1 per level, x4 at first level)

Choose any six skills as class skills, plus Craft

Fullbringer

The identifying feature of a Fullbringer is their ability to transform part of their body into a living weapon and use it in combat. An Fullbringer may be activated for one encounter a day per level. It must take a form that either transforms a body part of the Fullbringer himself, or it must be an organic weapon that extends outward from the Fullbringer. Mechanically, it can have the functions as any one weapon listed in the Player's Handbook, but with adjusted damage depending on the Fullbringer's level. A Fullbringer can be formed as a Swift Action.

At 3rd level, and every odd-numbered level thereafter, the Fullbringer may select a Fullbringer Ability to make their Fullbringer stronger. Fullbringer abilities may be selected from the Fullbringer list, and any Fullbringer may take any Fullbringer ability they choose.

At 4th level, the Fullbring becomes a +1 magic weapon. Every 4 levels thereafter (8, 12, 16 and 20) it grows in strength, up to +5 at 20th level. In addition, this bonus is added to the wielder's AC.

Bonus Feat

At 1st and 2nd level, as well as every even level thereafter, the Fullbringer may select a bonus feat.

Human Body

Because Fullbringers are normal humans, they are not as tough as a Shinigami. They cannot ignore the effects of solid structures and buildings, nor may they walk on air as if it were ground. Furthermore, they do not receive maximum hit points from their hit die beyond 1st level--they must roll for hit points instead.

Fullbring Defense

At 3rd level, and every 3 levels thereafter (6, 9, 12, 15 and 18) the Fullbringer gains a cumulative +1 Fullbring bonus to AC while their Fullbring is active. This applies to both touch and flat-footed AC.

Fullbring Unleash

This ability functions identically to the Shinigami's Final Shikai, except that it simply bars the Fullbringer from forming their Fullbring for three days. As with a Shinigami, a Fullbringer still gains an Fullbring ability when they attain Fullbring Unleash.

Fullbring Evolution

At 12th level, the Fullbring attains its most potent ability, gaining the power to evolve into a more potent form. This is functionally identical to a Shinigami's Bankai, but the Fullbringer picks Fullbring Evolution abilities instead of Bankai abilities.

Evolution Unleash

This ability functions identically to the Shinigami's Final Bankai, except that it simply bars the Fullbringer from forming their Fullbring for six days. As with a Shinigami, a Fullbringer still gains an Evolution ability when they attain Evolution Unleash.

PARAGON HOLLOW

Most Hollows are simple-minded, weak creatures compared to the average Shinigami; however, every once in awhile a Hollow that is beyond anything any ordinary Hollow could ever be is created. Sometimes humans with a powerful Reiyatsu will meet a tragic end. They wander around trying to figure things out; they usually fall into terrible grief and depression as wandering Souls, finally turning into a fearsome Hollow that ends up with a wanted poster complete with a name and picture somewhere in Soul Society. Other humans are simply attacked by Hollows and the human is so strong-willed and chaotic that they just turn into a Hollow and consume the other Hollow that had been their catalyst. These Hollows often remember their lives. As they battle against their new Hollow instincts they realize one thing: they have to eat to evolve and whether they go to Hueco Mundo or eat people, (or make specific choices like eat only criminals) is up to them--it all depends on the person they were in life. The most interesting thing about Paragon Hollows is that their evolution never comes to a stop nor do they regress regardless of having part of their flesh eaten or not gaining sustenance to evolve. If they are lacking in finding other beings to eat their evolution will simply halt until they begin eating again.



Level	BAB	Good Save	Bad Save	Benefit	Def. Bonus	Natural Weapon
1	+0	+2	+0	Hollow Subtype, Bonus Feat, Hollow Genus, Hollow Ability, Hierro, Talent	4	1d6
2	+1	+3	+0	Bonus Feat	4	1d6
3	+2	+3	+1	Talent	5	1d6
4	+3	+4	+1	Bonus Feat, Hollow Ability	5	2d6
5	+4	+4	+1	Gillian, Hierro	6	2d6
6	+4	+5	+2	Bonus Feat, Talent	6	2d6
7	+5	+5	+2	Hollow Ability	7	3d6
8	+6/+1	+6	+2	Bonus Feat	7	3d6
9	+6/+1	+6	+3	Talent	8	3d6
10	+7/+2	+7	+3	Bonus Feat, Hierro, Adjuchas, Revelation	8	4d6
11	+8/+3	+7	+3		9	4d6
12	+9/+4	+8	+4	Bonus Feat, Talent	9	4d6
13	+9/+4	+8	+4	Hollow Ability	10	5d6
14	+10/+5	+9	+4	Bonus Feat	11	5d6
15	+11/+6/+1	+9	+5	Vasto Lordes, Hierro, Talent	12	5d6
16	+12/+7/+2	+10	+5	Bonus Feat	12	6d6
17	+12/+7/+2	+10	+5		13	6d6
18	+13/+8/+3	+11	+6	Bonus Feat, Talent	13	6d6
19	+14/+9/+4	+11	+6		14	7d6
20	+15/+10/+5	+12	+6	Bonus Feat, Hierro	14	7d6

Hit Die: d10

Class Skills: (5 + Int modifier, x4 at first level)

Choose any six skills as class skills

Paragon Hollows also receive the two bonus feats at first level as well as the extra skill points due to the fact that they were, at one point in their lives, human.

Hollow Subtype

All Hollows either gain the Standard Hollow or Augmented Hollow subtype.

Hollow Genus

Hollows come in various shapes and sizes, although they tend to all resemble standard forms or “molds” that make some Hollow appear like others in at least one physical way. The Hollow Genus types are: Humanoid, Quadruped, and Powerhouse, which the last being a combination of the first two. All tend to fall in one of these three categories, although most tend to be of the Humanoid genus.

Humanoid

The Humanoid Hollow is a well-rounded, well-adept Hollow Genus that excels at nothing but is not weak at anything. Because of this, a Humanoid Hollow’s greatest strength is that it has no weakness. Humanoid Hollows have the following abilities: He gains an additional bonus feat at first level and gains another bonus feat every four levels, and he also gains 2 extra Skill Points every level.

Quadruped

The Quadruped Hollow is much different from its Humanoid Hollow cousin because a Quadruped Hollow is built for speed. Its body allows it to hunt prey and quickly overcome them much faster than other Hollows. While not weak, a Quadruped Hollow does have less Strength and Constitution than its Humanoid cousin, instead relying on its wit and speed to take down its enemies. Quadruped Hollows have the following abilities: +2 bonus to Dexterity and Intellect at first level as well as an additional +2 bonus that can be applied to either Dexterity or Intellect; +5 movement speed every three levels, starting at level 3; and can start taking Shunpo feats at level 6 but does not gain a progression until it is an Arrancar.

Powerhouse

The Powerhouse Hollow is not a different Genus; instead, a Powerhouse Hollow is a sort of combination of a Humanoid and Quadruped Hollow. Powerhouse Hollows are massive Hollows who can take out entire squads of Shinigami in powerful swoop. They are neither versatile like the Humanoid Hollow nor fast like the Quadruped Hollow. The Powerhouse Hollow relies on its brute strength to smash its foes and its tough constitution to absorb and withstand hits. Powerhouse Hollows have the following abilities: size increase every four levels, starting at level 4, but they can’t take voluntary size increase via Hollow Abilities; they gain a DR 2/- every other level, starting at level 1; they also gain Power Attack at level 1, Cleave at level 4, and Great Cleave at level 8.

Bonus Feat

At first and second level, and every two levels thereafter, a Paragon Hollow gains a bonus feat.

Natural Weapon

A Paragon Hollow is a feral creature. They have natural weapons that deal 1d6 damage at level 1 and increase by +1d6 every three levels.

Hierro

A Paragon Hollow is said to have skin that no Shinigami sword can cut. A Paragon Hollow gains DR 4/- at first level. At 5th, 10th, 15th, and 20th level, this increases by 4.

Talent

A Paragon Hollow has access only to the Arrancar Prestige Class and does not gain any Gestalt Classes. This is due to the Paragon Hollow being a powerful being in its own right. However, starting at level 1 and at every three levels thereafter, a Paragon Hollow can choose a Talent to improve themselves.

Gillian

The first evolution a Paragon Hollow experiences is changing into a Gillian. Unlike average, mundane Hollow, a Paragon Hollow doesn't have to be absorbed into a mass of Hollows in order to become a Gillian--his will is already too strong and his body is already powerful enough on its own. A Paragon Hollow gains Cero; if he already has Cero then he gains an additional use of it. The Gillian also gains a +1 bonus to all saves as well as the ability to use Garganta which allows him to freely move between the Real World and Hueco Mundo. Creating a Garganta is a standard action.

Adjuchas

An Adjuchas is the next evolutionary step for a Paragon Hollow. An Adjuchas is capable of challenging a Captain-level Shinigami and are far more intelligent than Gillian and other lesser Hollows. Most Adjuchas tend to be smaller, retaining their humanoid size and build, and are Medium-sized. Because of their increase in intelligence, an Adjuchas becomes consciously aware of its existence--it might even know that it's wearing a mask. Adjuchas gain a +2 bonus to their Charisma score and either Intellect or Wisdom; they may choose four Advanced Hollow Abilities; they may also reduce their size to Medium and lose all penalties gained with size increases but retain all the bonuses. Any size increases gained through Hollow Abilities can be refunded for other Hollow Abilities. Powerhouse Hollows can reduce their size to Large but not Medium. If your DM allows it, Adjuchas can also gain the Leadership feat as a bonus feat.

Vasto Lorde

The Vasto Lorde is the final evolution of a Hollow. A Vasto Lorde is more powerful than a newly-appointed Captain in every aspect. Their Reiatsu is terrifying and can be felt miles away; not only that, but lesser Hollows tend to fall dead when they stand too close to a Vasto Lorde. The Vasto Lorde gains two Advanced Hollow Abilities as well as a +1 bonus to all saves. The Vasto Lorde also changes its size to Medium no matter what its size was prior to becoming a Vasto Lorde. Because a Vasto Lorde is the final evolution for a Hollow, a Vasto Lorde does not gain any more Hollow Abilities. They also gain access to the Dominant Hollow Ability.

Dominant Hollow: This functions just like the Dominate Person Spell but it can only be used against mundane Hollow. A Vasto Lorde is able to manipulate the minds of lesser Hollow within his line of sight and can detect them even when they aren't in his line of sight. A Vasto Lorde can use this Ability on a number of Hollows equal to his Charisma modifier. A Vasto Lorde must spend a full-round action to maintain dominance over a Hollow or the Hollow will break free. Dominating a Hollow requires a standard action to use.

Revelation

All Hollow have one thing in common: they were human at one point in time, and human do not wear masks as faces. Most Hollow are not aware that they are wearing a mask and will spend their entire existence never finding it out. If a Hollow realizes that it is wearing a mask it might try to take it off. When a Hollow takes off its mask they transform into something new: an Arrancar, a Hollow who has gained the powers of a Shinigami. The Hollow reverts back to its human form (the way they looked before they died and became a Hollow) with a fragment of their mask residing somewhere on their face or head. An Arrancar is always Medium-sized no matter what its previous size was as a Hollow. The Hollow also gains a Zanpakutou that contains all of their Hollow Abilities. Any Abilities that augment or change their physical appearance is sealed within the blade; abilities like Cero are not sealed.

Resurreccion: The Arrancar's Zanpakutou isn't just a storehouse for Hollow Abilities. The Zanpakutou is a true Zanpakutou. The Arrancar gains 8 Shikai Abilities and gains one more for each level above 10. If a Hollow does not have a Revelation at 10th level they gain a number of Shikai Abilities as if they were a Shinigami of the same level. When a Resurreccion is released, the Arrancar's current and maximum Hit Points double, just like a Shinigami's Bankai.

Sonido: The Hollow answer to Shunpo. While it's not quite as potent or refined as Shunpo, Sonido is just as useful for a Hollow. Once a Hollow becomes an Arrancar they gain Sonido equal to half of their maximum Hit Points and gain a normal progression every two levels.

Zanpakutou: The Zanpakutou has damage equal to the Arrancar's natural weapon damage.

TALENTS

Similar to Talents in the Star Wars d20 game, Talents in Bleach d20 are used exclusively for Paragon Hollow classes due to the fact that they only get one Prestige Class and no Gestalt Classes. This is due to the Paragon Hollow being an already powerful class, and giving it a Gestalt Class would make it just a bit more powerful when compared the other base classes. Talents also provide a way for the Paragon Hollow to be unique and not like all other above-average Hollows found within a game.

Currently, Paragon Hollow Talents are split up into three different areas: Self, Melee/Combat, and Leadership. Self Talents affect the Paragon Hollow's physical body and alter it in some way or help them in areas that are not Melee/Combat or Leadership abilities. Melee/Combat Talents improved a Paragon's effectiveness in combat as well as their ability to do damage. Leadership Talents provide ample opportunities and bonuses for Paragon Hollows to command other Hollows in the thicket of battle. All three of these groups of Talents can be taken at any time--a Paragon Hollow does not need to stick to one Talent Tree. As long as a Paragon Hollow meets the requirements for a Talent he is able to take it.

Honed Muscles

Type: Self

Benefit: Your BAB is Good (+1 increase at every level)

Special: You can take this Talent at any level. When you do, your BAB immediately changes to Good. (Adjust your BAB accordingly.)

Special Ability

Type: Self

Benefit: You gain a Special Ability that enables you to cast some Kidou-like Spells. When you take this Talent you can cast Kidou Spells, but you can only choose a number of Kidou Spells equal to your Charisma modifier +1. Your Kidou Spell Points are equal to an Expert Shinigami of the same level.

Special: You can select this Talent multiple times. Each time after the first grants you additional Kidou Spells equal to your Charisma modifier.

Unbreakable Resolve

Type: Self

Benefit: Once per day, whenever your Hit Points drop below half, you may use this Talent. You instantly heal 1/4th of your total Hit Points, rounded down.

Special: You can take this Talent multiple times. Each time you take it you gain an additional use of Unbreakable Resolve per day.

Increased Ability

Type: Self

Prerequisite: Requires at least 1 other Self-type Talent.

Benefit: You can take one Hollow Ability. If you are able to choose Advanced Hollow Abilities you may take one of those instead.

Special: You can take this Talent multiple times. Each time it's taken you gain another Hollow Ability.

Fast Garganta

Type: Self

Prerequisite: Requires the ability to use Garganta and at least 1 other Self-type Talent.

Benefit: You are able to use Garganta as a Swift Action.

Normal: Using Garganta requires a Standard Action.

Extended Release

Type: Self

Prerequisite: Requires at least one level in the Arrancar Prestige Class

Benefit: Your release lasts one extra round.

Normal: Your release lasts a number of rounds equal to your Arrancar level.

Special: You can take this Talent multiple times. Each time it's taken you can keep your release active an additional round.

Devastating Strike

Type: Melee/Combat

Benefit: Choose one of your unarmed strikes before making an attack roll. If this unarmed strike hits, you ignore 2 points of DR the target has, if any.

Special: This Talent can be taken multiple times. Each time it's taken you can ignore an additional 2 points of DR.

Melee Smash

Type: Melee/Combat

Benefit: Whenever you strike an opponent with a melee weapon you deal an additional +1 damage.

Special: This Talent can be taken multiple times. Each time it's taken you can add an additional +1 damage.

Stunning Strike

Type: Melee/Combat

Prerequisites: Requires at least 1 other Melee/Combat-type Talent.

Benefit: As a Full-Round Action, make an unarmed strike against your opponent. Your opponent must make a Constitution Check equal to 10 + your Paragon Hollow level + your Constitution modifier or be Stunned for one round. Damage is still applied normally.

Special: You can take this Talent multiple times. Each time it's taken you can add either +2 to the Constitution Check or an additional use of this ability during a Full-Round Action. (So taking it twice can have two attacks per Full-Round Action, three times is three attacks, etc.)

Powerhouse Strike

Type: Melee/Combat

Prerequisite: Requires at least 2 other Melee/Combat-type Talents.

Benefit: Choose one of your unarmed strikes before making an attack roll. If this unarmed strike hits, you cause your opponent to fly away a number of feet equal to the

damage you did in terms of feet, rounded to the nearest "5" (For example, if you do 23 damage to a target with this Talent you cause your opponent to fly 25 feet away.)

Special: You may choose the direction the opponent is sent flying away as long as it's logical in regards to the direction of the strike. If this path takes the opponent into a solid structure like a building or wall, you can make an attack roll against the toughness of the structure. If you beat the toughness you cause your opponent to sail through that structure and take +1d6 damage for every 5 feet the opponent passes through.

Expert Grappler

Type: Melee/Combat

Benefit: Whenever you make a Grapple attempt you gain a +2 bonus on your roll.

Special: This Talent can be taken multiple times. Each time it's taken you can add +2 to the Grapple roll.

Born Leader

Type: Leader

Benefit: Once per encounter, as a Swift Action, you can grant all allies within your line of sight a +1 insight bonus to attack rolls. This effect lasts as long as you remain in line of sight of your allies. If an ally leaves your line of sight they lose this effect.

Special: You can only take this Talent multiple times. Each time it's taken you can add +1 to the insight bonus.

Distant Commander

Type: Leader

Prerequisite: Requires Born Leader

Benefit: Allies affected by your Born Leader Talent retain the insight bonus even when they leave your line of sight.

Rally

Type: Leader

Prerequisite: Requires at least 2 other Leader-type Talent.

Benefit: Once per encounter, you can rally your allies and bring them back from the brink of death. As a Swift Action, all allies within your line of sight who have less than half their total Hit Points gain a +2 bonus to their AC and a +2 damage to their damage rolls for the remainder of the encounter.

Special: You can only take this Talent multiple times. Each time it's taken you can add +1 to the AC and damage rolls.

Command Cohort

Type: Leader

Prerequisite: Requires at least 3 other Leader-type Talent.

Benefit: You take on a cohort, or minion, who follows you around and does everything you ask. This cohort is treated as a Hollow with half your level in HD and earns Hollow Abilities as if it were a Hollow of the appropriate level.

Special: You can model the Hollow minion off anything you wish. (Worg, Human, Bird, etc.)



GESTALT CLASSES

Due to the unique nature of how the classes in Bleach d20 are both made and used, characters are not limited to merely one class at a time. In addition to the main classes (Warrior/Expert/Spellcaster Shinigami, Quincy, Fullbringer, and Paragon Hollow), characters in the Bleach universe gain a secondary class, called a Gestalt Class, that provides them with unique bonuses and abilities. Similar to Prestige Classes, these Gestalt Classes are taken at the same time as the character's main class. Upon reaching a new level, the character may choose to continue advancing their current Gestalt Class or choose another.

Like Prestige Classes, some Gestalt Classes have Prerequisites that must be filled in order to select them. As long as these Prerequisites are met, any character may take any Gestalt Class.



KIDOU CORPS

The Kidou Corps are a division within Seireitei (like the Onmitsukido) that specialize in a specific area; for the Kidou Corps this is Kidou. The Kidou Corps are responsible for anything relating to Kidou in Soul Society, like teaching classes at the Academy, preparing the great Kidou Cannon, or setting up the Sokyoku for execution. To be inducted into the Kidou Corps, a Shinigami must show a prominent skill in the art of Kidou.

Prerequisites: Must be able to cast Kidou.



Level	Abilities
1	Boost any Kidou Spell by 1SP once per day, Heighten Kidou Feat
2	Boost any Kidou Spell by 2SP once per day, +1 Spells Known
3	Boost any Kidou Spell by 3SP once per day,
4	Boost any Kidou Spell by 4SP once per day, +1 Spells Known
5	Boost any Kidou Spell by 5SP once per day,
6	Boost any Kidou Spell by 6SP once per day, +1 Spells Known
7	Boost any Kidou Spell by 7SP once per day,
8	Boost any Kidou Spell by 8SP once per day, +1 Spells Known
9	Boost any Kidou Spell by 9SP once per day,
10	Boost any Kidou Spell by 10SP once per day, +1 Spells Known
11	Boost any Kidou Spell by 11SP once per day,
12	Boost any Kidou Spell by 12SP once per day, +1 Spells Known
13	Boost any Kidou Spell by 13SP once per day,
14	Boost any Kidou Spell by 14SP once per day, +1 Spells Known
15	Boost any Kidou Spell by 15SP once per day,
16	Boost any Kidou Spell by 16SP once per day, +1 Spells Known
17	Boost any Kidou Spell by 17SP once per day,

18	Boost any Kidou Spell by 18SP once per day, +1 Spells Known
19	Boost any Kidou Spell by 19SP once per day,
20	Boost any Kidou Spell by 20SP once per day, +1 Spells Known

Heighten Kidou

When casting a Kidou Spell as a Full-Round Action, you may add 1.5 times your character level (rounded up) to the Spell's Saving DC/Throw, Touch Attack, or any other effect that requires the spell to hit the target.

Kidou Spell Boost

Once per encounter you may boost any single Kidou Spell you can cast by a number of Spell Points equal to your character level. You can spend more Spell Points than your character level using this Ability, even if the Spells says you cannot.

Spells Known

Your training in the Kidou Arts has greatly increased your knowledge of Kidou Spells. You know one additional Kidou Spell at level 2 and every other level thereafter.

ELITE SHINIGAMI

A Shinigami who has shown exemplary skill in all areas of Shinigami combat can call himself an Elite Shinigami, the type of Shinigami that is bound to become a high-seated officer or even a Captain at one point in their Shinigami career. All players in a Bleach game are already above-average when compared to their peers, but an Elite Shinigami is just a small step about that. This Gestalt Class is ideal for characters who want just a few extra bonuses to their character sheet and can't quite fit anywhere else. An Elite Shinigami is also a good class for a character who wants to eventually take the Captain Prestige Class.



Level	Abilities
1	Bonus Feat
2	Dodge
3	+1 Attack Bonus with Zanpakutou
4	Bonus Feat
5	Increased Shunpo
6	+2 All Saves
7	Bonus Feat
8	+1 AC
9	+1d6 Damage with Zanpakutou

SHINOBI

A Shinobi is a member of the Onmisukido, or Stealth Force, who is typically associated with Squad 2. Shinobi are tasked with penetrating enemy lines and acting as spies for both Seireitei and the Central 46, the latter of which always keeps a watchful eye on the Onmisukido. Shinobi can also be tasked with executing Shinigami whom have broken the law or ordered to assassinate certain individuals.

Prerequisites: Shunpo 10/20, Hide 4 Ranks, Move Silently 4 Ranks, and affiliated with Squad 2 in some way.



Level	Abilities
1	Improved Unarmed Strike
2	Sneak Attack +1d6
3	Mark for Death +1
4	Sneak Attack +2d6
5	Mark for Death +2
6	Sneak Attack +3d6
7	Mark for Death +3

8	Sneak Attack +4d6
9	Mark for Death +4
10	Sneak Attack +5d6
11	Mark for Death +5
12	Sneak Attack +6d6
13	Mark for Death +6
14	Sneak Attack +7d6
15	Mark for Death +7
16	Sneak Attack +8d6
17	Mark for Death +8
18	Sneak Attack +9d6
19	Mark for Death +9
20	Sneak Attack +10d6

Improved Unarmed Strike

At first level, a Shinobi gains the Improved Unarmed Strike Feat as a bonus Feat.

Sneak Attack

At second level, a Shinobi gains the Sneak Attack Ability. Starting at Level 4 and at every two levels thereafter, the Sneak Attack bonus increases by +1d6 (with a +1d6 bonus at second level).

Mark for Death

At third level, a Shinobi is able to mark one target in battle as a primary target for execution. If the Shinobi spends a full-round action studying a target, she receives a +1 bonus on her next Sneak Attack against this target. This bonus increases by 1 every two levels. Only one target can be marked for death per encounter. If the target dies, a new target can be chosen. The Shinobi cannot be seen during when using this ability or she loses her bonus to her Sneak Attack.

RESEARCHER

One of the diligent Shinigami who take on the task of retrieving crucial information, a Researcher is a vital part of Soul Society. A Researcher's primary job focuses around finding information on various subjects. They have a knack for discovering information that other Shinigami tend to lack and, sometimes, admire. Not only this, but a Researcher also has close ties with the Shinigami Research and Development Institute and can use many of their research systems as well. This connection with the Institute also enables a Researcher to obtain the necessarily materials needed to construct a Modsoul, a powerful battle companion with an identity all of its own.



Level	Abilities
1	Skill Focus, Alternative Demon Path
2	Favored Enemy
3	Skill Focus
4	Favored Enemy
5	Skill Focus, Modsoul Companion

Skill Focus

Every other level, starting at level 1, a Researcher gains the Skill Focus feat and may apply it to any Skill that does not already have the Skill Focus feat applied to it.

Alternative Demon Path

At level 1, a Researcher gains the Alternative Demon Path feat as a bonus feat.

Favored Enemy

Every other level, starting at level 2, a Researcher gains the Favored Enemy feat as a bonus feat.

Modsoul Companion

At level 6, a Researcher has done enough research to either construct or obtain a Modsoul. This Modsoul follows every and any command given by the Researcher. The Modsoul will have HD equal to half of the Researcher's Class Level, rounded down. (For example, an Expert Shinigami 10//Researcher 5/Elite Shinigami 5 would have a Mod Soul with 5HD because 5 is half of 10, the Shinigami's Class Level.)

KENPACHI

Kenpachi is the name given to the strongest swordsman of every generation; to the individual who has killed the most enemies and won the most battles. It is also a title bestowed upon those who love battle and can take numerous attacks before falling. Individuals who want become a Kenpachi typically come from the most lawless, treacherous districts of Rukongai, some of who want nothing more than to make their lives better one swing of a sword at a time. A Kenpachi possesses a high Reiatsu, or spiritual pressure, as well, and because of this they are unable to have any Zanpakutou Abilities. To them, a Zanpakutou is nothing more than a tool. True strength comes from within for a Kenpachi.



Level	Abilities
1	+1 FORT Save, Improved Toughness
2	+1 DR
3	+1 FORT Save
4	+1 DR
5	+1 FORT Save
6	+1 DR
7	+1 FORT Save
8	+1 DR
9	+1 FORT Save
10	+1 DR
11	+1 FORT Save
12	+1 DR
13	+1 FORT Save

14	+1 DR
15	+1 FORT Save
16	+1 DR
17	+1 FORT Save
18	+1 DR
19	+1 FORT Save
20	+1 DR

Damage Reduction

Every other level, starting at level 2, a Kenpachi gains +1 DR that stacks with any other forms of Damage Reduction already obtained.

Improved Toughness

A Kenpachi gains the Improved Toughness feat as a bonus feat at first level.

Save Bonus

Starting at level 1, a Kenpachi gains a +1 bonus to all of his Fortitude Saves. This bonus increases by 1 every two levels.

INNER HOLLOW

Somehow, a Hollow lies dormant within a Shinigami's very soul and threatens to take over the Shinigami's body at any given moment. Nobody knows exactly how one obtains an Inner Hollow. Some think that when a Shinigami obtains a Zanpakutou that two spirits exist instead of just one, and one of the spirits is merely more dominant than the other. Others think special devices can be used to fuse a Hollow with a Shinigami but this has never been proven. Whatever the reason, a Shinigami with an Inner Hollow is always constantly fighting with its inner spirit to retain control of his body.

Prerequisites: Inner Hollow Feat, DM Permission



Level	Abilities
1	2 Hollow Points, Cannot Die
2	3 Hollow Points
3	4 Hollow Points
4	5 Hollow Points
5	6 Hollow Points
6	7 Hollow Points
7	8 Hollow Points
8	9 Hollow Points
9	10 Hollow Points
10	11 Hollow Points
11	12 Hollow Points
12	13 Hollow Points
13	14 Hollow Points
14	15 Hollow Points
15	16 Hollow Points

16	17 Hollow Points
17	18 Hollow Points
18	19 Hollow Points
19	20 Hollow Points
20	21 Hollow Points

Hollow Points

The Hollow residing inside you influences the way you battle. While making any roll (be it a Skill Check, Attack Roll, or any other sort of roll) you may expend one of your Hollow Points to add +1d6 to the result. You may also expend one of your Hollow Points to add +1d6 to your AC before damage is applied, thus giving you an extra chance to avoid being struck in combat.

You have a number of Hollow Points equal to your level + 1. Your Hollow Points reset each day, so you can use as many of your Hollow Points per day as you wish. You may only use one Hollow Point per action. (Example: You can only use one Hollow Point on a single Attack Roll, but if you make a Full-Round Attack you can use a Hollow Point for each attack roll.)

From levels 1-4 you can add +1d6 to your rolls with your Hollow Points. From levels 5-8 you can add +2d6. From levels 9-12 you can add +3d6. From levels 13-15 you can add +4d6. And from levels 16+ you add +5d6.

Hollow Points can also be used to emulate Feats. Once per round you may expend one of your Hollow Points to gain the benefits of one Feat of your choosing but you still must meet all of the prerequisites for the Feat. You may spend a Hollow Point to gain the benefits of one Feat in addition to spending a Hollow Point to improve any roll you had just made.

Cannot Die

Whenever your total Hit Points is reduced to 0 or less, your Inner Hollow gains control of your body. You enter a Berserker-like state called a Frenzy (similar to the Frenzied Berserker Frenzy from Complete Warrior). Half a mask forms on your face and you gain a +6 bonus to your Strength, Dexterity and Constitution scores while your Hollow is in control. At any time you can break free of the Hollow's possession of your body by making a Wisdom Check with a DC equal to 10 + your character level. If you fail the Save your Inner Hollow remains in control and you suffer a -1 penalty on your next Wisdom Check. If you fail your Save ten times in a row (or choose not to roll for ten turns), your Inner Hollow takes permanent control of your body.

When your Inner Hollow gains control, your Hit Points are reset to half of your maximum. If you break free of the possession you retain any of the Hit Points still remaining; you are not reduced to 0 Hit Points again. If you are reduced to negative Hit Points while possessed by your Inner Hollow you still die.

BATTLE EXPERT

There are some Shinigami who excel in Kendo and use it whenever they are in battle. These Shinigami are called Battle Experts due to their ability to adjust to an enemy's attacks in the blink of an eye and utilize a wide array of skillful strikes with their Zanpakutou. Battle Experts spend most of their time training with their Zanpakutou and hone their sword skill. Some don't care or worry about Kidou or Shunpo as long as their swordskill is honed to perfection.

Prerequisites: Tome of Battle, DnD 3.5e book (or a very helpful DM)



Level	Abilities	Maneuvers	Maneuvers Readied	Stances Known
1	Quick to Act +1	2	2	1
2		3	3	1
3		4	3	2
4		5	4	2
5	Quick to Act +2	6	5	3
6		7	5	3
7		8	6	4
8		9	7	4
9	Quick to Act +3	10	7	5

10		11	8	5
11		12	9	6
12		13	9	6
13	Quick to Act +4	14	10	7
14		15	11	7
15		16	11	8
16		17	12	8
17	Quick to Act +5	18	13	9
18		19	13	9
19		20	14	10
20		21	15	10

Maneuvers

A Battle Expert has knowledge of all six types of disciplines (Desert Wind, Diamond Mind, Setting Sun, Shadow Hand, Stone Dragon, and Tiger Claw) and can utilize all six of these maneuvers in battle. When choosing a Maneuver Known, a Battle Expert may choose a Maneuver from any of the six types of disciplines. He still must meet any prerequisites for taking the Maneuver.

Maneuvers Readied

At first level, a Battle Expert can "ready" both of his Maneuvers by meditating or exercising for five minutes. A Battle Expert begins an encounter with all of his readied Maneuvers unused, regardless of how many times he might have already used them since they were chosen. When a Battle Expert initiates a Maneuver it is expended for the encounter unless a Battle Expert recovers them. As a Battle Expert gains more levels he can add more Maneuvers Readied to his list.

A Battle Expert can recover an expended Maneuver by using a full-round action to quickly meditate. Doing this does not provoke any attacks of opportunity. If a Battle Expert completes his meditation he can choose one expended Maneuver to refresh, which a Battle Expert can use in a later round.

Stances Known

A Battle Expert knows only one 1st-level Stance at first level. Every two levels a Battle Expert can choose an additional Stance. Unlike Maneuvers, Stances are not expended when used and they do not have to be readied. All Stances known by a Battle Expert are available at all times and can be changed with a Swift Action.

Quick to Act

At first level, a Battle Expert gains a +1 bonus to Initiative. This increases to +2 at level 5 and +3 at level 10.

FULLBRINGER GESTALT CLASSES

STUDENT

Like the class suggests, a Student is a Fullbringer who attends either high school or college. Because of this, a Student is capable of learning about his Fullbring faster than other Fullbringers and can harness more powers with it.



Level	Abilities
1	Knowledge Skill, Fast Learner
2	Skill Focus
3	Fullbring Ability
4	Skill Focus
5	Fullbring Ability
6	Skill Focus
7	Fullbring Ability
8	Skill Focus
9	Fullbring Ability
10	Skill Focus

Knowledge

At level 1, a Student gains the Knowledge Skill as a Class Skill. The Student can be trained in a number of subjects equal to his Intelligence Modifier +1. The subjects are: Science, Math, Social Studies, Politics, Herbology, Biology, Chemistry, Physics, Art, English, Geology, Geography, History, Literature. Other subjects can be chosen as long as your DM allows it.

Fast Learner

Starting at level 1, a Student earns an additional Skill Point every level.

Skill Focus

At level 2, and every other level thereafter, a Student gains the Skill Focus feat and may apply it to any Skill they are trained in.

Fullbring Ability

At level 3, and every other level thereafter, a Student gains an extra Fullbring Ability.

ATHLETE

Possessing an active lifestyle, an Athlete is a Fullbringer who has a lean, physical build and is in overall great health for his age. Having an active lifestyle allows an Athlete to catch their breathe during battle, a trait that many other Fullbringers do not possess.



Level	Abilities
1	Athletic, Second Wind +1d6
2	Bonus Feat
3	Second Wind +2d6
4	Bonus Feat
5	Second Wind +3d6
6	Bonus Feat
7	Second Wind +4d6
8	Bonus Feat
9	Second Wind +5d6
10	Bonus Feat
11	Second Wind +6d6
12	Bonus Feat
13	Second Wind +7d6

14	Bonus Feat
15	Second Wind +8d6
16	Bonus Feat
17	Second Wind +9d6
18	Bonus Feat
19	Second Wind +10d6
20	Bonus Feat

Athletic

At first level, an Athlete gains the Athletic Feat as a bonus feat.

Bonus Feat

Every other level, starting with level 2, a Fullbringer can choose a Bonus Feat from the following list: Acrobatic, Agile, Dash, Diehard, Dive for Cover, Dodge, Endurance, Evasion, Evasive Reflexes, Fleet of Foot, Improved Initiative, Improved Evasion, Improved Toughness, Leap of the Heavens, Lightning Reflexes, Mobility, Run, Skill Focus, Spring Attack, Toughness, and Uncanny Dodge.

Second Wind

Starting at level 3, an Athlete gains the ability to "catch their breath", so to speak, and regain 1d6 Hit Points. This Ability can only be used once per encounter. Every other level the extra Hit Points gained increases by 1d6. Using a Second Wind is a Swift Action.

ANALYZER

An Analyzer is an individual who has a keen mind for battle, who can read an opponent like a book. They have a great talent in observing people and memorizing how they move both before and after an attack. An Analyzer uses his talents in battle to give him the upper edge.



Level	Abilities
1	Knowledge [Tactics], I See Through It +1
2	Kink in the Armor +1
3	I See Through It +2
4	Kink in the Armor +2
5	I See Through It +3
6	Kink in the Armor +3
7	I See Through It +4
8	Kink in the Armor +4
9	I See Through It +5
10	Kink in the Armor +5

Knowledge

At first level, an Analyzer gains the Knowledge [Tactics] Skill and treats it as a Class Skill.

I See Through It

Every other level, starting at level 1, an Analyzer can "read" an enemy's fighting style. An Analyzer can make a Knowledge [Tactics] Check against an enemy's AC. If successful, the Analyzer gains a +1 bonus to his AC against that enemy. This bonus increases by 1 every other level. If an Analyzer fails his Knowledge [Tactics] Check he can attempt another on his next round. This Ability can be used as a Swift Action but cannot be used at the same time as Kink in the Armor.

Kink in the Armor

Every other level, starting at level 2, an Analyzer can see faults in an enemy's fighting style. An Analyzer can make a Knowledge [Tactics] Check against an enemy's AC. If successful, the Analyzer gains a +1 bonus to his Attack and Damage Bonus against that enemy. This bonus increases by 1 every other level. If an Analyzer fails his Knowledge [Tactics] Check he can attempt another on his next round. This Ability can be used as a Swift Action but cannot be used at the same time as I See Through It.

BRAWLER

They go by many names: a scraper, a fist-fighter, a martial artist, but the end result is always the same. A Brawler is a Fullbringer who is skilled at unarmed fighting and can utilize deadly combos and powerful attacks to knock out their opponents.



Level	Abilities
1	Right Hook +1d6, Improved Unarmed Strike, Combination
2	Left Jab +1d4
3	Knee +1d8
4	Right Hook +2d6
5	Left Jab +2d4
6	Knee +2d8
7	Right Hook +3d6
8	Left Jab +3d4
9	Knee +3d8
10	Uppercut

Improved Unarmed Strike

At first level, a Brawler gains the Improved Unarmed Strike Feat as a Bonus Feat.

Combination

At first level, whenever a Brawler strikes an enemy using her fists, the Brawler may make an additional unarmed strike using either a Right Hook, Left Jab, Knee, or Uppercut. There is no limit as to how many times a Brawler may use these attacks; a Combination fails as soon as a Brawler misses a strike.

Right Hook

At first level, a Brawler gains the ability to throw a powerful punch with a lot of force behind it. When making an unarmed strike, if a Brawler hits an enemy with a Right Hook, the enemy takes an additional 1d6 damage. The damage from this Ability increases by 1d6 at level 4 and level 7.

Left Jab

At second level, a Brawler gains the ability to throw a quick punch with her left hand to off-set her opponent. When making an unarmed strike, if a Brawler hits an enemy with a Left Jab, the enemy takes an additional 1d4 damage. The damage from this Ability increases by 1d4 at level 5 and level 8.

Knee

At third level, a Brawler gains the ability to jam her knee into an enemy's stomach, knocking the wind from them and causing a great deal of pain. Using this Ability, a Brawler may initiate a Grapple as a Swift Action. If successful, the Brawler attacks the enemy with her knee, dealing 1d8 damage and releasing the Grapple. The damage from this Ability increases by 1d8 at level 6 and level 9.

Uppercut:

At tenth level, a Brawler learns how to make an Uppercut, a powerful finishing move. When making an unarmed strike, if a Brawler hits an enemy at least twice she may make an Uppercut attack. This attack deals damage equal to the damage inflicted by the previous unarmed strikes.

FIGHTER

A Fullbringer who constantly trains with his Fullbring is a Fighter, a Fullbringer who battles against Hollows and any other enemy who threatens his home. Fighters are very adept combatants who can challenge any foe with their abilities.



Level	Abilities
1	Bonus Feat
2	Dodge
3	Fullbring Ability
4	+1 All Saves
5	+1 to all attacks with Fullbring
6	Improved Toughness
7	+10 Movement
8	+1 damage with Fullbring
9	+1 AC
10	Fullbring Ability

VIXEN

Like her name suggests, a Vixen is an attractive human female who uses her good looks to get what she wants. Her natural good looks cause her opponents to either be envious of her or to want to get with her--both work well for a Vixen.



Level	Abilities
1	Flaunt
2	Male Distraction/Female Envy
3	Improved Feint
4	Too Beautiful to Hit
5	One in a Million

Flaunt

Starting at first level, a Vixen can use her gifted good looks to get what she wants. When making a Charisma-based Skill Check, a Vixen can re-try the same Skill Check if she failed it, even if the Skill says she can't re-try.

Male Distraction/Female Envy

Starting at second level, a Vixen's natural good looks are so distracting or so envious that they interfere with other people's judgments. A Vixen gains a bonus to her Charisma-based skills equal to her Vixen level.

Improved Feint

At third level, a Vixen gains the Improved Feint Feat. She does not need to meet the requirements to take the Feat.

Too Beautiful to Hit

Starting at fourth level, whenever a Vixen makes a Feint attempt against an opponent, the opponent is unable to add his/her Base Attack Bonus to his/her Sense Motive roll to see-through the Feint.

One in a Million

Whenever a Vixen makes a Feint Action in combat she gains a bonus to her roll equal to her Vixen level.

SPELLCASTER

Tapping into an unknown source of power, or perhaps through their Fullbring, a Spellcaster is able to cast Spells similar to those of a Shinigami's Kidou. Spellcasters might be magicians or psychics or just normal individuals with the ability to cast Spells. Whatever the reason, a Spellcaster has access to Kidou Spells and uses them to destroy those who threaten her town.



Level	Abilities
1	Spell Power
2	Spell Knowledge
3	Spell Focus
4	Spell Knowledge
5	Quicken Spell

Spell Power

Somehow your Fullbring gives you access to powerful Spells that you've only seen in movies and read about in books. You are able to cast Kidou Spells as if you were an Expert Shinigami of the same level. Charisma is the primary casting stat for Kidou Spells, much like Shinigami.

Spell Knowledge

At levels 2 and 4, a Spellcaster learns an additional Spell but still must meet any requirements needed to take the Spell.

Spell Focus

At level 2, a Spellcaster gains the Spell Focus Feat as a bonus feat. This feat may be applied to either Hado, Bakudo, or Healing Spells. If applied to Healing Spells, the Spellcaster gains a bonus to the amount healed equal to her Spellcaster level.

Quicken Spell

You can cast any Spell you know as a Swift Action, but you must expend twice as many Spell Points than normal to cast the Spell in this manner.

GIFTED FULLBRING

Sometimes a Fullbringer will discover that his Fullbring is different than other Fullbringers he meets. To him, a Fullbring is more than just a weapon--it's an extension of his own body. Because of this, a Gifted Fullbring user is able to use their Fullbring in battle more effectively than those who are not in tune with their own Fullbring.



Level	Abilities
1	Fullbring Ability
2	Perception
3	Fullbring Ability
4	Insight
5	Fullbring Ability

Fullbring Ability

At Levels 1, 3, and 5, a Fullbringer may select another Fullbring Ability from the Fullbring list. They still must meet any prerequisites to take the Ability.

Perception

Because a Fullbring is an extensive of a Fullbringer's body, a Gifted Fullbring user has harnessed that power in order to make the most of their surroundings. Whenever a Gifted Fullbring makes a Skill Check involving their Wisdom modifier they gain a bonus to the roll equal to their Gifted Fullbring level.

Insight

A Human with a Gifted Fullbring understands how to wield it more effectively than other Fullbringers. Whenever a Gifted Fullbring user makes an attack or damage roll they gain a bonus to the roll equal to their Wisdom modifier. This bonus cannot exceed a Gifted Fullbring's class level.

PRESTIGE CLASSES

All prestige classes retain the base attack bonus, spellcasting progression, save progression, skill progression, hit dice, bonus feats, AC bonus, and Zampakutou damage of the base class from which they were entered. The levels of the prestige class and the base class effectively stack.



By: Lozeng3r

CAPTAIN

The Captains are the most powerful and respected individuals within the Gotei 13. Among the only beings alive with the capability to use Bankai, the final release, the level of a Captain is exponentially above even that of a Vice-Captain. There are only 13 Captains at any one time with each Captain heading one of the thirteen squads. This prestige class represents special training that Captains undergo to further master their sword. Its function is two-fold: it allows more flexibility in deciding Zanpakutou Abilities for its five-level progression and it allows access to the final Bankai ability before the 20th level, representing the prodigious ability and pedigree that Captains inherently possess.

Court of Pure soul Captains



Prerequisites

Special: Must do one of the following:

1. Take the captain proficiency test which requires the ability to perform Bankai. At least three existing Captains, including the Commander-General (Captain of the 1st Division) must witness the test.
2. Possess a personal recommendation from at least six Captains and approval from at least three of the remaining seven.
3. Must defeat an existing Captain in one-on-one combat with at least 200 witnesses from the Captain's division.

Level	Abilities	Zanpakutou Damage	AC Bonus	Kidou Points
1	Perfect Shikai	+1d6	+0	+2
2	Bonus Feat	+1d6	+0	+4
3	Enduring Release	+1d6	+1	+6
4	Bonus Feat	+2d6	+1	+8
5	Perfect Bankai	+2d6	+2	+10

Perfect Shikai

Captains have perfected the use of their Shikai. They gain two Shikai Abilities at level 1.

Bonus Feat

At second and fourth level, a Captain gains a bonus feat.

Enduring Release

Your Bankai release duration is expanded to a number of rounds equal to your Shinigami level plus your Captain level plus three rounds.

Perfect Bankai

You have reached the pinnacle of Bankai power. You gain two Bankai Abilities.

VIZARD

Vizard (or “Masked Warriors“) are Shinigami who have stepped into forbidden territory and became Hollows. Containing a Hollow deep within their soul, Vizards who learn to control their power have the ability to summon forth a mask and use it to increase their power exponentially. Aside from the Hogyoku, the means to become a Vizard are unclear; it seems some possess a Hollow dormant within them or acquire it in some way. It is speculated that the capacity for both Shinigami and Hollow reside within all souls, and one side is merely dominant.

The Vizard class has no upward limit. After 5th level a Vizard’s progression normalizes and continued levels in Vizard will alternate in granting Zanpakutou and Hollow abilities.



Prerequisites

Feats: Inner Hollow

Special: Must have at least five levels of Inner Hollow and be at least Level 8.

Level	Abilities	Zanpakutou Damage	AC Bonus	Kidou Points
1	Mask, Surpass Limitations, Hollow Ability	+1d6	+0	+2
2	Hollow Ability	+1d6	+0	+4
3	Hollow Ability	+1d6	+1	+6
4	Hollow Ability	+2d6	+1	+8
5	Hollow Ability	+2d6	+2	+10

6	Zanpakutou Ability	+2d6	+2	+12
7	Hollow Ability	+3d6	+3	+14
8	Zanpakutou Ability	+3d6	+3	+16
9	Hollow Ability	+3d6	+4	+18
10	Zanpakutou Ability	+4d6	+4	+20

Mask

A Vizard gains the ability to summon their mask for 1 round per level in Vizard. When wearing their mask, the Vizard's Strength, Dexterity, Constitution and Charisma gain a +10 Vizard bonus (those with the Alternative Demon Path feat gain +10 to either Wisdom or Intelligence, as specified by their feat). Summoning the mask is a swift action. While wearing the mask, a Vizard has access to all Hollow abilities they gain through the Vizard class. A Mask may be used in addition with Shikai or even Bankai, assuming the Shinigami possesses and wishes to use them. Masks can be summoned as many times per day as the character has levels in Vizard. The user of a Vizard mask is fatigued after the effect ends.

Hollow Abilities

Vizard gain access to Hollow abilities while their mask is manifested. Vizard may select any Hollow Ability from the list that does not physically alter their body in a noticeable way (i.e. Increased Size, Extra Limb, and Increased Hit Die). Vizards may begin taking Adjucha-level abilities when their Vizard level reaches 6.

Zanpakutou Ability

A Vizard may gain either one Shikai or one Bankai ability, as if they had gained the appropriate level in a standard Shinigami class. Vizard may not gain Bankai abilities unless they actually possess Bankai.

ARRANCAR

Arrancar are the antithesis of a Vizard: Hollow who have attained the power of a Shinigami while their Hollow side remains dominant. The means Hollows use to become Arrancar are unknown. There are a few instances of natural Arrancar who managed to remove their mask and become Arrancar of their own right but most existing Arrancar are created through use of the Hōgyoku. Arrancar wield Zanpakutou and can unleash great power when releasing them.

The Arrancar class has no upward limit. After 5th level an Arrancar's progression normalizes and continued levels in Arrancar will alternate in granting Hollow and Zanpakutou Abilities. Arrancar Hit Dice do not count towards the normal Hollow Hit Dice for purposes of acquiring abilities.

When a Hollow becomes an Arrancar their size immediately changes to medium (though they retain the positive statistic adjustments to Strength and Constitution, as well as losing the Dexterity penalty). They lose their natural attacks but gain a Zanpakutou attack that has the base damage of a Paragon Hollow's natural attack of the same level. They also gain an unarmed strike ability that does a base 1d10 bludgeoning damage. Arrancar limbs cannot be severed, as with a normal Hollow. If the Arrancar was initially an Adjucha-class Hollow, they no longer suffer from Regression.



Prerequisites

Special: Must be a Hollow with at least 8 hit dice. Must gain access to Shinigami abilities through means such as the Hōgyoku or other circumstances, such as consuming Shinigami and having the Hollow mask partially broken.

Level	Benefit	Zanpakutou Damage	AC Bonus
1	Release, Surpass Limitations, Zanpakutou Ability	+1d6	+1
2	Zanpakutou Ability, Sonido	+1d6	+1
3	Zanpakutou Ability	+1d6	+1
4	Zanpakutou Ability, Sonido	+2d6	+2
5	Zanpakutou Ability	+2d6	+2
6	Hollow Ability, Sonido	+2d6	+2
7	Zanpakutou Ability	+3d6	+3
8	Hollow Ability, Sonido	+3d6	+3
9	Zanpakutou Ability	+3d6	+3
10	Hollow Ability, Sonido	+4d6	+4

Release

An Arrancar gains the ability to release their Zanpakutou and true Hollow form for 1 round per level in Arrancar. Strength, Dexterity, Constitution and Charisma gain a +10 Vizard bonus (those with the Alternative Demon Path feat gain +10 to either Wisdom or Intelligence, as specified by their feat). Releasing is a swift action. While released, an Arrancar has access to all Zanpakutou abilities they gain through the Arrancar class, and return to the size they were while they were Hollows. Arrancar may release once per day for each level in Arrancar, and are fatigued after the effect of their release ends.

Surpass Limitations

An Arrancar can attain a power far greater than that of any Shinigami and most normal Hollow. They gain the ability to exceed the 20 hit dice and have no maximum hit dice.

Zanpakutou Ability

An Arrancar may gain Shikai abilities as if they were Shinigami. These can only be used while in Released form. Like a Shinigami, Arrancar Zanpakutou have two inherent types (though this can be increased through the use of feats). Treat Zanpakutou base damage as that of a Paragon Hollow's natural attack of equivalent level as the Arrancar has hit dice. Arrancar gain use of Bankai Abilities when their Arrancar level reaches 12. They also gain use of their Final Shikai at 11th level, and Final Bankai at 20th level.

Sonido

Arrancar gain Sonido at 2nd level, and every even level thereafter. Sonido progresses and is functionally identical to Shunpo. In addition, the Arrancar adds ½ their Hollow hit dice for purposes of determining Sonido distance. Sonido can be used to qualify for Shunpo-based feats.

Hollow Ability

Arrancar gain Hollow abilities as normal starting at 6th level and every two levels thereafter. Arrancar are considered Adjucha-level Hollows for the purpose of their Hollow abilities.

KIDOU CORP SPECIALIST

There is currently little information on the Kidou Corps (鬼道衆, kidōshū), except that it takes students from the Shinigami Academy that excel in demon arts and that its operations are executed in absolute secrecy. The main mission of the Kidou Corps is marshalling the borders of the known spiritual realms, making sure no being or other extraordinary phenomenon's enter or leave the dimension of the Soul society uncontrolled. They are also often sent on scouting missions to the new or unknown demiplanes that often pops up in the spiritual void between the realms. The Kidou Corps is also responsible for opening the Senkaimon (穿界門, Senkaimon lit. world penetration gate) between the human world and Soul Society.)



Prerequisites

Feats: Kidou Artist, Enlightened

Skills: Spell craft [12 ranks]

Level	Benefits	Zanpakutou Damage	AC Bonus	Kidou Points
1	Hanki	+0d6	+0	+4
2	Bonus Metamagic Feat	+0d6	+0	+8
3	Senkaimon	+0d6	+0	+12
4	Bonus Metamagic Feat	+1d6	+1	+16
5	Gate of Jigoku	+1d6	+1	+20

Hanki

This technique nullifies an opponent's supernatural (Kidō, Cero, Elemental Release damage, etc.) attack by hitting them with a perfectly opposite surge of energy. The Kidō Corp Specialist must spend 1 Spell Point per d6 of damage or the number of his opponent's Spell Points spent. He must guess the correct amount, or can make a Spellcraft check (DC 10 + necessary spell points). If his bid is superior to the attacker's damage dices or spent points, he has successfully nullified the attack.

Bonus Metamagic Feat

At second and fourth levels, a Kidou Corps Specialist may select a bonus metamagic feat.

Senkaimon

Once per day you may create a [Gate](#) as per the spell with a spellcaster level equal to your character level. One of the Gate's exits must be Soul Society.

Gate of Jigoku

This is one of the most well kept secret from the Kidou Corps. Their long study of the spirit realms have given them power over Hell itself. Once per day, a Kidou Corp Specialist can summon the gates of hell (giant doors held by skeletons) which appear and begin to open. A giant, laughing spiritual being with a blade spears the victim and drags it down into hell. This ability functions as the SRD [Imprisonment](#) spell.

OUTCAST

Exiled from Soul Society for a multitude of reasons, an Outcast is a Shinigami who has lost his purpose in life. As a Shinigami life was simple: defeat Hollows, protect the living; what more could be done? Life is different as an Outcast. You are not required to slay Hollow. You are not required to protect the living. You live your own life, but for what reason? What purpose? Many Outcasts spend years upon years wondering what they should do with their life before finding a purpose.



By: Fade 13 on Deviantart

Level	Benefit	Zanpakutou Damage	AC Bonus	Kidou Points
1	Reiatsu Mastery	+0d6	+0	+2
2	Bonus Feat	+0d6	+0	+3
3	Allegiance	+1d6	+1	+4
4	Bonus Feat	+1d6	+1	+5

5	At Any Cost	+1d6	+1	+6
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Reiatsu Mastery

Trying to find peace, or even simply forgetfulness, from the eyes of the Soul Society is hard. The Outcast's practice has made his ability to sense and hide Reiatsu almost perfect. He gains a +10 competence bonus on all Sense Motive, Bluff and Intimidate Reiatsu checks.

Bonus Feat

At 2nd and 4th level, an Outcast gains a bonus feat.

Allegiance

After wandering around for an extended period of time, most Outcasts tend to pledge their loyalty to someone or something in order to make their existence mean something. At level 3, an Outcast may make a Pledge of Loyalty to someone or something. They vow to protect, uphold, or otherwise keep that Pledge close to their Soul as they make their way in the world. Once per encounter, when an Outcast's Hit Points drops below half, he may surge his Reiatsu (and his spirit) in order to instantly regain 1/4th of his maximum Hit Points. This represents the Outcast's desire to protect his Pledge at all costs.

At Any Cost

An Outcast's desire to protect his Pledge has consumed his entire being. At 5th level, if an Outcast would be reduced to 0 or less Hit Points during a round he may ignore the damage for a number of rounds equal to his Constitution modifier or until he protects his Pledge. At the end of these rounds, the damage is inflicted upon the Outcast. If it is enough to kill him then the Outcast dies without a chance of being Healed.

SKILLS



New Skills: Bleach D20 employs several new skills to capture the feel of Bleach.

Suppress Reiatsu (Cha): Suppress Reiatsu is a skill that can be used to hide your Reiatsu from prying eyes. Whenever you desire, you may attempt to disguise your Reiatsu as a standard action. You can keep your Reiatsu disguised for as long as you wish, but you must wait five minutes after dropping your Reiatsu suppression before you may make another attempt to do so.

While disguising your Reiatsu, if someone makes a Sense Motive check to sense you, compare the respective results. If your Suppress Reiatsu check is higher, they fail to sense your Reiatsu entirely. The amount that they beat your check by is how well they judged your Reiatsu. By each one point they exceed your check, they uncover 10% of your apparent ability, so someone who only exceeds your check by 1 will sense you at only one tenth of your true power, whereas someone who exceeds your check by 10 or more will fully discern your level of power. If you have the Alternate Demon Path feat, the ability score that gives Suppress Reiatsu a bonus changes as well.

Dropping your Reiatsu suppression is a free action that does not provoke an opportunity. Utilizing Kidou, Shikai, or any other abilities that show your true abilities automatically ends this effect.

Changed Skills: Bleach D20 skills have been rebalanced to capture more of a Bleach feel. Any skill not listed here remains more or less unchanged.

Balance: The Shinigami form allows them to balance on air with ease if properly trained, and they react differently to small and unstable material.

You may also Take 10 on any Balance check if Taking 10 meets or exceeds the DC level for balancing on a given surface.

Skill DCs:

7-12 inches wide: DC 5

2-6 inches wide: DC 10

1-2 inches wide: DC 15

Up to 1 inch wide: DC 20

Hair-thin: DC 10

Liquid: DC 10

Cloud: DC 15

Air: DC 25

Intimidate: In addition to its normal function, Intimidate allows you to overwhelm foes with your Reiatsu. A Reiatsu surge can be initiated at any time as a standard action. Make an intimidate check against your foe, who makes either an opposed Intimidate or Level check (their choice). If you succeed, your opponent takes a -2 penalty on all rolls for as many rounds as you won the check by. Also, for every five points you exceed their roll by, they take another cumulative -2 penalty. If they defeat your roll, they throw off your surge by pushing back with their own Reiatsu, and remain unaffected by your Reiatsu Surge. If you fail your Reiatsu Surge against a target you cannot perform another Reiatsu Surge against that same target for the rest of the encounter.

If you are affected by a Reiatsu Surge and manage to strike the foe who afflicted you with it, you are no longer affected by the Reiatsu Surge as you can confidence in your ability to defeat your foe.

Jump: Shinigami jump much higher and farther than normal. Vertical jumps are 2 feet to every 1 on the die roll, horizontal jumps are 1 foot to every 1 on the die roll.

Sense Motive: Sense Motive can also be used to summon Reiraku, the spirit cords. Reiraku allows you to locate people with great spiritual energy, and functions much as a detect evil spell, but at greater range. Summoning the Reiraku is an alternate feature of the track function, and uses the following mechanics.

When sensing for someone's spirit energy, make a Sense Motive check. For each number of the result, add 5 feet to the radius that sense extends outward to (so a result of 10 would mean that you were able to sense all spirit energy within 50 feet of you). The results are the same as if you had used a detection spell at that range (refer to the spell description for the exact list of effects).

You may only summon Reiraku once every five minutes.

Tumble: Tumble checks to ignore falling damage are much easier for Shinigami to make. Treating a fall as if it were 10 feet less is a DC of 10, and each additional 10 feet avoided adds +5 to the standard DC.

FEATS

“When you dodge, ‘I won’t let them kill me.’ If you protect someone, ‘I won’t let them die.’ If you attack, ‘I will kill them.’”

--Urahara Kisuke, former 12th Division Captain



General Feats	Prerequisites	Benefit
Alternative Demon Path	1st level	You may cast Kidou based off your intelligence or wisdom.
Bardic Knowledge	Knowledge (Local) 4 ranks, Knowledge (History) 4 ranks	May make Bardic Knowledge check to discover obscure information
Crippling Strike	Hide 13 ranks, Move Silently 13 ranks, Sneak Attack	Deal strength damage in addition to sneak attack damage.
Damage Reduction	+5 Base Fortitude save	Gain DR/-
Deadly Touch	Charisma 13	Gain the ability to inflict damage with a touch.
Dedicated Warrior	Warrior Shinigami, 1 st level	Sacrifice spell progression for more feats.
Defensive Roll	+7 Base Reflex save	Make a Reflex save to reduce damage from a physical attack.
Diehard	Constitution 12+	Become stable at negative HP.
Evasion	Base Reflex save +3	Take no damage on a successful reflex save.
Extend Mask Duration	Vizard Prestige Class	Gain extra rounds wearing Vizard Mask.
Favored Enemy	-	Gain +2 to certain skills and damages against a chosen enemy type.
Greater Rage	+7 Base Fortitude save, Rage	Increase Rage bonuses.

Hero's Comeback	Diehard	Gain a bonus Hero Point when all other points are gone.
Improved Evasion	Base Reflex save +7, Evasion	Take half damage on a failed reflex save.
Improved Mettle	Base Fortitude or Will save +7, Mettle	Take the partial effects on a failed will or fortitude save.
Improved Saving Throw	-	One of your saving throws becomes good.
Improved Uncanny Dodge	Uncanny Dodge	You can no longer be flanked.
Lay on Hands	Charisma 13	You can heal people with a touch.
Mettle	Base Fortitude or Will save +3	If you succeed a will or fortitude save for partial effect, instead, suffer no effect.
Mighty Rage	+12 Base Fortitude save, Rage, Greater Rage	Increase Greater Rage bonuses.
Opportunist	Spot 13 ranks	Make an attack of opportunity against a foe someone else attacks.
Rage	+2 Base Fortitude save	Gain the ability to fly into a rage while in combat.
Skill Mastery	10 th level	Gain the ability to take 10 on several skills.
Slippery Mind	+7 Base Reflex save	Attempt to shrug off enchantments.
Smite Evil	Good Alignment	Make a powerful smite attack against evil.
Smite Good	Evil Alignment	Make a powerful smite attack against good.
Sneak Attack	Hide 4 Ranks, Move Silently 4 Ranks	Gain 1d6 damage against flanked or flat-footed opponents.
Specialized Zanpakutou	1 st through 5 th level	Zanpakutou has one type and gains extra abilities.
Tireless Rage	+10 Base Fortitude save, Rage	No longer become fatigued after raging.
Uncanny Dodge	-	Retain dexterity to AC even if flat-footed.
Zanpakutou Feats	Prerequisites	Benefit
Alternate Sealed Form	Zanpakutou's Sealed Form is different.	1 st Level
Constant Release	Shikai, may only be taken when Shikai is attained.	Zanpakutou is permanently released.
Expanded Bankai	Bankai	Gain an additional Bankai ability.
Expanded Shikai	Shikai	Gain an additional Shikai ability.
Multiple Type	-	Gain an extra type when selecting Shikai and Bankai abilities.
Mute Zanpakutou	Level 1 Shinigami	Cannot have Zanpakutou Abilities but gain bonuses.
Quick Release	Bankai	Release your Shikai as a free action.
Sealed Zanpakutou	Shikai	Sealed Zanpakutou has Shikai Ability.
Specialized Zanpakutou	3 rd level or below	Have only one Zanpakutou type but gain extra Shikai abilities.
Twin Zanpakutou Mastery	Weapon-type Change Form ability for a double-weapon or twin Zanpakutou	Both weapons may be given differing abilities.
Variant Release	Shikai	Gain a different release but with less Abilities.

Shunpo Feats	Prerequisites	Benefit
Increased Shunpo	Shunpo 10/20 ft.	Increase Shunpo by one step
Senka	Dex 15, Shunpo 60/640 Sneak Attack	Use Shunpo to dash behind a target and strike at their vitals.
Shunpo Adjustment	Shunpo 60/640, Shunpo Dodge	Make a 5-foot step while using Shunpo Dodge.
Shunpo Blur	Shunpo 40/160	Use Shunpo to blur your image, making you harder to hit.
Shunpo Counter	Shunpo 60/640, Shunpo Dodge	Use Shunpo to counter an attack.
Shunpo Dodge	Shunpo 50/320, Shunpo Blur or Shunpo Trail	Use Shunpo to avoid an attack.
Shunpo Spring Attack	Dex 13, Dodge, Mobility, Spring Attack, Base Attack Bonus +6	Shunpo may be used to make a Spring Attack
Shunpo Trail	Shunpo 40/160	Use Shunpo to leave mirror images to avoid foes.
Shunpo Pounce	Dex 15, Dodge, Mobility, Spring Attack, Shunpo Spring Attack, Base Attack Bonus +9	Use Shunpo to move between targets as part of a full-attack action.
Unarmed Feats	Prerequisites	Benefit
Ikkotsu	BAB +8, Improved Unarmed Strike, Weapon Focus [Unarmed Strike, Shunpo 30/80	Deliver powerful unarmed attack that can break bones.
Shunko	Level 8 Shinigami, Dexterity 15, Access to Kidou, Improved Unarmed Strike	Deliver unarmed strikes aided by Kidou.
Sokotsu	BAB +14, Ikkotsu, Weapon Specialization [Unarmed Strike], Shunpo 60/640	Deliver an even more powerful unarmed attack that can break bones.
Quick Shunko	Shunko	Release Shunko as a Swift Action.
Fist of Iron	Improved Unarmed Strike, Stunning Fist, BAB +2	Deal extra damage with unarmed strikes.
Flying Kick	STR 13+, Jump 4 ranks, Improved Unarmed Strike, Power Attack	Deal extra unarmed damaging while Charging.
Roundabout Kick	STR 15+, Improved Unarmed Strike, Power Attack	Deal extra attack on successful unarmed critical hit.
Reiatsu Feats	Prerequisites	Benefit
Overbearing Reiatsu	Skill Focus: Intimidate	Gain bonus to Intimidate Check.
Reiatsu Healing	Skill Focus: Heal	Heal allies with Reiatsu.
Terrifying Reiatsu	Overbearing Reiatsu	Gain powerful Reiatsu aura.
Background Feats	Prerequisites	Benefit
Academic Knowledge	1 st level	Know more information.
Blooded	1 st level	Gain extra Hit Points.
Enlightened	1 st level	Gain extra Spell Points.
Seasoned	1 st level	Gain extra Skill Points.
Hakudo Adept	1 st level	Deal extra unarmed damage.
Kidou Artist	1 st level	Gain another Kidou Spell.
Runner	1 st level	Gain more land speed.
Quincy Feats	Prerequisites	Benefit

Distinctive Bow	Quincy Bow, Cha 11+	Gain an additional bow attribute.
Expanded Capacity	Quincy Bow, Str or Cha 13+	Increase maximum spirit charges.
Precocious Archer	Quincy Bow, Int or Wis 13+	May use a Master Shot you don't possess for double the normal spirit price.
Rasantengai	Quincy level 10+, Wis or Int 13+	May ignore paralysis from ability damage by using spirit charges.
Seele Schneider Proficiency	Quincy level 10+, Use Magic Device 5 ranks	Use Seele Schneider as a melee weapon.
Versatile Bow	Quincy Bow	Quincy may change the shape of their bow.
Hollow Feats	Prerequisites	Benefit
Inner Hollow	Special	Possess an inner Hollow that lives within and attempts to assert dominance.

Academic Knowledge [Background]

Prerequisites: 1st level

Benefit: You may make a special Academic Knowledge check equal to your level + your Intelligence modifier to see whether you know some relevant information about local notable people, legendary items or noteworthy places. You cannot take 10 or 20 on this check, the knowledge is essentially random.

10	Common; known by at least a substantial minority of the local population.
20	Uncommon but available; known by only a few people.
25	Obscure; known by few and hard to come by.
30	Extremely Obscure; known by very few people; possibly forgotten by most who once knew it; possibly known only by those who don't understand the significance.

Alternate Sealed Form [Zanpakutou]

Prerequisites: 1st level

Benefit: Your sealed Zanpakutou gains the benefits of having the Change Form Weapon-type ability. This ability is applied to the Shikai when it is attained, if desired (although the form should be different from that of the sealed form).

Alternative Demon Path [General]

Prerequisites: 1st level

Benefit: Wisdom or Intelligence (your choice) becomes your main Kidou casting stat, in lieu of Charisma.

Normal: Charisma is the stat used for casting Kidou.

Bardic Knowledge [General]

Prerequisites: Knowledge (Local) 4 ranks, Knowledge (History) 4 ranks

Benefit: You may make a special Bardic Knowledge check equal to your level + your Intelligence modifier to see whether you know some relevant information about local notable people, legendary items or noteworthy places. You cannot take 10 or 20 on this check as the knowledge is essentially random.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Blooded [Background]

Prerequisite: 1st level

Benefit: You gain +5 Hit Points.

Constant Release [Zanpakutou]

Your Zanpakutou cannot or will not be sealed, keeping it in a state of constant release.

Prerequisites: Shikai, can only be taken immediately when Shikai is achieved.

Benefit: Your Zanpakutou can never be sealed. Its Shikai form becomes its normal state.

Normal: You may only release your Shikai for a number of minutes equal to your character level.

Crippling Strike [General]

Prerequisite: Hide 13 ranks, Move Silently 13 ranks, Sneak Attack

Benefit: An opponent damaged by one of your sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Damage Reduction [General]

Prerequisites: +5 Base Fortitude save

Benefit: Gain DR 1/-

Special: You may take this feat multiple times. Its effects stack.

Dash [General]

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

Deadly Touch [General]

Prerequisite: Charisma 13

Benefit: Each day, you may cause wounds with a successful touch attack as a standard action. You can deal a total number of hit point damage equal to your character level x your charisma bonus. You may divide the damage up however you choose. The target may attempt a fortitude save (DC 10+1/2 character level + Charisma modifier) for half damage. Alternately, you may use this ability to heal undead.

Dedicated Warrior [General]

Prerequisite: Warrior Shinigami, 1st level

Benefit: You do not gain any spell points or spell progression. Instead, you gain a feat at the first and second level, as well as every two levels thereafter (as per the Fighter class). This overrides the existing bonus feat progression for your class.

Defensive Roll [General]

Prerequisite: +7 Base Reflex save

Benefit: You roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when you would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), you can attempt to roll with the damage. To use this ability, you must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, you takes only half damage from the blow; if it fails, you takes full damage. You must be aware of the attack and able to react to it in order to execute her defensive roll—if you are denied her Dexterity bonus to AC, you can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the evasion ability does not apply to the defensive roll.

Special: You may take this feat multiple times. Each time allows you to make another Defensive Roll.

Diehard [General]

Prerequisites: Constitution 12+

Benefit: When reduced to negative hit points (but not dead), you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round. When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or standard action each round, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, swift actions, or immediate actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Special: A character without this feat who is reduced to -1 or less Hit Points is considered unconscious and dying.

Distinctive Bow

Prerequisites: Quincy Bow, CHA 11+

Benefit: This character may take an additional Bow Attribute. They take a -2 on all Disguise checks opposed by other Quincy while they are using their bow. This ability may be taken multiple times, and each time they gain another by attribute and -1 on Disguise checks.

Enlightened [Background]

Prerequisite: 1st level

Benefit: You gain +5 Spell Points.

Evasion [General]

Prerequisite: Base Reflex save +3

Benefit: If you make a successful Reflex save for half damage, you instead take no damage. Evasion cannot be used with the armor Zanpakutou ability. A helpless character does not gain the benefit of Evasion.

Extended Mask Duration [General]

Prerequisite: At least 1 level in Vizard

Benefit: At the end of the round that your mask would break, you may make a DC Fortitude Save (DC 10 + 1/2 character level + Con modifier). If you succeed the save you may keep your mask on for one more round. After every successful save, the DC increases by 2 for the next attempt to keep it on.

Expanded Bankai [Zanpakutou]

Your Zanpakutou's abilities increase.

Prerequisite: Bankai

Benefit: Gain an additional Bankai ability.

Special: You may take this feat multiple times. Its effects stack.

Expanded Capacity [Quincy]

Prerequisites: Quincy Bow, STR or CHA 13+

Increase the maximum amount of Spirit Charges this character can hold be either their Strength Modifier or their CHA modifier.

Special: This ability may be taken multiple times, and its effects stack.

Expanded Shikai [Zanpakutou]

Your Zanpakutou's abilities increase.

Prerequisite: Shikai

Benefit: Gain an additional Shikai ability.

Special: You may take this feat multiple times. Its effects stack. These abilities are not doubled when crafting a Bankai.

Fast Feet [Background]

Prerequisite: 1st level

Benefit: Your base land speed increases by 5.

Favored Enemy [General]

Benefit: Select a type and subtype of creature. You gain +2 bonuses on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against such creatures. Likewise, you gain +2 to attack and damage rolls against such creatures as well as a +2 to AC against such creatures.

Special: This feat may be taken multiple times, each time gives another Favored Enemy and grants you an additional +2 against all other Favored Enemies you currently possess.

Type	Subtype
Hollow	Mundane, Adjucha, Arrancar, Vasto Lorde
Shinigami	Fusion Member, Warrior, Expert, Spellcaster
Soul	Rukongai, Clan Member, Real World, Zantha Tribal Member
Modsoul	Reigai
Human	Quincy, Fullbringer

Fists of Iron [Unarmed]

Prerequisites: Improved Unarmed Strike, Stunning Fist, BAB +2

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

Flying Kick [Unarmed]

Prerequisites: STR 13+, Jump 4 ranks, Improved Unarmed Strike, Power Attack

Benefit: When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack.

Greater Rage [General]

Prerequisite: +7 Base Fortitude save, Rage

Benefit: Your bonuses to strength and constitution in rage increase to +6, and your bonus to Will saves increases to +3. Your AC penalty remains at -2.

Hakudo Adept [Background]

Prerequisite: 1st level

Benefit: Your unarmed attacks deal +2 damage.

Hero's Comeback [General]

Prerequisites: Diehard

Benefit: When you use a Fate Point to make yourself stable after being reduced to -1 or less Hit Points, you also recover 1/4th of your maximum Hit Points.

Special: The feat can only be used once per encounter.

Ikkotsu [Unarmed]

Prerequisites: BAB +8, Improved Unarmed Strike, Weapon Focus [Unarmed Strike], Shunpo 30/80

Benefit: As a full-round action, make a single unarmed strike against an opponent. This

attack gains a damage bonus equal to your Shinigami level. This attack also bypasses any damage reduction the target may have. If this attack hits, the target suffers 2 points of damage every round due to broken bones until they are Healed.

Special: You may move when using this attack.

Improved Evasion [General]

Prerequisite: Base Reflex save +7, Evasion

Benefit: You still take no damage on a succeeded Reflex save, but if you fail the Reflex save you instead only take half damage.

Improved Saving Throw [General]

Benefit: One of your poor saving throw progressions is changed to a good progression and is immediately increased to the appropriate bonus for your class's equivalent level.

Improved Uncanny Dodge [General]

Prerequisite: Uncanny Dodge

Benefit: You can no longer be flanked. This denies an opponent sneak attack unless that opponent is at least four levels higher than you.

Increased Shunpo [Shunpo]

Your Shunpo range increases.

Prerequisites: Shunpo 10/20 feet

Benefit: Increase your Shunpo by one step (if you have 10/20 Shunpo, increase it to 20/40, if you have 20/40, increase it to 30/80, and so on). This feat is treated as a level increase for purposes of further Shunpo progression (Taking this feat is equivalent to gaining two extra levels for purposes of Shunpo). This feat can be taken multiple times, its effects stack.

Inner Hollow [Hollow]

You have a Hollow living within you that can aid you in combat but also attempts to take over your body.

Prerequisites: This feat may only be taken by DM permission only. It may come with other requirements as well, at the DM's prerogative. Such requirements may include having your chain of fate corroded, being exposed to Hollows, giving in to your "dark side," or simply being 1st level and taking the feat at character creation.

Benefit: This feat is required to take the Inner Hollow Gestalt Class.

Special: Once every 30 days, -1 day per character level, the Hollow may attempt to break free, taking over its host. The character must make a Will save (DC 15+1/2 character level) or the Hollow takes over. During this time, the character gains bonuses as if using the Vizard Mask ability, but the Inner Hollow is in complete control of the character (and is thus controlled by the DM). Each round, the character may attempt to re-assert control over the Hollow by making another Will save, and the DC decreases by 1 every round a Will save is attempted. If the character chooses to intentionally fail their Will save and let the Hollow out, the DC base becomes 20+1/2 character level. While the Hollow is in control, it can and often will attack anybody, be they friend or foe.

Kidou Artist [Background]

Prerequisite: 1st level

Benefit: You know one additional Kidou Spell of your choice.

Lay on Hands [General]

Prerequisite: Charisma 13

Benefit: Each day, you may heal a total number of hit points equal to your level x your charisma bonus. You may divide the healing up however you choose. Alternately, it can be used to damage undead. Undead may attempt a fortitude save (DC 10+1/2 character level + Charisma modifier) for half damage. Using Lay on Hands is a standard action and considered to be a touch attack that does not provoke an attack of opportunity. This is a Supernatural ability.

Mighty Rage [General]

Prerequisites: +12 Base Fortitude save, Rage, Greater Rage

Benefit: Your bonuses to strength and constitution in rage increase to +8, and your bonus to Will saves increases to +4. Your AC penalty remains at -2.

Multiple Type [Zanpakutou]

Your Zanpakutou has an additional weapon type, and its abilities can be drawn from either of the available types.

Prerequisites: None

Benefit: You gain one extra type when selecting Shikai and Bankai abilities for your Zanpakutou. If you take this feat, you cannot take the Specialized Zanpakutou feat.

Normal: Zanpakutou two inherent types in which you may select abilities from.

Special: You may take this feat multiple times. Its effects stack.

Mute Zanpakutou [Zanpakutou]

Your Zanpakutou is mute and sealed. To you it's nothing more than a tool of ware.

Prerequisites: Shinigami, must be taken at level 1

Benefits: You gain an ability increase every two levels instead of four, and you get two points to place instead of one. You also gain +10% more exp in all encounters.

Special: You cannot obtain Shikai or Bankai Abilities. Your Zanpakutou's damage is appropriate for a weapon of its type and doesn't progress in level.

Opportunist [General]

Prerequisites: Spot 13 ranks

Benefit: Once per round, you can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the your attack of opportunity for that round. Even if you have the Combat Reflexes feat, you can't use the opportunist ability more than once per round.

Special: You may take this feat multiple times. Each time allows you to make another Opportunist attack. This cannot exceed the amount of attacks of opportunity you are afforded per turn.

Precocious Archer [Quincy]

Prerequisites: Quincy Bow, INT or WIS 13+

Benefit: This character may use any Master Shot feat they are eligible for using by paying twice the normal Spirit Charge cost for it and taking 1d4 points of damage. They use all Master Shots they know as normal.

Quick Release [Zanpakutou]

You may release your Shikai swiftly, without calling out its name.

Prerequisites: Bankai

Benefit: You may release your Zanpakutou's Shikai as a swift action.

Normal: It requires a Move Action to release your Zanpakutou's Shikai.

Quick Shunko [General]

Prerequisites: Shunko

Benefit: You can release your Shunko as a Swift Action.

Normal: It requires a Move Action to release your Shunko.

Rage [General]

Prerequisites: +2 Base Fortitude save

Benefit: You can fly into a rage once per day. In a rage, you temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but take a -2 penalty to Armor Class. The increase in Constitution increases your hit points by 2 points per level, but these hit points go away at the end of the rage when your Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma, Dexterity, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Special: You may take this feat multiple times. Each time gives you an additional rage per day.

Ransotengai [Quincy]

Prerequisites: Quincy level 10+, WIS or INT 13+

Benefit: This character may ignore paralysis from their STR or DEX being reduced to 0 for one round by paying 3 Spirit Charges. If this character's DEX or STR has been reduced by anything (even advancing age categories), they may treat their STR or DEX as ignoring those penalties for one round by paying 5 Spirit Charges.

Roundabout Kick [Unarmed]

Prerequisites: STR 15+, Improved Unarmed Strike, Power Attack

Benefit: If you score a critical hit on an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, using the same attack bonus that you used for the critical hit roll. For example, Ember the 15th level Expert Shinigami can make three unarmed attacks in a round, at base attack bonuses +11, +6, and +1. If she scores a critical hit on her second attack, she can make an additional attack using her +6 base attack bonus. She then makes her third attack (at +1) as normal.

Sealed Zanpakutou Ability [Zanpakutou]

Prerequisites: Shikai

Benefits: Choose one Shikai Ability you can take. You can use that Ability even when you haven't released your Shikai.

Special: You can only take this feat a maximum of three times. Each time you take this feat you must select a different Shikai Ability that you can take. These Abilities are not doubled when creating a Bankai.

Seele Schneider Proficiency [Quincy]

Prerequisites: Quincy level 10+, Use Magic Device 5 Ranks

Benefit: This character may use Seele Schneiders as a melee weapon, using their DEX modifier for the to hit, and their STR modifier for the damage dealt.

Normal: A character may only use Seele Schneider as arrows in their Quincy bow.

Senka [Shunpo]

Prerequisites: Shunpo 60/640, Dexterity 15, Sneak Attack

Benefit: As a full round action on a target at least 10 feet away, expend Shunpo equal to the movement required to reach the target plus Shunpo greater than or equal to the target's AC (rounded up to the nearest increment of 5). Make a single attack on the target. The target is considered flat-footed for the purpose of this attack.

Shunko [General]

Prerequisites: Level 8 Shinigami, Dexterity 15, Access to Kidou, Improved Unarmed Strike

Benefit: You can infuse the power of your Kidou with your body, enhancing your unarmed attacks. By expending any level of Kidou you know (this includes paying the Spell's cost), you gain a bonus to your unarmed strikes. If you expend a 1st Level Kidou Spell you gain a +1d6 bonus to your strikes; if you expend a 2nd Level Kidou Spell you gain a +2d6 bonus to your strikes, and so on. This bonus lasts a number of rounds equal to the level of the Kidou Spell you expend. Activating Shunko is a Move Action. All of your unarmed attacks gain the bonus. Only one level of Kidou can be expended at any given time, and dismissing Shunko is a free-action. Also, in addition to the bonus to your unarmed damage, you gain a bonus to your AC equal to the level of Kidou expended.

Shunpo Adjustment [Shunpo]

You may adjust your position as you execute a Shunpo Dodge.

Prerequisites: Shunpo 60/640, Shunpo Dodge

Benefit: When using Shunpo dodge, you may expend an additional 10 feet of Shunpo to take a 5-foot step into any unoccupied space.

Shunpo Blur [Shunpo]

You may expend your Shunpo to blur your form, making it difficult to attack you.

Prerequisites: Shunpo 40/160

Benefit: As a swift action, you may expend Shunpo to gain the effect of the spell Blur. You must spend 30 feet of Shunpo, and the effect lasts until the beginning of your next turn.

Shunpo Counter [Shunpo]

You may attack when utilizing your Shunpo to avoid an attack.

Prerequisites: Shunpo 60/640, Shunpo Dodge

Benefit: When using Shunpo dodge, you may expend an additional 10 feet of Shunpo to make an attack of opportunity against a foe. The foe is counted as flat-footed for the purposes of this attack.

Shunpo Dodge [Shunpo]

You may use your Shunpo to dodge an attack.

Prerequisites: Shunpo 50/320, Shunpo Blur or Shunpo Trail

Benefit: As an immediate action when an attack is declared against you, expend 40 feet of Shunpo to force an opponent to make two attack rolls and take whichever result is lowest.

Special: Instead of using its normal effect, you may use either Shunpo Blur or Shunpo Trail as an immediate action. Their effect lasts until the beginning of your next turn, as normal.

Shunpo Trail [Shunpo]

You may expend your Shunpo to leave after-images to dodge an attack.

Prerequisites: Shunpo 40/160

Benefit: As swift action, you may expend Shunpo to create mirror images of yourself as per the spell Mirror Image. For every 20 feet of Shunpo you expend, you may create another mirror image. This effect lasts until the beginning of your next turn.

Shunpo Pounce [Shunpo]

You may use your Shunpo to dash between targets as you attack.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, Shunpo Spring Attack, Base Attack Bonus +9

Benefit: When declaring a full-attack action, you may use your Shunpo to move between targets as desired. This counts as use of your swift action, as well as a full-round attack action when initiated, and lets you break up your Shunpo distance as you choose to move between targets and attack them. You cannot exceed your normal Shunpo distance per round using this technique. You may move between any attacks you make as part of your full-attack action while using this, but you are not required to move after each attack. This

cannot be used to charge more than one target in a round.

Shunpo Spring Attack [Shunpo]

You may employ Shunpo when making a Spring Attack.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, Base Attack Bonus +6

Benefit: When making a Spring Attack, you may use Shunpo instead of your regular movement speed while making it. Spring Attacks made in this manner do not provoke an attack of opportunity.

Normal: You may only Spring Attack with your normal movement speed.

Skill Mastery [General]

Prerequisites: 10th level

Benefit: Select a number of skills equal to 3 + Intelligence modifier. When making a skill check with any of these skills, you may take 10 even if stress or distractions would normally prevent you from doing so.

Special: You may take this ability multiple times--each time gives you additional skills in which this may apply for.

Slippery Mind [General]

Prerequisites: +7 Base Reflex save

Benefit: If you are affected by an enchantment spell or effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You only get this one extra chance to succeed on your saving throw.

Smite Evil [General]

Prerequisite: Good alignment

Benefit: Once per day, you may attempt a smite evil with one normal attack. Add your Charisma bonus (if any) to your attack roll and deal 1 extra point of damage per level. If you accidentally smite a creature that is not evil, there is no additional effect but the attempt is still used up. Smite Evil is considered to be good-aligned for the purposes of overcoming damage reduction.

Special: You may take this feat multiple times a day. It gives you an additional Smite attempt each time you take it.

Smite Good [General]

Prerequisite: Evil alignment

Benefit: Once per day, you may attempt a smite good with one normal attack. Add your Charisma bonus (if any) to your attack roll and deal 1 extra point of damage per level. If you accidentally smite a creature that is not evil, there is no additional effect but the attempt is still used up. Smite Good is considered to be evil-aligned for the purposes of overcoming damage reduction. This is a Supernatural ability.

Special: You may take this feat multiple times a day. It gives you an additional Smite attempt each time you take it.

Sneak Attack [General]

Prerequisite: Hide 4 Ranks, Move Silently 4 Ranks

Benefit: You gain the ability to strike at the vitals when catching your opponent unaware. You deal an extra 1d6 damage whenever your opponent is either flanked or is denied their dexterity bonus to AC. Sneak Attack may be used with ranged attacks, but only if the target is within 30 feet.

Special: This feat may be taken multiple times, each time gives an additional 1d6 sneak attack damage on all attacks that meet the requirements (taking the feat one time gives 1d6, two times gives 2d6, and so on).

Sokotsu [Unarmed]

Prerequisites: BAB +14, Ikkotsu, Superior Unarmed Strike, Weapon Specialization [Unarmed Strike], Shunpo 60/640

Benefit: As a full-round action, make a single unarmed strike against an opponent. This attack gains a damage bonus equal to your Shinigami level. This attack also bypasses any damage reduction the target may have. If this attack hits, the target suffers 2 points of damage every round due to broken bones until they are Healed.

Special: You may move when using this attack.

Specialized Zanpakutou [Zanpakutou]

Your Zanpakutou has but one type, but that focused type has far more potency.

Prerequisite: Must be taken no later than 3rd level, when Shikai is attained.

Benefit: Your Zanpakutou has only one type, but you gain two extra Zanpakutou abilities upon attaining Shikai. If you take this feat, you cannot take the Multiple Type feat.

Normal: Your Zanpakutou has two types and gains one ability when Shikai is attained.

Special: Unlike Zanpakutou abilities gained from the Expanded Shikai feat, the amount of Shikai abilities gained from this feat are doubled when crafting Bankai.

Tireless Rage [General]

Prerequisites: +10 Base Fortitude save, Rage

Benefit: You no longer become fatigued after your rage.

Uncanny Dodge [General]

Benefit: Retain your dexterity bonus (if any) to AC even if caught flat-footed or struck by an invisible opponent. However, the dexterity bonus is still lost if the character is immobilized.

Twin Zanpakutou Mastery [Zanpakutou]

Your Zanpakutou has independent blades, and you make use of them independently.

Prerequisite: Weapon-type Change form ability for a double-weapon Zanpakutou or twin Zanpakutou.

Benefit: When gaining enhancements for Zanpakutou with a Zanpakutou ability, you may gain two abilities, one that applies to each separate blade. This does not apply to abilities that give effects such as range or reach, armor, or any other such effects (for example, you can give one weapon the ice and one weapon the fire attribute, or give one weapon

collision and one weapon keen, but you couldn't give one reach and the other the armor quality).

Normal: Your Zanpakutou abilities apply for both weapons without any variance between the two.

Versatile Bow [Quincy]

Prerequisites: Quincy Bow

Benefit: Upon choosing this feat, select a Form of Quincy Bow. Upon summoning their bow, this character may either choose their normal type of bow, or the form selected using this feat. This feat may be taken multiple times, each time gaining another form.

SHIKAI ABILITIES

“I knew it. You can't even ask your own Zanpakutō its name.”

--Abarai Renji, 6th Division Vice-Captain



Zanpakutou Types: Each Zanpakutou has two types which governs its abilities. Here are the types that will be used as themes for creating ability sets for people to use when constructing their Zanpakutou.

Note: The abilities presented here are by no means all that Zanpakutou can (or should) be able to do. These are merely suggestions and a set formula. If you desire a Zanpakutou to do something besides what is listed here, feel free to speak with your DM about an ability and how to make it work.

Type	Description	Examples
Barrier	Barrier-based Zanpakutou have the ability to shield their wielder from harm and protect them from attacks.	Benihime
Blood	Blood-based Zanpakutou use the vitality of their wielder to unleash devastating attacks, or drains the vitality of others to restore the wielder or her allies.	Benhime, Fujikajaku,
Darkness	Darkness-based Zanpakutou can rob foes of their sight and cloud their senses.	Suzumushi Tsuishiki – Enma Kourogi
Earth	Earth-based Zanpakutou can make use of earth-shattering attacks or use acid to scald their foes.	Gegetsuburi
Fire	These Zanpakutou employ the destructive power of flame to devastate their opponents.	Ryujin Jakka

Generic	These are abilities any Zanpakutou can use, and give powers that aren't tied to any specific type.	-
Healing	These Zanpakutou, favored by the 4th division, specialize in healing others instead of harming them.	Minazuki, Hisagomaru
Ice	These Zanpakutou attack with biting cold and frost, freezing their foes.	Hyorinmaru, Dai Guren, Sode no Shirayuki, Itegumo
Kidou	Kidou-based Zanpakutou Fullbring the Kidou attacks of their wielder.	Tobiume, Fujikajaku
Light	Light-based Zanpakutou can illuminate areas with their brilliance and channel and bend it to the wielder's desire.	Nijigasumi
Lightning	These Zanpakutou employ lightning to strike down their foes.	Sougyo no Kotowari
Oppression	These Zanpakutou have a powerful Reiatsu aura that affects the air around all foes.	-
Poison	Zanpakutou of the poison type are insidious and deadly. They use various poisons to debilitate and destroy their targets.	Ashisogi Jizou, Konjiki Ashisogi Jizou, Suzumebachi
Projectile	Projectile Zanpakutou do not make use of the blade, but instead change their shape and utilize airborne attacks.	Haineko, Senbonzakura, Senbonzakura Kageyoshi, Tsunzaki Garasu
Sonic	Sonic-based Zanpakutou use sound to disrupt and defeat their opponents.	Suzumushi, Suzumushi Tsuishiki – Enma Kourogi
Water	These Zanpakutou make use of cunning illusions and mirages to confuse their opponents, or unleash the wrath of the untamed waves in battle.	Sougyo no Kotowari, Kyouka Suigetsu, Nejibana
Summoning	Summoning Zanpakutou call forth huge beasts that can be manipulated by the Zanpakutou wielder's will.	Minazuki, Hyorinmaru, Tengen, Kokujou Tengen Myou-oh, Konjiki Ashisogi Jizou

Weapon	Favored amongst the 11th Squad, Weapon-based Zanpakutou are Zanpakutou whose Shikai are directly related to an improved combat function. They tend not to use many extraordinary skills, being based instead around pure combat	Zangetsu, Tensa Zangetsu, Zabimaru, Hihou Zabimaru, Hōzukimaru, Ryūmon Hōzukimaru, Shinsou, Wabisuke, Gonryōmaru, Sasakibe Chōjirō Zanpakutou.
Wind	These Zanpakutou make use of raging winds to blow their foes away.	Mirokumaru, Katen Kyōkotsu

Zanpakutou Abilities: As your Zanpakutou progresses in strength, you may select various abilities for it, starting with 1 ability at the 3rd level when you first attain Shikai. In addition to this, your Zanpakutou's shape changes to reflect its release. This shape change may be purely cosmetic, or may actually give it enhanced capabilities (see Weapon type below). Shape can also change the damage type from Slashing to either Bludgeoning or Piercing, but this does not require any advancement in the weapon type-- it is still functionally more or less the same.

When taking an ability, you may not take the same function of an ability more than 1/3 your level, rounded down.

BARRIER TYPE

"If I didn't have this bloodmist shield, you'd have taken off at least one arm..."

--Urahaha Kisuke, Former 12th Division Captain

Armor: This causes your Zanpakutou to encase you in a suit of armor equivalent to any of the standard armor types. The armor is treated like the basic version of its type for all intents and purposes, and you gain the benefit of all of the bonuses and penalties for wearing the armor. This can also cause the materialization of a shield, but the same rules will apply. You may still fight with your Zanpakutou while using this ability.

Enhanced Armor: This requires the Armor barrier ability. It lets you designate either your armor or a shield (if present) and increase its enhancement bonus to equal that of your Zanpakutou's enhancement bonus. Alternately, you can grant it an ability available in the standard list of Armor enhancements in the *Dungeon Master's Guide*. Any armor effect noted is available for the armor, but scaling abilities such as Fortification, Silent Moves, Spell Resistance, and Energy Resistance must be taken multiple times, each time granting the next step of protection.

Defensive Surge: As an immediate action in response to attack, you may gain +4 to your AC against that attack. This ability may be taken multiple times, each time adds +4 to the save bonus.

Greater Defensive Surge: This requires Defensive Surge and at least two other barrier abilities to take. Instead of lasting for one attack, Defensive Surge lasts until the end of the attack action targeting you.

Swift Reflexes: As an immediate action in response to an attack that requires a reflex save, you may gain +4 to your reflex save against that attack. This ability may be taken multiple times, each time adds +4 to the save bonus.

Indomitable Will: As an immediate action in response to an attack that requires a will save, you may gain +4 to your will save against that attack. This ability may be taken multiple times, each time adds +4 to the save bonus.

Mighty Fortitude: As an immediate action in response to an attack that requires a fortitude save, you may gain +4 to your fortitude save against that attack. This ability may be taken multiple times, each time adds +4 to the save bonus.

Iron Body: This requires at least two barrier abilities to take. It gives the wielder DR 2/-, which stacks with any DR granted by the Damage Reduction feat.

True Defense: This requires at least three barrier abilities to take. It allows you to take an extra immediate action each turn, but only if the immediate action is used for a barrier ability.

Spell Resistance: This requires at least four barrier abilities to take. It gives you an SR of your character level +2. This can be taken multiple times, each time gives you an additional +2 to your SR.

Protective: This ability gives you +2 to any one saving throw. It may be taken multiple times, its effects stack when necessary.

Shielding: This ability gives you a +2 deflection bonus to AC. It may be taken multiple times, its effects stack.

Wall: This allows the Zampakutou to create a 40-foot long, 10-foot high, 5-foot thick wall which can be placed anywhere within 100 feet of the wielder as a standard action, dealing its normal damage to all in range or who attempt to pass through it. Everyone in range may make a reflex save (DC 10 + 1/2 wielder's HD + Constitution modifier) for half damage. The wall lasts for 3 rounds, and the Zampakutou may not be used during the time the wall lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases either the length of the wall by 20 feet, the duration by 3 rounds the width of the wall by 5 feet, or the height by 10 feet.

Improved Wall: This requires Wall and at least one other Barrier ability. Instead of being passable, you can choose to create a wall of iron inscribed with magic runes that deal your Zampakutou damage to anyone who touches the wall. You can choose not to deal this damage. If someone you know touches the wall, you know who they are as though you're looking at them even if you're not.

Greater Wall: This requires Improved Wall and at least two other Barrier abilities. You can choose to create a wall of invulnerable force that does not deal damage. Creating such a wall halves its length, height, and thickness, to a minimum of five feet.

BLOOD TYPE

"Scream! Benihime!"

--Urahaha Kisuke, Former 12th Division Captain

Blood-type Zanpakutou drain and make use of the wielder and/or the target's vitality to unleash devastating attacks.

Wounding: Your Zanpakutou gains the properties of a wounding weapon.

Greater Wounding: This requires the Wounding ability to take. Every time your Zanpakutou inflicts constitution damage, you may either restore one point of constitution damage you have taken yourself, or you can give yourself 1d6 temporary hit points.

Bleeding Strike: This allows you to make a standard attack action and attempt to open a gaping wound that continues to deal damage after it's been made. If successful, the attack deals an extra 1d6 damage for the next round. This ability can be taken multiple times, each time adding either 1d6 damage or increasing the duration by 1. Any form of Magical healing stops the bleeding entirely, as does any kind of Fast Healing special quality.

Tenacious Wound: This requires Bleeding Strike to take. It makes the bleeding wounds you inflict particularly difficult to stop. In order to halt the bleeding, it instead requires a Restoration Kidou to heal. This ability may be taken three times; the second time increases the requirement to an Augmented Restoration and the third time increases the requirement to a twice-Augmented Restoration. In addition, this stops Fast Healing from closing the wounds, although it does not prevent Fast Healing from taking effect and healing some of the damage. The bleeding damage takes effect before Fast Healing.

Improved Bleeding Strike: This requires Bleeding Strike to take. It allows you to make a bleeding strike on a full-round attack action, with each hit opening its own wound. Each attack does 1d6 less damage than a normal bleeding strike, to a minimum of 0, and each wound lasts for as many rounds as a standard Bleeding Strike does.

Blood Component: You can sacrifice your own blood in the place of a material spell component. Components with a 50 gp or less gold cost can be paid by taking 5 damage, 51-300 gp by 11 damage, 301-750 by 17 damage, and 751+ gp by 23 damage.

Blood Metamagic: You can sacrifice your vitality to enhance your spells with metamagic. By sacrificing an equivalent amount of constitution, you can cast a spell as a metamagic spell without raising its spell level (for example, empowering a spell would require you to drain your constitution by 2, because Empower Spell requires a spell slot two levels higher).

Blade of Blood: Increase your Zanpakutou damage by 1d6. As a swift action, you may increase it by an additional 3d6 for the next attack by sacrificing 1 point of constitution. There is no limit to the amount of extra damage that can be done in this fashion.

Improved Blade of Blood: This requires Blade of Blood to take. You may sacrifice an additional 2 points of constitution to make the additional damage from your Blade of Blood attack apply for an entire attack action.

Vampiric Strike: As a standard action, you may make a single attack that allows you to regain hit points equal to the amount of base damage you deal. You do not regain hit points from extra damage from sources such as sneak attack, elemental abilities, or the Blade of Blood ability. Vampiric Strike cannot be used in conjunction with Blade of Blood.

Greater Vampiric Strike: This requires Vampiric Strike to take. You may use Vampiric Strike as a full-round attack action, but you only regain hit points equal to half the total base damage you deal from each attack, rounded down.

Superior Vampiric Strike: This requires Vampiric Strike and Greater Vampiric Strike to take. You may regain as many hit points as you deal in base damage when using Greater Vampiric Strike.

Blood Enhancement: This allows you to use your blood-based abilities in conjunction with other Zanpakutou-type abilities, such as projectile or summon.

Vital Defense: As an immediate action, you may expend your lifeforce to protect yourself from harm. You may either increase your AC or one of your saving throws by +1 for every 3 hit points you spend in this manner. This can only be used in reaction to an incoming attack, if you raise your Reflex saving through and are targeted by an effect that targets your Will saving throw, the effect is wasted but the hit point loss still applies. All effects last for the duration of the turn in which they are activated. This ability is activated as an immediate action.

Drain Reiatsu: You may make a single ranged touch attack with a range of 25 ft.+5 for every 2 levels you possess. If you hit, drain a number of Spell Points from the target equal to your Constitution modifier.

DARKNESS TYPE

"No matter how skilled you are, the tinge of fear created from suddenly losing all light will prevent you from capturing me."

--Tousen Kaname, Former 9th Division Captain

Darkness-type Zanpakutou can shroud targets in inky darkness and obscure their senses.

Darkvision: This ability bestows Darkvision on its wielder whenever the Zanpakutou is released. This ability may be taken multiple times, each time allows your darkvision to pierce stronger darkness effects (such as Darkness and Deeper Darkness spell effects).

Bestow Darkvision: This requires Darkvision to take. This allows you to bestow Darkvision on your allies. Bestowing Darkvision is a Standard Action that does not provoke an attack of opportunity, and it lasts until you reseal your Zanpakutou.

Swift Bestow Darkvision: This requires Darkvision to take. This allows you to use Darkvision or Bestow Darkvision if you have the ability as a swift action.

Darkness: The Zanpakutou emits an inky darkness that obscures everything within a 20-foot radius as per the effects of the Darkness spell, except that it does not dispel magical light. This ability may be taken multiple times, each time allows it to dispel one step of magical light (i.e. Light, Daylight, and the Illumination Zanpakutou ability) and either increases the miss chance provided by concealment by 10% or increases the radius by 10 feet. You may activate or suppress this ability as a free action. You may see in your own darkness. Light effects that cannot completely dispel the darkness can still reduce the miss chance by 10% for each step.

Bestow Darkness: This requires Darkness to take. It allows you to bestow your Darkness effect on an unattended or willing target as a swift action. The target is shrouded in darkness for 1 round/character level. You may take this ability multiple times, each time increases the duration by five rounds or allows you to target either attended objects or unwilling targets. They are allowed a will save (DC 10+1/2 character level + Constitution modifier) to negate the effect.

Cloud Vision: You create a black film over a target's eyes, blinding them. As a standard action, you may target a creature. They must succeed a reflex save (DC 10+1/2 character level + Constitution modifier) or be blinded for 1 round/character level. You may take this ability multiple times, each time either increases the effect by 5 feet (effectively making it a burst effect) or increasing the save DC by 1.

Swift Cloud Vision: This requires Cloud Vision to take. You may manifest your Cloud Vision ability as a swift action.

Nightmare: This Zanpakutou ability allows you to cause horrendous nightmares upon your target. It functions exactly like the 5th level Wizard spell. You may take this ability multiple times, each time adds 1d10 to the damage it deals, allows you to cast it upon an awake person (causing them to have nightmares when next they sleep), decreases the DC modifiers by one step (intimate knowledge gives them -6 on their will saves, knowledge gives -1, second hand gives +4, and no knowledge gives +9, etc.), or causes them to be exhausted instead of fatigued upon waking.

Black Tentacles: This requires three darkness abilities to take. It creates two nightmarish black tendrils that mimic the effects of the Black Tentacles spell as a Standard Action, except that it extends in and can target a 5-foot radius centered on you, has a strength score of 18, and does not deal damage. You may take this ability multiple times, each time either increases the strength of the black tentacles by +2, increases the radius by 5 feet, causes them to do 1d8 extra points of damage a round (tentacle strength modifiers apply, increases the amount of tentacles by 1, or increases the size of the tentacles by one step. All these effects are stackable upon themselves. Your character level is treated as your caster level for purposes of this ability. The Black Tentacles last for 1 round/character level before they must be manifested again.

Sleep: This allows you to attempt to put a target to sleep as a standard action. It functions identically to the Sleep spell, except that it effects targets equal to $\frac{1}{2}$ your hit die (rounded down) and the Will save is $10 + \frac{1}{2}$ character level + Constitution modifier. You may take this ability multiple times, each time increases the hit die it can effect by one or increases the save DC by 1.

EARTH TYPE

"Crush Them! Gegetsuburi!"

--Oomaeda Marechiyo, 2nd Division Lieutenant

Earth-Type Zanpakutou can excrete powerful acids and shatter the ground to create different effects.

Acid Blade: This changes the form of the Zanpakutou's blade into condensed and solidified acid, causing it to inflict acid damage. Corrosive Blade may still be used in conjunction with Acid Blade.

Acid Form: This changes the form of one of the Zanpakutou's attacks, changing it to condensed and solidified acid. For example, Projectile-based Zanpakutou will now do acid damage, whereas Summon-based Zanpakutou will gain the Acid subtype and do acid damage. Corrosive Blade may still be used in conjunction with Acid Form.

Corrosive Blade: This allows you to coat your Zanpakutou with corrosive acid. As a move-equivalent action, you can coat your Zanpakutou with acid, giving it an additional 2d6 acid damage. This effect lasts until you release your hold on your Zanpakutou or reseal it.

Greater Corrosive Blade: This requires Corrosive Blade to take. It grants an additional 2d6 acid damage when manifesting Corrosive Blade, for a total of 4d6.

Superior Corrosive Blade: This requires Corrosive Blade and Greater Corrosive Blade to take. It grants an additional 2d6 acid damage when manifesting Greater Corrosive Blade, for a total of 6d6.

Swift Corrosive Blade: This requires Corrosive Blade to take. It allows you to manifest your Sonic Blade as a Swift Action.

Lingering Acid: This requires Corrosive Blade. It deals ½ the bonus damage for corrosive blade for at the beginning of the target's turn. This ability can be taken multiple times, each time makes the acid linger for an additional round.

Acid Wave: This allows you to unleash a burst of acid in a 30 foot line that does 2d6 damage (reflex save DC 10+character level + Constitution modifier for half damage) to all targets. Characters that take damage from the Acid Wave must make a second reflex save at -2 to avoid taking ½ the damage taken (2d6 damage means 1d6 additional damage) at the beginning of their next turn. This ability can be taken multiple times, each time either increases the strength of the Acid Wave by 2d6 or increases the duration of the extra damage by 1 round.

Acid Adaptation: Every time you take this ability, you gain 10 resistance to acid, to a maximum of 50 for each after taking this ability five times.

Shattering Strike: As a standard action, you can shatter an area of ground, making the terrain rough and hard to traverse. This ability shatters the earth in a 20 foot radius burst centered on you each time it is used. Passing through shattered earth requires a DC 10 balance check to avoid falling when moving through it. Shattering Strike may be taken multiple times, each time increases either the radius by 5 feet or the DC by 2. Using Shattering Strike in the same area a successive time has no effect beyond the initial effect. You may pass through shattered earth uninhibited.

Earthen Fortress: This requires Shattering Strike. When standing on earth, stone, rock, or worked surfaces such as cobblestone or flagstone streets, the square or square that you occupy raises up into a 5-foot pillar, causing the squares adjacent to it to buckle and have the same effects as earth effected by your Shattering Strike. You may take this ability multiple times, it either increases the height of the pillar by 5 feet or the radius effected by 5 feet. Every time you move, the pillar you were standing on sinks into the ground and another one rises up in its place. You may activate or suppress this ability as a free action.

Earthen Keep: This requires Shattering Strike and Earthen Fortress to take. The pillars you create with Earthen Fortress do not sink back into the ground after you move away, but instead remain until otherwise changed. You may activate or suppress this ability as a free action.

Manipulate Earth: This ability functions like the 2nd level spell Soften Earth and Stone, except that it also allows you to do the reverse, hardening the target as well. This ability may be taken multiple times, each time allows you to soften or harden a different aspect (stone/clay, wet earth/mud, dry earth/sand). Also, you may instead increase the amount of earth or stone you effect by 4 feet each time it is taken, or allow this ability to effect worked stone. Use your character level to determine caster level for determining range.

Move Earth: This ability requires Manipulate Earth to take. It functions much like the 6th level spell Move Earth, allowing the Zanpakutou's wielder to effect any aspect of the earth that they are allowed with the Manipulate Earth ability as per Move Earth's spell description. The amount of time it takes to change the terrain remains unchanged. You may take this ability multiple times, each time allows you to effect earth 10 feet deeper than normal. Use your character level to determine caster level for determining range.

Earthquake: This requires Shattering Strike, Manipulate Earth and Move Earth to take. It functions as the 8th level spell earthquake. It can be taken multiple times, each time increases the radius by 5 feet. Use your character level to determine caster level for determining range.

Terra Diver: You gain a burrow speed equal to your land speed in soft dirt, sand, or clay.

Improved Terra Diver: This requires Terra Diver. You gain a burrow speed equal to twice your land speed in soft dirt, sand, or clay.

Greater Terra Diver: This requires Improved Terra Diver. When making a charge from a point underground, you gain +2 to hit. In addition, you gain tremorsense out to 5 feet. You can burrow through packed dirt and similar materials.

Superior Terra Diver: This requires Greater Terra Diver. When making a charge from underground, you no longer take AC penalties, and your tremorsense improves to 15ft. You can burrow through solid rock.

Perfect Terra Diver: This requires Greater Terra Diver. When making a charge from underground, you gain an additional 5 damage for each Earth ability you possess. Your tremorsense increases to 30ft, and your burrow speed improves to three times your land speed.

FIRE TYPE

"All things of this world, turn to ashes. Ryuujin Jakka!"

--Yamamoto-Genryuusai Shigekuni, 1st Division Commander-General

Fire-type Zanpakutou employ blazing heat and scorching flame to devastate their targets.

Fire Blade: This changes the form of the Zanpakutou's blade into fire, causing it to inflict fire damage. Flame Blade may still be used in conjunction with Fire Blade.

Fire Form: This changes the form of one of the Zanpakutou's attacks, changing it to fire. For example, Projectile-based Zanpakutou will now do fire damage, whereas Summon-based Zanpakutou will gain the Fire subtype and do fire damage. Flame Blade may still be used in conjunction with Fire Form.

Flame Blade: This allows you to charge your Zanpakutou with roaring flame, creating an aura of fire around it that burns your foes. As a move-equivalent action, you can charge your Zanpakutou with flame, giving it an additional 2d6 fire damage. This effect lasts until you release your hold on your Zanpakutou or reseal it.

Greater Flame Blade: This requires Flame Blade to take. It grants an additional 2d6 fire damage when manifesting Flame Blade, for a total of 4d6.

Superior Flame Blade: This requires Flame Blade and Greater Flame Blade to take. It grants an additional 2d6 fire damage when manifesting Greater Flame Blade, for a total of 6d6.

Swift Flame Blade: This requires Flame Blade to take. It allows you to manifest your Flame Blade as a Swift Action.

Fire Shield: This ability functions identically to the 4th level spell of the same name, and can manifest as a Standard Action. The effects of this shield are always as the Warm Fire Shield. Character level is equivalent to caster level for purposes of extra damage. This can be taken multiple times, each expands the fire shield in increments of a 5-foot burst (three times increases it to a 10-foot burst, four times to a 15-foot burst, and so on). Anybody standing within the fire shield takes the damage automatically. Alternately, taking this skill multiple times can allow the Fire Shield to set whatever ground it touches ablaze. Advancing the Fire Shield in this manner functions identically to the igniting touch ability.

Swift Fire Shield: This requires Fire Shield to take. It allows you to manifest your Fire Shield as a Move Action. Taking it again allows you to manifest your Fire Shield as a Swift Action.

Igniting Touch: This requires either Flame Blade or Fire Blade to use and only functions when one of those abilities is currently active. It allows your Zanpakutou to set flammable targets ablaze. When it comes in contact with anything flammable (successful attacks count as contact for such purposes) such as clothing or wood, the target is set ablaze. Attended objects or people are allowed a Reflex save DC 10+1/2 character level + Constitution modifier to avoid catching fire. The fire lasts for a number of rounds equal to your constitution modifier+3, with a 1-round minimum. This can be taken multiple times, it can have one of several effects. The first effect is to increase the amount of fire damage taken by 1d6. The second effect is it allows you to ignite nonflammable materials, although the damage nonflammable materials deal is reduced by 1d6, to a minimum of 1d6 damage. The third effect is to increase the Reflex save DC by 1 and the duration by 1. You are immune to the effects of any flame created by the Zanpakutou.

Fire Adaptation: Every time you take this ability, you gain 10 resistance to either fire or cold, to a maximum of 30 for each after taking this ability six times. This ability cannot be used with the Twin Zanpakutou Mastery feat, and it overlaps (does not stack) with resistances from the Cold Adaptation Zanpakutou ability, but not with other magic items.

Cauterize Wounds: This allows you to cauterize your wounds with your fire, preventing you from bleeding. As a standard action, it allows you to convert 2d6 points of damage into nonlethal damage. You may take this ability multiple times, each one increases the amount of damage converted by 1d6, to a maximum of 10d6.

GENERIC ABILITIES

"Is your speed the only thing that Bankai increases?"

--Grimmjaw Jaggerjack, Espada #6

These abilities are available to all Zanpakutou, regardless of type.

Ability Increase: Increase one of your ability scores by +2 while your Zanpakutou is released. This ability may be taken multiple times; its effects stack if necessary.

Speed: This gives you an additional +10 to base land movement speed while your Zanpakutou is released. It may be taken multiple times; its effects stack.

Improved Speed: This ability requires Speed. Each time you take this ability, your Flash Step distance increases by 10 feet.

Skillful: This ability gives you +2 to skill checks for a specific skill. It may be taken multiple times; its effects stack when necessary.

Change Attack Form: Change the required saving throw of any one ability. The ability's manifestation changes to reflect this.

True Sight: This allows you to pierce veil and illusion-type abilities, seeing what is truly there. This ability may be taken multiple times, each time makes it stronger (to determine the level of illusion vs. the level of true sight, compare the amount of times the user of the illusion has taken the Mirage ability or related abilities against how many times you have taken the True Sight ability. The one who has taken their respective ability more trumps the other.)

Flight: This gives you the ability to fly at your normal speed with average maneuverability while your Zanpakutou is released. You may take this ability multiple times, each time increasing the maneuverability by one step.

Spirit Blast: You can make a ranged touch attack within 20 feet that deals 2d8 damage. Each time you take this ability, the damage increases by 2d8 or the range increases by 20.

Improved Spirit Blast: This requires the Spirit Blast ability. Each time you take this ability, your Spirit Blast gains +1 to hit.

Rapid Spirit Blast: This requires the Spirit Blast ability. As a full round action, you may make one additional Spirit Blast, up to a maximum of your full attack. This ability may be taken multiple times; each time allows an additional Spirit Blast.

Awareness: You gain +4 to Spot, Listen, and Sense Motive. You always know which way is North. You may take this ability multiple times; its effects stack.

Improved Awareness: This requires Awareness. You gain +4 to Initiative checks. You may take this ability multiple times; its effects stack.

Greater Awareness: This requires Improved Awareness. You gain the benefits of Uncanny Dodge and Improved Uncanny Dodge.

Superior Awareness: This requires Greater Awareness. You gain the ability to use Discern Lies and Detect Thoughts at the same time by concentrating on a subject; they gain a Will save to resist, but do not become aware of this effect. You gain Blindsight out to 5 feet. This ability can be taken multiple times; each time either increases the Will save DC by +2 or the range of your Blindsight by 5 feet.

Perfect Awareness: This requires Superior Awareness. You see all things as they truly are; you can see through normal and magic darkness, through concealment due to magic, through illusions and shapechange effects, magic meant to conceal something from view (such as invisibility magic), and similar effects. You cannot see through solid objects or natural concealment (such as fog or tall grass). For the purpose of other Zanpakutou abilities like Mirage, you make a Spot or Sense Motive check (whichever is higher) against their Bluff or caster level check (whichever is higher).

HEALING TYPE

"My Zanpakutou, Hisagomaru, heals the wounds of anyone it touches."

--Yamada Hanatarou, 4th Division 7th Seat

Healing-type Zanpakutou enhance the properties of your healing Kidou. Favored by the 4th division, they allow for greater recovery of injuries at a faster rate.

Improved Power: This ability increases the amount of healing your spells give. Every time you take this ability, add another 1d8 to all cure spells.

Increased Potency: This increases the Caster Level limit on all Cure spells by one increment. Thus, Cure Light Wounds heals up to +10 extra hit points; Cure Moderate Wounds heals up to +15 extra hit points, and so on. You are still required to meet the caster level requirement to gain the additional healing. This ability may be taken multiple times, its effects stack.

Increased Proficiency: This ability increases your proficiency with healing spells. Your caster level is considered 2 higher for all healing spells. You may take this ability multiple times, its effects stack.

Restorative Healing: This ability allows you to cast a restoration spell as you cast a healing spell, granting the benefits of both spells. The first time you take this ability, you may cast Restoration with any healing spell you cast in the same action. The second time you take this ability you may cast Restoration Augmented once with any healing spell, and the third time you take this ability you may cast Restoration fully Augmented with any healing spell. This does not increase the casting time of the spell, but it still expends the spell points.

Ranged Healing: This ability allows you to deliver healing spells at range. This ability allows you to deliver your healing spell as a ranged touch from 10 feet away. It can be taken multiple times, each time increases the range increment by 10 feet.

Regeneration: This ability requires two other healing abilities to take. It functions identically to the 7th level Cleric spell. Treat your character level as caster level for purposes of the healing bonuses.

Healing Aura: This requires three other healing abilities to take. It creates a soft aura around you that hastens the knitting of wounds. Any ally within a 10-foot burst centered on you gains Fast Healing 10. This ability may be taken multiple times, each successive time either increases the distance by 5 feet or the power of the Fast Healing by 5.

Chain Healing: This requires ranged healing to take. It allows you to divide your healing spell among multiple targets. When casting a healing spell, you can target someone within your healing range from the first target as well and divide the healing amongst the

two recipients. Roll first to determine the amount of healing before dividing it amongst the targets. This ability may be taken multiple times, each time allows you to target another person with your healing.

Healing Attack: This ability channels positive energy directly through your Zanpakutou. When attacking, you instead heal your target for the amount of damage you would instead deal.

Pain Release: This requires the Healing Attack ability to take. It allows you to store up damage healed through using the Healing Attack ability and release it in one attack. You can store up to 25 points of damage in your Zanpakutou, as a standard action you may make a single attack that does just the stored damage upon hitting. If you fail to hit, the attack is wasted and more must be stored up. You do not have to release all of the damage at once, you may release as much as you desire when using the attack. You may take this ability multiple times, each time increases the limit by 25.

ICE TYPE

"Sode no Shirayuki doesn't simply freeze the ground. Everything within this circle, both Earth and Sky, is within Sode no Shirayuki's frozen domain!"

--Kuchiki Rukia, 13th Division

Ice-type Zanpakutou utilize bitter frost to freeze their targets, lowering their defenses and allowing them to shatter their foes.

Ice Blade: This changes the form of the Zanpakutou's blade into ice, causing it to inflict cold damage. Frost Blade may still be used in conjunction with Ice Blade.

Ice Form: This changes the form of one of the Zanpakutou's attacks, changing it to cold. For example, Projectile-based Zanpakutou will now do cold damage, whereas Summon-based Zanpakutou will gain the Cold subtype and do cold damage. Frost Blade may still be used in conjunction with Ice Form.

Frost Blade: This allows you to charge your Zanpakutou with bitter frost, creating a chill aura around it that freezes your foes. As a move-equivalent action, you can charge your Zanpakutou with cold, giving it an additional 2d6 cold damage. This effect lasts until you release your hold on your Zanpakutou or reseal it.

Greater Frost Blade: This requires Frost Blade to take. It grants an additional 2d6 cold damage when manifesting Frost Blade, for a total of 4d6.

Superior Frost Blade: This requires Frost Blade and Greater Frost Blade to take. It grants an additional 2d6 cold damage when manifesting Greater Frost Blade, for a total of 6d6.

Swift Frost Blade: This requires Frost Blade to take. It allows you to manifest your Frost Blade as a Swift Action.

Icy Regeneration: You can freeze your broken blade over and repair it as a move-action.

Freezing Touch: Your Zanpakutou gains the properties of a wounding weapon, but instead of Constitution damage it deals Dexterity or Strength damage instead. This ability may be taken twice; it allows you to switch between the damage types as a free action.

Ice Armor: When releasing your sword you create a layer of ice around yourself that protects you from damage. This gives you a damage reduction of 5/bludgeoning or fire and a maximum dexterity modifier to AC of +4. You may take this multiple times, each time you take this ability your damage reduction increases by 5 and your maximum dexterity modifier is reduced by 1, to a maximum of 25/bludgeoning or fire and maximum dexterity modifier +0 after taking this ability five times.

Ice Adaptation: Every time you take this ability, you gain 10 resistance to either cold or fire, to a maximum of 30 for each after taking this ability six times. This ability cannot be used with the Twin Zanpakutou Mastery feat, and it overlaps (does not stack) with resistances from the Fire Adaptation Zanpakutou ability, but not with other magic items.

Snow Storm: This creates a constant effect of Snow in a 10-foot burst centered on you while your Zanpakutou is released. Taking this ability an additional time allows you to increase the ferocity of the snow, upgrading Snow to Heavy Snow, Heavy Snow to a Snowstorm and Snowstorm to a Blizzard. Snow begins to build on the ground after 2 rounds for regular snow, but only takes 1 round with heavy snow or higher. The snow lasts on the ground for 2 rounds after you've moved out of the area, plus an additional 1 round per level of Snow Storm (Heavy Snow lasts for 3, Snowstorm lasts for 4, and Blizzard lasts for 5), although the counter resets whenever you move back into the area. Instead of adding a new weather effect, you may increase the burst by 10 feet each time you take this ability or you may increase the amount of rounds the snow effect lingers by 2.

Ice Trail: As you walk, your Zanpakutou produces a trail of ice along the squares you move. Anybody besides yourself is subject to both the standard effects of ice and the effects of a Grease spell with the caster level equal to your character level. The save DC is constitution-based to avoid slipping. The ice lasts for 4 rounds.

Expanded Ice Trail: This requires Ice Trail to use. It allows you to do one of multiple things each time the ability is taken. You may either create an ice trail in a 5-foot burst which can be expanded by an additional 5 feet each time this is taken, or you may elevate your ice trail, allowing you to walk into the air at a 45 degree angle. Alternately, you can increase the duration by two rounds and the save DC to avoid slipping by 1.

Seal Wounds: This allows you to seal your wounds with your ice, preventing you from bleeding. As a standard action, it allows you to convert 2d6 points of damage into nonlethal damage. You may take this ability multiple times, each one increases the amount of damage converted by 1d6, to a maximum of 10d6.

KIDOU TYPE

*"Please keep this a secret from the Captain and Ikkaku... I don't want them to hate me."
--Ayasegawa Yumichika, 11th Division 5th Seat*

Kidou-type Zanpakutou allow you to channel your Kidou through your Zanpakutou to devastating effects.

Spell Blast: This allows you to convert a spell into a blast of spiritual energy as a full-round action that does 1d6 force damage per caster level, to a maximum of the spell level multiplied by 3. This can be executed as a ranged touch attack with a range of close.

Spell Explosion: This requires Spell Blast to take. It allows you to turn your Spell Blast into an explosive burst that targets a 20-foot radius spread within range. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 10+spell level of converted spell + primary casting stat modifier for half damage. This can be taken multiple times, each time either increases the save DC by 1 or the radius by 5.

Spell Range: This requires Spell Blast to take. It increases the range increment of your spell blast from Close to Medium the first time it is taken, and Medium to Long the second time it is taken.

Spell Line: This requires Spell Blast to take. It lets you unleash your Spell Blast in a line starting from you of up to 120 feet that cannot exceed your Spell Blast's range. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 10+spell level of converted spell + primary casting stat modifier for half damage. This can be taken multiple times, each time adds 30 feet to the total range of the line or increases the save DC by 1.

Spell Cylinder: This requires Spell Blast and Spell Explosion to take. It allows you to turn your Spell Blast into a magical cylinder that targets a 20-foot radius spread within range and extends upward for 40 feet. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 10+spell level of converted spell + primary casting stat modifier for half damage. This can be taken multiple times, each time either increases the save DC by 1 or the radius by 5 or the height by 10 feet.

Spell Cone: This requires Spell Blast to take. It lets you unleash your Spell Blast as a 60-foot cone. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 10+spell level of converted spell + primary casting stat modifier for half damage. This can be taken multiple times, each time adds 10 feet to the range of the cone or increases the save DC by 1.

Elemental Blast: This allows you to choose an energy type, either fire, cold, acid, electricity, or sonic, and change the damage type to that. You may take this ability multiple times; each time allows you to choose a different energy type.

Spell Storing: This functions exactly like the spell-storing weapon ability, aside from the following exceptions. It allows you to store any 1 2nd or 1st level spell in your weapon, and the casting time of the spell may be no more than one full-round action. Also, the spell stored within the Zanpakutou may be cast on you as a free action as well as on a target as a free action when the target is hit by the Zanpakutou. You may take this ability multiple times, each time allows it to store either spells 1 level higher or 1 extra spell.

Counterspelling: This requires Spell Storing to take. It allows you to store one Dispel Magic or Greater Dispel Magic spell in your Zanpakutou. As an immediate action, you may use the charge to attempt to counterspell any spell you have successfully identified with a spellcraft check. You may take this ability multiple times, each time allows you to store an extra Dispel Magic or Greater Dispel Magic spell.

Incanting: This ability allows you to use your Zanpakutou to aid in your incanting. It reduces the casting time of a spell from a full-round action to a standard action without causing you to halve your level. You may take this ability twice, the second time allows you to cast a spell as a swift action in this manner by halving your caster level, as you would normally do to cast a spell as a standard action instead of a full-round action.

Moon Blast: This requires Spell Blast to take. Each time it is taken, it increases Spell Blast damage by 1d6 and your effective caster level when using Spell Blast by 1. This is a net 2d6 damage boost, unless your effective caster level is higher than the maximum allowable by the spell converted.

Moon Power: Each time this ability is taken, your effective caster level increases by 1.

LIGHT TYPE

"When my Nijigasumi shines, it melds together with all of the other light. Once released, there will be no shadows for you to hide in."

--Ichinose Maki, former 11th Division officer

Light-type Zanpakutou can illuminate and bend light to their wielder's will, using light either to confuse or overwhelm their targets.

Illumination: The Zanpakutou shines with brilliant light, illuminating the area around it as per the effects of the Daylight spell, except that it does not dispel magical darkness. This ability may be taken multiple times, each time allows it to dispel one step of magical darkness (i.e. darkness, deeper darkness, and the Darkness Zanpakutou ability) and increases the level of full illumination and dim illumination by 10. You may activate or suppress this ability as a free action.

Blinding Flash: This allows you to create a brilliant flash of light targeting all squares you threaten as a standard action. Those within range must succeed a reflex save (DC 10+1/2 character level + Dexterity modifier) or be blinded for 1 round/character level. You may take this ability multiple times, each time either increasing the save DC by 1 or increasing the range by 5 feet, effectively making it a burst effect centered on you.

Improved Blinding Flash: This requires Blinding Flash to take. It allows you to make a single attack against a target and use the Blinding Flash as part of the attack, in addition to dealing normal damage.

Greater Blinding Flash: This requires Blinding Flash and Improved Blinding Flash to take. It allows you to attack with Blinding Flash as part of a full-round attack action. A blinding flash will only be emitted on one attack, plus one for every time you have taken Greater Blinding Flash (so in order to use it with all four attacks on a full-round attack, Greater Blinding Flash must be taken three times). Time spent blinded by failing multiple saves from this ability overlaps (does not stack).

Superior Blinding Flash: This requires Blinding Flash, Improved Blinding Flash and Greater Blinding Flash to take. It allows you to add the Blinding Flash's maximum radius achieved through the blinding flash ability whenever you use Blinding Flash as part of an attack action.

Bestow Illumination: This requires Illumination to take. It allows you to bestow your Illumination effect on an unattended or willing target as a swift action. The target shines with light for 1 round/character level. You may take this ability multiple times, each time increases the duration by five rounds or allows you to target either attended objects or unwilling targets. They are allowed a will save (DC 10+1/2 character level + Wisdom modifier) to negate the effect.

Faerie Fire: This functions exactly as the 1st level Druid Spell, except that it can bestow any color you desire upon the target. It can be taken multiple times, each time increases the target burst by 5 feet, the duration by 1 minute, or allows it to dispel higher level darkness effects.

Dancing Lights: This ability requires a Standard Action and functions as the 0-level spell, except that their duration is equivalent to 1 minute/level. Furthermore, the individual light globes may be up to 50 feet apart from each other, as well as move 100 feet per round. You may take this ability multiple times, each time either increases the movement speed by 50 feet and the distance a light can be from another light by 25 feet or allows them to damage anybody who enters or begins their turn on the same square as them for 1d6 damage unless the target makes a successful reflex save (DC 10+1/2 character level + Dexterity modifier) for half damage. Subsequent takings of this ability either increase the DC by 2 or increase the damage by 1d6. The amount of Dancing Lights you may have manifested is equal to your character level, but you cannot create more than 4 dancing lights every time you use this ability to manifest the dancing lights. Up to twenty dancing lights can occupy the same square, each one increases the save DC by 2. Treat the damage from each Dancing Light as one large source of damage (i.e. two 1d6 dancing lights in the same square are considered to be one source of 2d6 damage).

Brilliant Energy: This requires a Light abilities to take, one of which must be Illumination. It gives your Zanpakutou the properties of a Brilliant Energy weapon. This ability may be taken several times, each time allows the weapon to affect a creature type it cannot normally affect (undead, constructs and objects).

Light Trail: This requires Illumination and another Light ability to take. It allows your Zanpakutou to leave a trail of light (as per the effects of a Light spell) in every square you move through. You may activate or suppress this ability as a free action, as well as dismiss the light trail you have already left. You may take this ability multiple times, each time either increases the illumination and dim illumination of the trail by 10 feet or causes the trail to deal 1d6 damage unless the target makes a successful reflex save (DC 10+1/2 character level + Dexterity modifier) for half damage. Subsequent takings of this ability either increase the DC by 2 or increase the damage by 2d6. The light trail lingers in the air for 1 round/character level. You may also increase the duration of the trail by 5 rounds by taking the ability additional times.

Bend Light: This allows you to shape illumination that you produce, allowing you to change the areas of dim and bright illumination as well as designating areas within the light effect that receive no light. Light cannot be bent and shaped past the initial parameters, so 60 feet of bright light and 60 feet of dim light cannot produce any more light than that (although less light may be produced if desired). This ability may be taken twice, the second time allows you to bend and shape light not produced by your Zanpakutou.

Improved Bend Light: This ability requires Bent Light to take. It allows you to shape your Zanpakutou's light (or any light if you've taken Bend Light twice) into a Minor Image. Taking it again upgrades the image to Major or increases the number of images you can form by one. This is a standard action.

Rapid Bend Light: You can Bend Light as a move action. Taking this ability lets you Bend Light as a swift action, but you cannot create Minor Images this way unless you could normally create Major Images.

Shining Laser: This requires Bend Light and Improved Bend Light, and allows you to bend and focus light into searing beams of power. As a standard action, you may focus any bright light you could Bend into a ranged touch attack dealing 2d6 damage. This ability can be taken multiple times; to allow you to turn light in a 5-foot radius centered on a target into a Shining Laser attack (increasing the radius by 5 feet each time) requiring a Reflex save for half, to increase the damage by 2d6, or to Bend Illumination into a line of Shining Laser damage whose length is equal to Illumination's normal bright light radius (Ref save for half).

Improved Shining Laser: This requires Shining Laser, Bend Light, Improved Bend Light, and two other Light abilities. As a full-round action, you may make as many attacks as your BAB or Flurry of Blows would normally allow with Shining Laser.

Sunsword: This requires Shining Laser and Brilliant Energy. You gain your Shining Laser damage as bonus damage on Zanpakutou attacks.

LIGHTNING TYPE

"All of the waves, become my shield! All of the lightning, become my sword! Sougyo no Kotowari!"

--Ukitake Juushirou, 13 Division Captain

Lightning-type Zanpakutou employ fierce bolts of lightning to strike down their foes.

Lightning Blade: This changes the form of the Zanpakutou's blade into lightning, causing it to inflict lightning damage. Crackling Blade may still be used in conjunction with Lightning Blade.

Lightning Form: This changes the form of one of the Zanpakutou's attacks, changing it to lightning. For example, Projectile-based Zanpakutou will now do lightning damage, whereas Summon-based Zanpakutou will gain the Lightning subtype and do lightning damage. Crackling Blade may still be used in conjunction with Lightning Form.

Crackling Blade: This allows you to charge your Zanpakutou with crackling lightning, creating lightning bolts that electrocute your foes. As a move-equivalent action, you can charge your Zanpakutou with lightning, giving it an additional 2d6 lightning damage. This effect lasts until you release your hold on your Zanpakutou or reseal it.

Greater Crackling Blade: This requires Crackling Blade to take. It grants an additional 2d6 lightning damage when manifesting Crackling Blade, for a total of 4d6.

Superior Crackling Blade: This requires Crackling Blade and Greater Crackling Blade to take. It grants an additional 2d6 lightning damage when manifesting Greater Crackling Blade, for a total of 6d6.

Swift Crackling Blade: This requires Crackling Blade to take. It allows you to manifest your Crackling Blade as a Swift Action.

Lightning Bolt: This allows you to launch a Lightning Bolt from your Zanpakutou at will as a Full-Round Action. It does your Zanpakutou's damage, but otherwise functions identically to the Lightning Bolt spell. The reflex save DC for half damage is 10+1/2 character level + Constitution modifier. This does not gain the benefits of your strength modifier to damage, but it does gain the benefits of Crackling Blade.

Arcing Bolt: This requires Lightning Bolt to take. It allows your Lightning Bolt ability to function as if it were the Chain Lightning spell, jumping from target to target. Its damage remains the same.

Thunderstorm: This ability summons a ferocious thunderstorm around you. It grants the effects of a Thunderstorm centered on you that extends in outwards a five-foot burst.

Unlike with a standard Thunderstorm, a lightning bolt strikes every round on a randomly chosen square within the radius. You may take this ability multiple times, each time gives either an extra lightning bolt every round or extends the radius by 5 feet.

Lightning Adaptation: Every time you take this ability, you gain 10 resistance to lightning, to a maximum of 50 for each after taking this ability five times.

Deflect Bolt: Your Zanpakutou gains the ability to deflect Lightning Bolts as per the Deflect Arrow feat. You can take this ability multiple times; it allows an extra deflection each round.

Reflect Bolt: This requires Deflect Bolt. It allows you to reflect a Lightning Bolt back at its caster. It can be used as many times as you can use the Deflect Bolt.

Redirect Bolt: This requires Deflect and Reflect Bolt. It allows you to reflect a Lightning Bolt away from you and towards a target of your choice. It can be used as many times as you can use Deflect Bolt.

Empower Bolt: This requires Deflect Bolt and Reflect Bolt or Lightning Bolt. It grants an extra 1d6 damage when either of the abilities is used. This can be taken multiple times, its effects stack.

Stunning Strike: This ability can be once per round. It functions identically to the Stunning Fist ability, with the Fortitude Save using your Constitution modifier instead of your Wisdom Modifier.

Supercharge: This ability requires Lightning Adaptation and three other Lightning abilities to take. As a full-round action, you can summon lightning bolts to energize yourself; for each time you've taken Lightning Adaptation, you gain a +10 bonus to speed, Fast Healing +1, and +1d6 electrical damage to your Zanpakutou attacks. This state lasts for one round per Lightning Adaptation ability. In addition, you are cured of fatigue and exhaustion. Multiple Supercharges do not stack.

Black Cloud Duelist: This ability requires Thunderstorm, Lightning Bolt, and Lightning Adaptation to take. As long as Thunderstorm is active, or you are in the area of a natural thunderstorm, you may choose for lightning to strike you instead of striking randomly. If you do so, you may make a Lightning Bolt attack as a free action for each time you are struck (a natural thunderstorm can only strike once per turn).

Legend of the Storm: This ability requires Black Cloud Duelist to take. Whenever you are struck by lightning from Thunderstorm or a natural thunderstorm, you may forfeit Black Cloud Duelist's benefits to instead teleport to any square within the storm's radius and your line of sight and your line of effect, and immediately make a Zanpakutou attack. This attack gains the benefits of abilities such as Crackling Blade, and gains the damage bonus from Empower Bolt, if any.

Empower Bolt: This requires Black Cloud Duelist. It grants an extra 1d6 damage to Lightning Bolts used through Black Cloud Duelist.

OPPRESSION TYPE

“You shouldn’t use such strong words. It makes you look weak.”

--Aizen Sousuke, Former 5th Division Captain

Oppression-type Zanpakuto make use of a Shinigami’s powerful Reiatsu aura to manipulate other Shinigami in a number of different ways.

Special: Requires at least 6 ranks in Intimidate

Target: A target is anyone within the area of effect who must make an opposed Reiatsu check or level check (whichever is higher) vs. the Reiatsu skill check of the user. The oppressive Reiatsu aura has an area of effect equal to a 5ft. radius per level of the Shinigami. Should someone in the area of effect beat the Reiatsu check vs. oppressive Reiatsu he may not be affected again from the same type of attack until either the battle is over or the target leaves the affected area and re-enters. (For example, if you target a stat and their AC, they make one save but not the other. Then only one is suppressed by the given value. If the target leaves the affected area and then returns a new check must be made.) Under no circumstances may a suppression effect ever remain if the target leaves the affected area or the oppression is shut down. If the user is stunned, knocked unconscious, brought below 0 hp or level drained, the suppress effect ends. The user is not affected by his own aura; however, this does not protect him from an oppression aura of another Shinigami. No effect from oppression aura may be lethal. Even if a target is reduced to negative con the target is just incapacitated, and will regain their con or other stat once the oppression has passed.

Soften Armor: Any target within the area of effect receives -2 AC. This penalty is a flat AC penalty. This ability may be taken a total of 5 times for a total of -10 to a target's Armor Class.

Suppress Ability: Any target within the area of effect receives -2 to a chosen stat. You must choose this once for each stat you wish to effect. You may choose from Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. This ability may be taken any number of times; its effects stack.

Suppress Attack Speed: This ability requires two other Oppression abilities to take. This ability gives the target a -1 penalty to his attack rolls. This ability can be taken multiple times, each time increasing the penalty by 1.

Suppress Defense: This ability requires four other Oppression abilities. This ability gives the target a -1 penalty to all saves. This ability can be taken multiple times, each time increasing the penalty by 1.

Suppress Magic: This ability requires one other Oppression ability to take. This ability

will render 5 points of Spell Points unusable. The points are not spent but are simply unable to be used without a Concentration check of character level + Constitution score. This ability may be taken twice; its effects stack.

Suppress Movement: This ability requires two Oppression abilities to take. This ability will suppress 10ft. of movement to all targets within the area of effect. This affects Shunpo as well. However, this will not fully stop anyone. No matter the conditions, even if the user suppress 100 ft of movement. a target is always able to make a 5 ft step. This ability may be taken multiple times; the effects stack.

Oppressive Aura Perfection: This ability requires four Oppression abilities to take. This ability suppresses the air in the area. All targets in the area of effect instantly begin to suffocate. Suffocation will halt at the point of sleep. This ability is still under the limitation that no Oppression ability may be lethal.

Selective Oppression Aura: This requires Oppression Aura to take. The user can select to leave one target per level out of the oppression.

POISON TYPE

"To strip movement from the four limbs of whatever it cuts... that is the power of my Ashisogi Jizou."

--Kurotsuchi Mayuri, 12th Division Captain

Poison-type Zanpakutou excrete and make use of poisons based around the Shinigami's own body and constitution. They use the poisons to cripple or even kill their targets.

Excrete Poison: As a move-action, the Zanpakutou excretes a poison that coats the blade. The poison is injury-based, and is expended after the first hit. The poison does one point of ability damage as initial damage and 1d2 points of ability damage as secondary damage. The type of ability damage is specified at the time this Zanpakutou ability is taken. The wielder of the Zanpakutou cannot be poisoned accidentally, the poison is derived from their body and they are completely immune to its effect. The Fortitude Save DC for the poison is 10+1/2 wielder's HD + Constitution modifier. This ability may be taken multiple times, each time it gives the Zanpakutou the ability to excrete a different poison that damages a different ability score. You may not excrete the same poison again until the poison has been completely used up, whether or not the poison was successful.

Increased Potency: This requires the Excrete Poison ability to take. It increases the potency of the poison excreted by the Zanpakutou. It can either increase the Fortitude Save DC by 2, or it can increase the damage type of both initial and secondary damage by one step (1 to 1d2, 1d2 to 1d3, 1d3 to 1d4, 1d4 to 1d6, and so on). This only applies to one type of poison, if the Excrete Poison ability has been taken more than once you must choose which poison it applies to.

Swift Coat: This requires the Excrete Poison ability to take. It allows you to excrete a coat of poison on your Zanpakutou faster. You may coat your Zanpakutou with poison as a swift action. This applies to any poisons you can use.

Lingering Poison: This requires the Excrete Poison ability to take. The coats of poison your Zanpakutou excretes last longer than normal. The poison coat lasts for an additional successful attack. This ability may be taken multiple times; each time it is taken it increases the amount of successful attacks the poison coat lasts for by one. This ability only applies to one type of poison, if the Excrete Poison ability has been taken more than once you must choose which poison it applies to.

Change Poison Derivation: This requires the Excrete Poison ability to take. It changes the ability score the DC of your poison is set to. This functions for all poisons you can excrete.

Change Poison Function: This requires the Excrete Poison ability to take. It allows you to change the type of saving throw required by a poison to either Reflex or Will (Reflex-

based poisons use excessive coats of potent poison where trying to turn aside as much of the blade as possible is far more effective than trying to resist it, and Will-based poisons attack the mind itself, and thus can be thrown off through sheer force of will). This ability only applies to one type of poison, if the Excrete Poison ability has been taken more than once you must choose which poison it applies to.

Versatile Poison: This requires the Excrete Poison ability to take. It allows you to excrete poison that is contracted by another method, either ingestion or contact. Each time you take this ability, you may choose another method of contraction. Each time you materialize your poison, you may select the contraction method it will use, and it applies to all of your poisons. Also, you may remove the poison from your blade and apply it to another object, if so desired.

Inhaled Poison: This requires the Excrete Poison and Versatile Poison ability. It allows the poison you materialize to instead linger in the air for one round, affecting anyone adjacent to you.

Poison Cloud: This requires Excrete Poison, Versatile Poison and Inhaled Poison. It allows you to either extend the cloud of poison by 5 feet when using the Inhaled Poison ability or to extend the duration for one round each time it is taken.

Improved Virulence: This requires the Excrete Poison ability to take. It increases the potency of one kind of poison the Zanpakutou can create. Either the save DC increases by 2, or the die goes up by one size. This ability can be taken multiple times.

Greater Virulence: This requires Improved Virulence. You may combine two types of ability damage you can use with Excrete Poison into one poison. Each time this ability is taken, you may combine one additional type of poison. All poisons combined use the lowest die type and the lowest save of any poison combined; the die type, however, is improved by one size for each poison combined, and the save is increased by +2 per combined poison. You may choose not to combine poisons when poisoning your blade.

Superior Virulence: Combined poisons can now also combine effects from the Strange Toxin tree.

Venom Cloud: This requires Excrete Poison to take. As a full-round action, you may exude a cloud of one of your available poisons that affects all adjacent opponents. This may be taken multiple times, each time increasing the radius by five feet.

Rapid Venom Cloud: Each time taken, this reduces the time needed to use Venom Cloud, first to standard, then move, then swift action.

Improved Venom Cloud: Your venom cloud lingers for one round after being exuded. Each time this ability is taken lets it linger for another round.

Greater Venom Cloud: This requires Improved Venom Cloud and Rapid Venom Cloud to have been taken three times. Your Venom Cloud is permanent and may be dismissed or exuded as a free action.

Superior Venom Cloud: This requires Venom Cloud and Greater Virulence. Your Venom Cloud may now use any combined poison you have access to, and Superior Virulence applies.

Swift Coat: This requires the Excrete Poison ability to take. It allows you to excrete a coat of poison on your Zanpakutou faster. You may coat your Zanpakutou with poison as a swift action. This applies to any poisons you can use.

Strange Toxin: This requires the Excrete Poison ability to take. The poisons your blade secretes have unusual effects; each time you take this ability, you can either change the save required to Reflex or Will or add an additional effect to your poison. This effect can be fatigue, dazing, the shaken condition, or the sickened condition. Such an effect requires an additional Fortitude save to resist. These effects do not stack with themselves or each other on the same poison type (so your Dexterity poison could sicken and your Strength poison could fatigue, but you couldn't have an Intelligence poison that dazes and fatigues). They last for one round each.

Improved Strange Toxin: This requires Excrete Poison and Strange Toxin. Each time you take this ability, you upgrade one of the effects of Strange Toxin. Fatigue becomes exhaustion, dazed becomes stunned, shaken becomes frightened, and sickened becomes nauseated. You could also choose to remove the second save (so one save determines all) or improve its DC by 2.

Greater Strange Toxin: This requires Strange Toxin to be taken for both Reflex and Will save options. Whenever an opponent is struck by your poisoned Zanpakutou, he must immediately make a Fortitude save or suffer its effects (as standard). In the next round, he must make a Reflex save or suffer its effects again. In the next round, he must make a Will save or suffer its effects again.

Evil Poison: This requires Strange Toxin to be taken for both Reflex and Will save options and Excrete Poison for all six ability scores. As a full-round action, you may make a single poisoned attack that deals 1d6 points of damage to every ability score and paralyzes an enemy for one round. This effect requires a Fort, Ref, and Will Save to avoid. This ability can be taken multiple times. Each time taken either increases the DC of all saves by 2, the damage by 1d6, or the paralysis duration by one round.

Murderous Flower of Eden: This requires Evil Poison and Superior Venom Cloud. Evil Poison may be used with Venom Cloud.

PROJECTILE TYPE

"The essence of Senbonzakura is that its several hundred millions of blades have no angle they cannot reach, creating the perfect attack from all directions."

--Kuchiki Byakuya, 6th Division Captain

Projectile-type Zanpakutou acquire abilities based around attacking at range and distance and effecting large areas of enemies.

Ranged Form: This allows the Zanpakutou to attack as a ranged weapon. When releasing, you may release your Zanpakutou into its ranged form if desired. Switching between melee and ranged is a swift action that does not provoke an attack of opportunity. While in ranged form, your weapon no longer threatens any spaces. It can attack with a range increment of 90 feet, and functions off your attack bonus (although it uses dexterity instead of strength as it is a ranged attack). Its damage is lowered by one step (so a 1d6 becomes a 1d4), and it receives no additional benefit to damage beyond the Zanpakutou's natural weapon enhancement (although other projectile abilities can change this). You may make a full attack with your weapon in ranged form.

Line: This allows the Zanpakutou to attack in a 100-foot line as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD + Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 50 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Cone: This allows the Zanpakutou to attack in a 60-foot cone as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD + Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 30 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Burst: This allows the Zanpakutou to attack in a 20-foot burst centered on the wielder as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD + Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 10 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Wall: This allows the Zanpakutou to create a 50-foot long, 5-foot thick wall which can be placed anywhere within a medium range increment of the wielder as a standard action, dealing its normal damage to all in range or who attempt to pass through it. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD + Intelligence modifier) for half damage. The wall lasts for 3 rounds, and the Zanpakutou may not be used during the time the wall lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases either the length of the wall by 25 feet, the width of the wall

by 5 feet, or the duration by 1 round every time it is taken. You do not gain your strength bonus when attacking in this fashion. You still retain the AC bonus from your Zanpakutou while a wall is formed.

Emanation: This requires either the Burst ability or two Projectile abilities. This allows the Zanpakutou to attack in a 20-foot emanation centered on the wielder as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD + Intelligence modifier) for half damage. The emanation lingers for 3 rounds, and the Zanpakutou may not be used during the time the emanation lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases the emanation by 5 feet or the lingering effect by 1 round every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Cylinder: This requires either the Burst ability or two Projectile abilities. This allows the Zanpakutou to attack in a 20-foot, 40-foot tall cylinder on any point within a short range increment as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD + Intelligence modifier) for half damage. It can be taken multiple times; it either increases the range increment to medium and then long or increases the range by 5 feet or the height by 10 feet. You do not gain your strength bonus when attacking in this fashion.

Shaping: This requires at least three Projectile abilities to take. It allows the wielder to alter the area and effects of any of the following abilities: Cone, Burst, Emanation, or Cylinder. The alteration consists of creating spaces within the ability's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, abilities shaped in this way have a minimum dimension of 5 feet.

Increased Mass: This requires at least one Projectile ability that is not change form. When using any of the area-effect Projectile abilities, increase the damage by 2d6. Also, this removes 10% of the chance any wind-based defense has of blowing the projectile aside.

Mighty Projectile: This allows you to add your strength bonus to Projectile attacks.

Precise Projectile: This allows you to add your dexterity bonus to Projectile attacks.

SONIC TYPE

"Cry out, Suzumushi."

--Tousen Kaname, Former 9th Division Captain

Sonic-type Zanpakutou employ sounds to confuse, deafen, and defeat their foes.

Sonic Blade: This causes the form of the Zanpakutou's to vibrate with sonic energy, causing it to inflict sonic damage. Sound Blade may still be used in conjunction with Sonic Blade.

Sonic Form: This changes the form of one of the Zanpakutou's attacks, causing it to vibrate with sonic energy. For example, Projectile-based Zanpakutou will now do sonic damage, whereas Summon-based Zanpakutou will gain the Sonic subtype and do sonic damage. Sound Blade may still be used in conjunction with Sonic Form.

Sound Blade: This causes your Zanpakutou to emanate deafening sonic force. As a move-equivalent action, you begin the emanation, giving it an additional 2d6 sonic damage. This effect lasts until you release your hold on your Zanpakutou or reseal it.

Greater Sound Blade: This requires Sound Blade to take. It grants an additional 2d6 sonic damage when manifesting Sound Blade, for a total of 4d6.

Superior Sound Blade: This requires Sound Blade and Greater Sound Blade to take. It grants an additional 2d6 sonic damage when manifesting Greater Sound Blade, for a total of 6d6.

Swift Sound Blade: This requires Sound Blade to take. It allows you to manifest your Sound Blade as a Swift Action.

Sonic Adaptation: Every time you take this ability, you gain 10 resistance to sonic, to a maximum of 50 for each after taking this ability five times.

Deafening Strike: This requires either Sonic Blade or Sound Blade. When you deal sonic damage with your attack, your target must make a fortitude save DC 10+1/2 character level + Constitution modifier or become deafened for 1 round/character level. You may take this ability multiple times; each time increases the DC by 1.

Sound Burst: This spell functions identically to the 2nd level spell, except that it instead does 2d6 damage and allows a reflex save (DC 10+1/2 character level + Constitution modifier) for half damage. The fortitude save is calculated the same way as the reflex save. You may take this ability multiple times, each time either increases the damage by 2d6, increases the radius by 5 feet, or increases the save DC by 1.

Modify Sound Burst: This requires Sound Burst to take. It allows you to change your Sound Burst into a 30 ft. cone or a 60 foot line each time you take the ability. You decide which shape you wish to use when utilizing the Sound Burst. Every 5-foot increase you have with Sound Burst counts as a 10-foot increase for a cone and 15-foot increase for a line.

Sculpt Sound: This spell functions identically to the 3rd level spell, except that you may only target one object or person. You may take this ability multiple times, each time allows another target.

Create Sound: You can create sound where there is none, creating sound from any source to the approximate volume of 80 decibels (roughly equivalent of a busy street). You may take this ability every time, each time either increases the amount of sounds you can make by one (the decibel level must be split amongst all sounds made) or allows you to increase the decibel level you can produce by 10 (90 decibels roughly equivalent to a motorcycle 25 feet away or a stereo system, 100 decibels an industrial noise, 110 decibels a rock band, 120 decibels a plane at take-off 200 feet away, 130 a military jet at take-off 50 feet away, 140 decibels the threshold of pain). Should the noise level reach 140 decibels, it does 1d6 damage to all within hearing range besides yourself. Each additional 10 decibels increases this damage by 1d6. In cases of splitting the decibels between different sounds, it is possible to produce fainter sounds (70 roughly equivalent to the interior of a department store, 60 a standard conversation, 50 a quiet automobile at low speed, 40 inside a city dwelling, 30 inside a country dwelling, 20 rustle of leaves or whispering, 10 barely audible).

Overwhelming Sound: This requires a sonic ability that does damage. It allows you to exchange lethal damage for twice the amount of d6's in nonlethal damage.

SUMMONING TYPE

"If I can't hold my sword and run, then I just won't hold it."

--Matsumoto Rangiku, 10th Division Lieutenant

Summoning-type Zanpakutou change form into a powerful monster that attacks your foes at your command.

Summon: Your Zanpakutou takes the form of a medium or small-sized animal that you specify at the time this ability is taken. It gains all of the attacks and abilities of the animal whose form it takes. The amount of damage it does for its primary attack is equal to the amount of damage your Zanpakutou does, and its other attacks retain their normal damage. Its total hit points are 1/5 of your current hit point dice at the time of the manifestation (rounded up), but make use of its own constitution modifier. Its ability scores are equal to the creature's normal ability scores. If Summon is destroyed, it can simply be summoned again during your next action. A Summon may be dismissed as a free action. No ability score may be 1.5 times your own ability score at time of summon, if the base creature's ability score is greater, it is capped at the maximum.

Summon Swarm: This ability counts as the Summon ability for purposes of taking other Summon-based abilities. It allows your Zanpakutou to take on the form of a swarm instead of a singular creature.

Greater Summon: Your Zanpakutou may take on the form of a creature either 1 size larger or smaller than normal, gaining all benefits and penalties as normal. Alternately, it can become a magical beast, aberration, humanoid, construct, fey, outsider, giant, ooze, plant, undead or vermin. The form it takes is simply the base; it gains none of the special abilities or attacks. This ability may be taken multiple times; it allows larger sizes or different subtypes.

Increased Toughness: This increases the hit dice total of your summon by one step each time it is taken. The first time makes it ¼ of your hit dice rounded down, the second time makes it 1/3, and the last time brings it to ½. This ability may be taken no more than 3 times.

Extra Attack: This requires the Summon ability to take. Your Zanpakutou gains another attack. This attack is considered to be a secondary attack, its damage is one step below the summon's primary attack (if the primary attack does 2d8 damage, it does 2d6 damage). This ability may be taken multiple times, each time it is taken it gives another attack. Every two extra attacks decrease the damage by another increment, so if the second and third attacks do 2d6 damage, the fourth and fifth will do 1d10 damage, the sixth and seventh will do 1d8 damage, and so on. The second and third attacks gain the full strength bonus to damage, all attacks thereafter gain ½ strength bonus to damage. These attacks may be specified as any kind

Increased Mobility: This requires the Summon ability to take. It increases the summon's base land speed by 10 feet and base flight speed by 20 (if applicable).

Burrowing: This requires the Summon ability to take. It gives the summon the ability to burrow at $\frac{1}{2}$ its base land speed.

Perfect Burrowing: This requires the Summon and Burrowing ability to take. It allows the summon to burrow at its base land speed.

Flight: This requires the Summon ability to take. Your summon gains the ability to take to the air gaining a fly speed of 60 feet with average maneuverability. You may take this ability multiple times, each time gives it an extra 10 feet of movement speed and increases its maneuverability by one step.

Retain Blade: This requires the Summon ability to take. This allows you to retain a sealed version of your Zanpakutou while your summon is manifest. You may attack with it as normal. If you have the Constant Release feat, you gain all of the benefits of the basic form of the Zanpakutou but no others.

Improved Retain Blade: This requires the Summon ability and the Retain Blade ability to take. It allows you to use all of your Shikai abilities not directly related to your Summon while using the Retain Blade ability.

Empowered Summon: This requires the Summon ability to take. This ability allows you to increase any of the ability scores of your summon by +4. This ability may be taken multiple times, its effects stack whenever necessary. This allows it to exceed the 1.5 ability score limit.

Magic Fang: This requires the Summon ability to take. It allows you to increase the enchantment level of any one of the summon's attacks by +1. This can be taken multiple times, its abilities stack whenever necessary. The enhancement bonus of any of the summon's attacks cannot exceed the enhancement bonus of your Zanpakutou.

Share Abilities: This requires the Summon ability to take. It allows a summon to make use of any Zanpakutou abilities you have that might be applicable, such as most Projectile-type abilities and most element-type abilities. If you have taken Improved Retain Blade, you must decide when the summon manifests which Shikai abilities it is using. Those abilities you may not use on your retained Zanpakutou so long as the summon remains manifested.

Improved Ferocity: Either your summon's BAB increases by one step, to a maximum of full, or it gains a secondary attack with damage a size below its primary attack that adds its full strength to damage (secondary attacks suffer a -5 to attack). Either way, its primary melee Ability improves by +2. This ability may be taken multiple times. Each

time it is taken, its BAB increases or it gains another secondary attack. Every two secondary attacks use one lower die size than the previous two, and every secondary attack after the second uses 1/2 the summon's strength. Each time it is taken, its primary Melee Ability improves by +2.

Improved Reiatsu: Your summon either gains use of your Zanpakutou abilities as though it was the wielder and its primary natural attack was the Zanpakutou or gains your Zanpakutou's enhancement bonus to all its natural attacks. When using Zanpakutou abilities with its primary natural attack, it cannot use secondary attacks.

Greater Reiatsu: Your summon can use both of the abilities of Improved Reiatsu, and basic abilities such as Frost Blade or Ranged Form apply to all of its attacks. DM discretion applies as to what is a basic ability.

Improved Toughness: Your summon's health improves by 1/5. It gains +1 natural armor and one good save. Its Constitution improves by +2. This ability may be taken multiple times, each time increasing all effects.

Improved Mobility: This increases the summon's base land speed by 30 feet, gives it a fly speed equal to its base land speed or gives it a burrow speed equal to 1/2 its base speed. This ability may be taken multiple times and its effects stack.

Greater Mobility: This improves the summon's existing fly speed to twice its base land speed, improves its burrow speed to its land speed, or gives it a +1 dodge bonus to AC per 30 feet of land speed it possesses. This ability may be taken multiple times. Its effects do not stack.

Size Alteration: Each time this ability is taken, your summon either increases or decreases one size category. Each increase adds +2 Strength, -2 Dexterity, -1 attack and AC, and 5 feet of reach. Each decrease reverses the process (although Small characters still have 5 feet of reach). Natural weapon damage scales as appropriate. Summons cannot become larger than Colossal or smaller than Fine.

WATER TYPE

"But Kyouka Suigetsu is a flower water-type Zanpakuto that uses diffused reflection in mist and flowing water to confuse enemies and create war between comrades... isn't that what you told me, Captain Aizen?"

--Kotetsu Isane, 4th Division Lieutenant

Water-Type Zanpakutou have several abilities. Some use the power of mirage and deceit to confuse their foes, while others utilize the untamed fury of water to devastate their enemies.

Water Breathing: This functions identically to the 3rd level Wizard spell, but lasts as long as your Zanpakutou is released and can affect only you.

Bestow Water Breathing: This allows you to bestow Water Breathing on your allies. Bestowing Water Breathing is a Standard Action that does not provoke an attack of opportunity, and it lasts until you reseal your Zanpakutou.

Swift Bestow Water Breathing: This requires Bestow Water Breathing to take. It allows you to use the Bestow Water Breathing ability as a swift action.

Water Walk: This ability functions identically to the 3rd level Cleric spell, except it allows you to choose whether or not you immediately move towards the surface while submerged. If you choose to remain underwater, you may walk through the water as if you were walking on land, and may step through the water as if under the affect of the Air Walk spell and walking through air. This does not allow you to breath underwater if you cannot already do so. This effect is constantly active, and lasts until you reseal your Zanpakutou.

Bestow Water Walk: This allows you to bestow Water Walk on your allies. Bestowing Water Walk is a Standard Action that does not provoke an attack of opportunity, and it lasts for 1 round/character level.

Swift Bestow Water Walk: This requires Bestow Water Walk to take. It allows you to Bestow Water Breathing as a swift action.

Create Water: This ability functions identically to the 0-level Cleric spell, but it instead allows you to create 5 cubic feet of water (approximately 24 gallons) as a standard action. You may take this ability multiple times; each time increases the amount of water you can create by 5 cubic feet.

Swift Create Water: This requires Create Water to take. It allows you to use the Create Water ability as a Swift Action.

Control Water: This functions identically to the 4th level Druid spell, except that it affects a 100 ft. by 100 ft. area. You may take this ability multiple times; each time increases the affected area by 50 feet. It takes a standard action to manifest this ability.

Animate Water: This requires Control Water to take. It allows you to attack with water in the area. If there is at least 5 cubic feet of water, you can attack with it. The target takes 2d6 damage unless succeed a reflex save (DC 10+1/2 character level + Dexterity modifier), in which case they take ½ damage. This ability allows you to attack 1 square per 5 cubic feet of water, to a maximum of 4 squares. You may take this ability multiple times, each time allows you to make use of 2 additional cubic feet of water. Also, when using this ability, you may combine the water used into one attack for an additional 2d6 damage. If this function is used, however many cubic feet of water you combine cannot be used to attack other squares. You cannot combine more than ½ the total number of squares you may normally attack in this fashion.

Stream: This requires Control Water to take. It allows you to create a pressurized stream that stems from your Zanpakutou. The stream is considered to be a bull rush attack against an opponent, but uses ½ your character level in place your strength bonus. Also, you do not have to move, the Stream attacks in a 90 ft. line and bulrushes anybody in its path. This can be used to Bullrush through walls. You may take this ability multiple times, each time gives you 15 extra feet or +2 to the bull rush check.

Whirlpool: This requires Control Water and two other abilities to take. It allows you to create a whirlpool around yourself, but aside from its difference in form functions identically to the 8th level spell Whirlwind. A whirlpool is created as a Standard Action. You may take this multiple times, each time allows it to effect creatures one size category larger or increases the initial damage by 2d6 and the damage taken while suspended by 1d8.

Crushing Wave: This allows you to use water to crush your target. As a move-equivalent action, you can sheathe your Zanpakutou in water, giving it an additional 2d4 damage. This effect lasts until you release your hold on your Zanpakutou or reseal it.

Greater Crushing Wave: This requires Crushing Wave to take. It grants an additional 2d4 damage when manifesting Crushing Wave, for a total of 4d4.

Superior Crushing Wave: This requires Crushing Wave and Greater Crushing Wave to take. It grants an additional 2d4 damage when manifesting Greater Crushing Wave, for a total of 6d4.

Swift Crushing Wave: This requires Crushing Wave to take. It allows you to manifest your Crushing Wave as a Swift Action.

Mirage: This ability functions exactly like the 1st level spell Silent Image, except that it can create a single image of up to 50 foot by 50 foot space. It is manifested as a standard action. You may take this ability multiple times, each time allows you to increase the range by 50 feet and make one additional image or allows you to add the ability to give the illusions sound, smell, thermal illusion, tactile sense, the ability to move the images around, or to gain +2 to the save DC to disbelieve. Targets gain a will save to disbelieve (DC 10+character level + Wisdom modifier) as they interact with the illusions. Each added sense gives you +1 to the DC. Directing an image requires concentration.

Greater Mirage: This ability add sound, smell, and heat details, adding +2 to the Will save DC to disbelieve.

Superior Mirage: This ability allow the images to mimic you, separating to individual squares but otherwise realistically copying your actions. Observers cannot be sure which is you; as part of this effect you may make a single five-foot step before the illusions appear. Creating mirror images this way is a full-round action.

Perfect Mirage: This ability allows you to set programmed scripts for your illusions of reasonable complexity (five rounds worth of actions per point of your Intelligence modifier), including your mirror images, adding +2 to the Will save to disbelieve.
Enhanced Mirage: This requires the Mirage ability to take. It allows you to direct an additional image while concentrating. You may take this ability multiple times, each time allows you to direct an additional image and adds +2 to the save DC against Mirage.

Deadly Mirage: This requires the Mirage ability and two other water abilities to take. It allows the illusions created by Mirage to become partially real, dealing damage to the target who believes. A target that fails to disbelieve takes 2d6 damage from any attack launched by a Mirage. This ability may be taken multiple times; each time either gives an additional 2d6 to damage or allows you to attack with one other Mirage at a time. Each time this ability is taken, the Mirage becomes more real, starting at 10% and gaining an additional 10% whenever the ability is taken again. The Mirages cannot become more than 80% real. Mirages disbelieved only do a percentage of damage equal to how real they are.

Blending Waves: This requires the Mirage ability to take. It allows you to conceal yourself in illusions, making yourself appear invisible as a standard action. This invisibility is cancelled the moment you attack, or after a number of rounds equal to your level, whichever happens first. This ability may be taken multiple times. Each time increases the amount of times you may attack before your invisibility is broken by 1, and increases the level of invisibility, making it harder for things like the True Sight ability to penetrate.

Enhanced Focus: This requires the Mirage ability to take. It allows you to direct an additional image while concentrating. You may take this ability multiple times, each time

allows you to direct an additional image.

Blurred Reality: This requires the Mirage ability and two other water abilities to take. It allows the illusions created by Mirage to become partially real, dealing damage to the target who believes. A target that fails to disbelieve takes 2d6 damage from any attack launched by a Mirage. This ability may be taken multiple times each time either gives an additional 2d6 to damage or allows you to attack with one other Mirage at a time. Each time this ability is taken, the Mirage becomes more real, starting at 10% and gaining an additional 10% whenever the ability is taken again. The Mirages cannot become more than 80% real. Mirages disbelieved only do a percentage of damage equal to how real they are.

Blending Waves: This requires the Mirage ability to take. It allows you to conceal yourself in illusions, making yourself appear invisible as a standard action. This invisibility is cancelled the moment you attack, or after a number of rounds equal to your level, whichever happens first. This ability may be taken multiple times. Each time increases the amount of times you may attack before your invisibility is broken by 1, and increases the level of invisibility, making it harder for things like the True Sight ability to penetrate.

Undersea Knight: This ability allows you to breathe water as easily as air. You also gain a swim speed equal to your land speed. This ability can be taken multiple times; each time increases your swim speed multiplier by 1.

Improved Undersea Knight: You may choose to walk through water as though walking on land, including over its surface. You may also move through water up and down as though on a solid ramp of any degree you wish; Balance checks may be necessary if you need to move steeply without swimming.

Bestow Undersea Knighthood: This allows you to bestow your Undersea Knight ability on your allies. Bestowing it is a Standard Action that does not provoke an attack of opportunity, and it lasts until you reseal your Zanpakutou.

Swift Bestow Undersea Knighthood: This requires Bestow Undersea Knighthood to take. It allows you to use the Bestow Undersea Knighthood ability as a swift action.

WEAPON TYPE

"This is what I meant by 'don't misjudge.' My Houzukimaru ain't just a spear."

--Madarame Ikkaku, 11th Division 3rd seat

Weapon-type Zanpakutou acquire abilities based around combat and combat prowess. They include changing a weapon's type, making the weapon's range greater, making critical blows more devastating or more frequent, and so on and so forth.

Change Form: The most common of weapon abilities, this physically changes a weapon into another form with special abilities. For example, it might take the form of a double-weapon, a reach weapon, a lance, a spiked chain, etc. This gives it all of the properties the weapon itself, including changing the damage type appropriately. This does not allow it to take the form of any ranged weapon, although it can gain some range via throwing-type enhancements. This ability may be taken multiple times, each time gives it the form of a different weapon. Switching between forms (or back to a standard Zanpakutou form) is a swift action that does not provoke an attack of opportunity.

Increased Reach: This improves the reach of a weapon by 5 feet. You still threaten the area adjacent to you when you take this ability.

Increased Critical: This either increases the critical hit threat range by one (to a maximum of 18-20) or increases the critical hit multiplier by one (to a maximum of x4). You cannot increase both range and multiplier, only one may be increased for each weapon.

Combat Maneuver: This grants the weapon the ability to either Trip or Disarm a target.

Advanced Combat Maneuver: This requires either Combat Maneuver or two other weapon abilities to take. It allows you to either gain the benefit of the Improved Trip, Improved Disarm, Improved Sunder, Improved Feint, or Whirlwind Attack feat, or it allows you to initiate a grapple or Bullrush an opponent with the weapon itself (the weapon's reach is used to determine the range to initiate this action). This ability may be taken multiple times, each time either gives you the benefit of a different feat or gives you +2 to all checks to a given ability (Trip, Disarm, Sunder, or Feint).

Enhancement: This grants the weapon the abilities of any of the following enhancements: Keen, Defending, Throwing, Returning, Distance, Seeking, Mighty Cleaving, Merciful, Vicious, Collision, Lucky, Parrying, Sundering, Dancing, and Vorpals. Dancing and Vorpals both require either two prior Enhancements or three other weapon abilities to take.

Special Material: This allows you to have your weapon count as a special material you desire at will. This ability may be taken multiple times, and it gives you the ability to

change your weapon's type to any special material listed, such as Adamantine, Cold Iron, or Silver. Changing the weapon's type is an immediate action, and you can switch between any of the available special materials you have access to, or back to the standard material. This can also be used to affect Armor if you have the Armor ability.

Increased Damage: This increases the damage of your Zanpakutou by one step (1d6 to 1d8, 1d8 to 1d10, 1d10 to 2d6, and so on).

Weapon of Heaven: Your Zanpakutou's enhancement bonus increases by +1.

Improved Weapon of Heaven: This requires Weapon of Heaven. Your Zanpakutou gains a weapon ability rated at +1. If you have at least two other Weapon abilities, you can choose an ability rated at +2. Your effective enhancement bonus with your Zanpakutou cannot exceed twice your actual enhancement bonus except during Bankai. This ability can be taken multiple times.

Greater Weapon of Heaven: This requires Weapon of Heaven and your Zanpakutou to have an actual enhancement bonus of +3 or higher. It gains a weapon ability rated at +3 or +4. This ability may be taken multiple times.

Superior Weapon of Heaven: This requires Weapon of Heaven your Zanpakutou to be rated at +5 (actual). You gain a single weapon ability rated at +5 enhancement bonus.

Godslayer's Edge: This requires Weapon of Heaven, your Zanpakutou's actual enhancement bonus to be +5, and at least four other Weapon abilities. Each time you take this ability, your Zanpakutou's enhancement bonus increases by +1. This ability may be taken multiple times.

Armor of the Gods: This causes your weapon to encase you in a suit of armor equivalent to any of the standard armor types. The armor is treated like the basic version of its type for all intents and purposes, and you gain the benefit of all of the bonuses and penalties for wearing the armor. This can also cause the materialization of a shield, but the same rules will apply. You may still fight with your Zanpakutou while using this ability.

Improved Armor of the Gods: This requires the Armor of the Gods weapon ability. It lets you designate either your armor or a shield (if present) and increase its enhancement bonus by +1 for every time this ability is taken. Alternatively, you can gain an armor ability not equivalent to an existing Zanpakutou ability with an effective bonus of +1 or +2, assuming your Armor of the Gods is already at least +1. Your enhancement bonus for Armor of the Gods may not exceed twice your actual enhancement bonus.

WIND TYPE

"The Flower God's cries, disheveled in the wind of flowers. Disheveled in Heaven's Winds, the Heavenly Demon laughs. Katen Kyoukotsu!"

--Kyouraku Shunsui, 8th Division Captain

Wind-type Zanpakutou utilize and control the winds to attack their enemies and protect themselves.

Wind Blade: This changes the form of your Zanpakutou, into a blade of pure force, causing it to deal force damage. This may still be used in conjunction with Hurricane Blade. Your Zanpakutou's damage decreases by one step with this ability.

Wind Form: This changes the form of one of the Zanpakutou's attacks, changing it to pure force. For example, Projectile-based Zanpakutou will now do force damage, whereas Summon-based Zanpakutou will gain the Force subtype and do force damage. Hurricane Blade may still be used in conjunction with Wind Form. Your Zanpakutou's damage decreases by one step when using this ability.

Hurricane Blade: This allows you to charge your Zanpakutou with rippling force. As a move-equivalent action, you can charge your Zanpakutou with force, giving it an additional 2d4 force damage. This effect lasts until you release your hold on your Zanpakutou or reseal it.

Greater Hurricane Blade: This requires Hurricane Blade to take. It grants an additional 2d4 force damage when manifesting Hurricane Blade, for a total of 4d4.

Superior Hurricane Blade: This requires Hurricane Blade and Greater Hurricane Blade to take. It grants an additional 2d4 force damage when manifesting Greater Hurricane Blade, for a total of 6d4.

Swift Hurricane Blade: This requires Hurricane Blade to take. It allows you to manifest your Hurricane Blade as a Swift Action.

Control Wind: This allows you to control the wind around you as a standard action in a 40 ft. by 40 ft. radius cylinder for ten minutes. It may be taken multiple times, each time either gives increases the range by 10 feet in both directions, allows you to increase or decrease the wind by one speed increment (to a maximum increase or decrease of the amount of times this particular ability is taken. For example, if there are currently strong winds and you've invested two abilities into that particular ability, you can increase the speed by one increment per standard action, to a maximum of two increments, in this case a windstorm). Taking the ability also allows you to select one of the four wind patterns that you can mould the wind into, downdraft, updraft, rotation and blast. This ability remains active for as long as your Zanpakutou is released.

Gust of Wind: As a standard action, you may create a strong gust of wind as per the 2nd level spell. This ability may be taken multiple times, each time either increases the range by 10 feet or increases the size limitations (treat Large creatures as medium for the effects of the wind). If the ability is used in such a way, the smallest increment (creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet) has both die rolls increased by one step. In this case, the increase goes to 1d6 and the step above has the 1d4 effect. Subsequent uses of the ability in this manner continue to increase the damage die steps in the same pattern.

Whispering Wind: As a standard action, this ability duplicates the effects of the 2nd level spell. It can be taken multiple times, each time either doubles the amount of words allowed, increases the radius spread by 5 feet, or increases the range by an extra mile. Base range is determined by your character level (1 mile per character level).

Air Walk: As a standard action, this ability duplicates the effect of the 4th level spell for as long as your Zanpakutou is released, targeting yourself. It can be taken multiple times, each time allows you to resist the effects of wind one increment stronger than normal or to grant the ability to one extra person each time the ability is taken in such a manner. If it ends while you are still in the air you begin falling immediately.

Wind Wall: Upon releasing your Shikai, this creates a wall of wind around you that can deflect breath, projectile, or otherwise air-based attacks away from you. You may take this ability multiple times, each time gives you a stacking 20% chance to deflect any such attack (this applies to projectiles, arrows, thrown weapons, and breath attacks equally). You may raise the deflection percentage beyond 100%.

Wind Walk: This requires two wind abilities to take. It allows you to assume a cloudlike vapor form as per the Wind Walk spell as a Standard Action. Its effect lasts as long as your Shikai is released, and if it ends while you are still in the air you begin falling immediately. You may take this ability multiple times; each time allows you to bestow it upon one extra person.

Gaseous Form: This allows you to assume a Gaseous Form as a standard action for as long as your Shikai is released. It otherwise functions identically to the 3rd level spell. You may take this ability multiple times, each time gives you an additional 5 feet of fly speed.

Whirlwind: This requires three wind abilities to take. It allows you to create a Whirlwind as per the 8th level spell as a Standard Action. You may take this multiple times, each time allows it to effect creatures one size category larger or increases the initial damage by 2d6 and the damage taken while suspended by 1d8.

BANKAI

"Someone like you is a thousand years too early to be killed by my Bankai."

--Kuchiki Byakuya, 6th Division Captain



There are two major parts of Bankai: the base and the Bankai abilities. To craft a Bankai base, count the number of Shikai abilities you possess. Then, select one additional type (Summoning is the most common choice for this type. This applies even to those who have taken the Specialized Zanpakutou feat). Then, double the amount of Shikai abilities you naturally possess (while you still gain the benefit from them in Bankai, Shikai abilities attained through feats are not doubled) and use them to construct your Bankai. This can create a similar, improved version of your Shikai or it can manifest completely differently at your prerogative. Also, the ability cap is lessened; you can take the same ability up to $\frac{1}{2}$ your level, rounded down. The second aspect is the Bankai abilities. Bankai Abilities will provide modifiers and additional abilities beyond the scope of the basic Shikai. Most Bankai abilities are untyped and represent powerful attacks you can use while unleashing your Bankai. In the case of scaling Bankai abilities, you may not take the same Bankai ability for the same function more than $\frac{1}{5}$ your level, rounded down.

Finally, while in Bankai, your hp total and current hp doubles.

BANKAI ABILITIES

Tempo: Every time you make an attack with your Zanpakutou and miss, you gain +1 to damage, which stacks with itself, to a maximum of +10. This lasts for the duration of your Bankai. You may take this ability multiple times, each time increases the maximum by an additional +10.

Furious Blade: Once per encounter, as a full-round action, you may make two full-attack actions. Each full-round attack action resolves separately, and all affects bound to one full-round attack action end after that action. You may take this ability multiple times; each time gives you another use of Furious Blade.

Pounce: You may make a full-attack action on a charge.

Violent Whirlwind: As part of a Whirlwind attack action, you may make a full attack against every target within range of the Whirlwind attack. This cannot differentiate between friend and foe, if using this ability you must attack everyone within range.

Vital Pierce: Once per encounter as a standard action, make a single attack against a target and roll 1d20. If the roll is 1-7, the target takes an additional 2d6 dexterity damage and must succeed a fortitude save (DC 10+1/2 character level + Constitution modifier + number of Bankai abilities possessed) or have their movement speed reduced to 0 for 1 minute. A result of 8-14 deals 2d6 strength damage and forces the target to succeed a fortitude save or take a -6 penalty on attack rolls and concentration checks for 1 minute. A roll of 15-20 does 2d6 strength and constitution damage, and forces the target to make a fortitude save or take an additional 2d6 points of constitution damage. In addition, you gain an additional 10d6 damage on the attack. You may take this ability multiple times, each time gives you an additional use of the ability per encounter.

Arcing Projectiles: As part of a standard action to use a reflex save-based projectile ability, you may use that ability an extra time, reducing the damage on each attack by 1d6. This ability may be taken multiple times, each time reduces the damage of all attacks made in this manner by an additional 1d6 and gives an additional attack.

Negate Defenses: Any attack made by your Bankai negates any ability that allows it to evade more damage than normal on an appropriate saving throw (i.e. Evasion or Mettle). This ability may be taken multiple times, each time allows you to prevent a progressive step (i.e. Improved Evasion or Improved Mettle, Improved Evasion or Improved Mettle and one Steady Defense Bankai ability, etc.)

Steady Defense: This ability allows you to treat any one saving throw per round as 10, even after the roll has been made. This ability may be taken multiple times, each time allows you to take 10 one additional time per round. Alternately, this ability can prevent the “Negate Defenses” ability at a 1:1 ratio. You must decide which of these the ability

applies to when the ability is taken, it cannot be changed.

Steady Offense: This ability allows you to treat any one attack roll per round as a result of 10, even if the roll has already been made. This ability may be taken multiple times, each time allows you to take 10 one additional time per round.

Spell Resistance: Gain an SR of 10+character level. This ability may be taken multiple times, each time gives you an additional +5 SR.

Mystic Regeneration: Your Zanpakutou regenerates 1 spell point a round. You may take this ability multiple times; each time gives you an additional 1 Spell Points a round.

Kidou Enhance: Once per encounter, you may apply any one metamagic feat you possess to a Kidou you cast without paying any additional spell points. In the case of Heighten Spell, all spells are immediately Heightened to the highest level you can cast. This ability may be taken multiple times, each time gives you another use per encounter.

Extra Action: This ability allows you to make an extra swift action every turn.

Ranged Maneuver: You can use a special maneuver such as Bull-Rush, Grapple, Trip or Disarm at range, such as with a Projectile or Kidou attack. Attacks that do not linger in the air cannot continue a grapple. Use your modifiers when determining the opposed roll, but you do not suffer any penalty for losing. The damage of the attack is still dealt in addition to making the special attack. When grappling, the Ranged Maneuver will, on a successful pin, do automatic damage each turn it keeps the target pinned.

Bankai Restoration: This Bankai ability only applies for Bankai that function off elements or other outside sources (such as blood). With an abundant amount of the resource available you may, as a full-round action that provokes an attack of opportunity, restore the amount of rounds you may keep your Bankai active to full. The counter begins again on your next turn. There must be at least twice your mass in whatever material the Bankai functions from in order to restore it (thus, a water or ice-based Zanpakutou requires twice your weight and mass in water or ice in order to restore itself).

Enhanced Bankai Shape: Gain two Shikai abilities that can be applied only to Bankai.

Strengthening Healing: If your healing Kidou or Zanpakutou effect would increase a target's hit points beyond their maximum, they gain temporary hit points equal to ½ the amount the healing exceeds their hit point total by, to a maximum of twice the number of hit points they possess and last for 10 minutes/level.

Enhanced Healing: All cure spells you cast while in Bankai have their dice rolls maximized.

Fullbringer

The Fullbringer gains abilities that make them stronger, tougher, and faster, allowing them to perceive and fight Hollows. Fullbrings are a collection of abilities that an Fullbringer may take. There is no type, and as with the Shinigami's Zanpakutou, any Fullbringer may take any ability.

Increased Damage: Increase the damage your Fullbring does by 1 step.

Increased Speed: Your Fullbring increases your base speed by 10 feet (and your base flying speed by 20 feet, if applicable).

Armor: Your Fullbring expands to take on the form and protective quality of a suit of armor. It gains the qualities of a standard version of any suit of armor listed in the Player's Handbook.

Enhanced Armor: This requires the Armor ability to take. It lets you increase the enhancement bonus of your armor to equal that of your Fullbring's enhancement bonus. Alternately, you can grant it an ability available in the standard list of Armor enhancements in the Dungeon Master's Guide. Any armor effect noted is available for the armor, but scaling abilities such as Fortification, Silent Moves, Spell Resistance, and Energy Resistance must be taken multiple times, each time granting the next step of protection.

Shield: Your Fullbring expands to take on the form and protective quality of a shield. It gains the qualities of a standard version of any shield listed in the Player's Handbook.

Enhanced Shield: This requires the Shield ability to take. It lets you increase the enhancement bonus of your shield to equal that of your Fullbring's enhancement bonus. Alternately, you can grant it an ability available in the standard list of Armor enhancements in the Dungeon Master's Guide. Any armor effect noted is available for the armor, but scaling abilities such as Fortification, Silent Moves, Spell Resistance, and Energy Resistance must be taken multiple times, each time granting the next step of protection.

Natural Armor: Your Fullbring toughens your skin, giving you +3 natural armor. This ability can be taken multiple times, its effects stack.

Fullbringer Health: Your Fullbring increases your hardiness and ability to take damage. All your hit dice are maximized. In addition, you may treat acrobatic skills as if you were a Shinigami for the purpose of making the appropriate checks.

Increased Ability Score: Your Fullbring increases one of your ability scores by +2. This ability can be taken multiple times, its effects stack when applicable.

Spell Resistance: This requires at least three Fullbring abilities to take. It gives you an SR of your character level +2. This can be taken multiple times, each time gives you an additional +2 to your SR.

Protective: This ability gives you +2 to any one saving throw. It may be taken multiple times, its effects stack when necessary.

Skillful: This ability gives you +10 to skill checks for a specific skill. It may be taken multiple times, its effects stack when necessary.

True Sight: This allows you to pierce veil and illusion-type abilities, seeing what is truly there. This ability may be taken multiple times, each time makes it stronger (to determine the level of illusion vs. the level of true sight, compare the amount of times the user of the illusion has taken the Mirage ability or related abilities against how many times you have taken the True Sight ability. The one who has taken their respective ability more trumps the other.)

Line: This allows the Fullbring to attack in a 100-foot line as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 Fullbringer's HD + Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 50 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Cone: This allows the Fullbring to attack in a 60-foot cone as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 Fullbringer's HD + Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 30 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Burst: This allows the Fullbring to attack in a 20-foot burst centered on the wielder as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 Fullbringer's HD + Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 10 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Emanation: This requires the Burst ability. This allows the Fullbring to attack in a 20-foot emanation centered on the wielder as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 Fullbringer's HD + Intelligence modifier) for half damage. The emanation lingers for 3 rounds, and the Zanpakutou may not be used during the time the emanation lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases the emanation by 5 feet or the lingering effect by 1 round every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Cylinder: This requires the Burst ability to take. This allows the Fullbring to attack in a 20-foot, 40-foot tall cylinder on any point within a short range increment as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 Fullbringer's HD + Intelligence modifier) for half damage. It can be taken multiple times; it either increases the range increment to medium and then long or increases the range by 5 feet or the height by 10 feet. You do not gain your strength bonus when attacking in this fashion.

Increased Mass: This requires either the Line, Cone or Burst ability to take. When using any of the area-effect abilities, increase the damage by 2d6. Also, this removes 10% of the chance any wind-based defense has of blowing the projectile aside.

Increased Reach: This improves the reach of your Fullbring by 5 feet. You still threaten the area adjacent to you when you take this ability.

Increased Critical: This either increases the critical hit threat range of your Fullbring by one (to a maximum of 18-20) or increases the critical hit multiplier of your Fullbring by one (to a maximum of x4). You cannot increase both range and multiplier, only one may be increased for each weapon.

Enhancement: This grants the Fullbring the abilities of any of the following enhancements: Keen, Defending, Mighty Cleaving, Merciful, Vicious, Collision, Lucky, Parrying, Sundering, and Vorpal. Vorpal requires two prior Enhancements to take.

Special Material: This allows you to have your Fullbring count as a special material you desire at will. This ability may be taken multiple times, and it gives you the ability to change your weapon's type to any special material listed, such as Adamantine, Cold Iron, or Silver. Changing the weapon's type is an immediate action, and you can switch between any of the available special materials you have access to, or back to the standard material. This can also be used to affect Armor if you have the Armor ability.

Fast Healing: This requires 4 Fullbring abilities to take. It gives you Fast Healing 5. This can be taken multiple times, each time increases the Fast Healing rate by 3.

Damage Reduction: This requires 3 Fullbring abilities to take. It gives you DR 2/-, which stacks with any feats or other sources of Damage Reduction you may have.

ITEMS AND EQUIPMENT

Some characters, Quincy especially, utilize various items in and out of combat. Below is a list of special items that can be found within the world of Bleach.

Gigai (False Body)

Gigai are false bodies that Shinigami can use to work undercover in the human world or to restore their power if it is lost for any reason. While in a gigai, a Shinigami appears as a normal human, and can still use Kidou. However, their HP total is halved, as is their effective caster level for the purposes of casting Kidou.

While resembling human bodies, gigai do not require nourishment or partake in any of the general biology that most human bodies do. However, certain, specially-designed Gigai are far closer to the bodies of real humans, even to the point of reducing one's Reiatsu until the Shinigami becomes completely human.

Gikongan (Soul Candy)

Gikongan implants a gigai (or human body) with an artificial soul, pushing the current soul that inhabits it out. Soul Candy comes in a variety of brands, each with their own distinctive personality that are pre-programmed into the Soul Candy. Some Gikongan contain Modified Souls, augmented souls that were intended to be placed in dead bodies to combat Hollows. However, this operation was scrapped and most of the Modified Souls were destroyed.

Hōgyoku (Orb of Distortion)

This item breaks down the barrier between Shinigami and Hollow. This allows Shinigami to gain the power of Hollows and vice-versa. Although there are other, unknown methods to cross the barrier, this is the only known way to artificially create Vizard or Arrancar.

Kikanshinki (Memory Replacement Device)

This device can be used to replace the memories of humans who witnessed and survived a Hollow attack, knocking them unconscious in the process. They awaken later with their memory of the Hollow suppressed and a new memory of the occurrence in its place.

Mobile Phone

This device functions as both a Hollow-tracking device and as a communications device, its second ability much akin to that of a human cellular phone. The Hollow-Tracker indicates all Hollows within up to a mile radius, and allows for several settings to track Hollow movement closer to the bearer's location via GPS.

When tracking, the Hollow Tracker makes a Reiatsu tracking check on the entire location within the prescribed range (1/4 mile, 1/2 mile, 1 mile). The check is treated as 10 for the purposes of Hollows using disguise. This device will only detect Hollows Reiatsu, other beings with intense Reiatsu will not show up on the Hollow Tracker.

In addition, the Mobile Phone records and sends the exact time and location of a Hollow emergence and tracks the Shinigami's kills, which can be redeemed for money based on the bounty on the head of the Hollow.

Sanrei Glove

A device used by the Quincy to push themselves beyond their normal limit.

A Quincy may begin training with a Sanrei glove by putting it on. After doing so, they must summon their bow by making a Will Save, DC 20. Once they do so, they must train for one week straight, making a Will Save (DC 10+the number of the day) and a Fort Save (DC 10+the number of the day) every day. If at any point they fail to make their save, the training is a failure, and they must start over again.

If the training is successful, the Quincy has the amount of Spirit Charges they gather every time they use Spirit Charge increased by 3, and their Maximum Spirit Charge Capacity is increased by 10.

If this character ever removes their Sanrei glove, they enter Quincy Final Form for three hours, and then fall.

Seele Schneider

A specially forged Quincy arrow, it tears the spirit particles out of a target by vibrating through them.

When used, it deals 2d8+4 damage, and may not have its To Hit or Damage enhanced by paying Spirit Charges. If used as an arrow, the Seele Schneider is destroyed if it hits the target. If not, it falls in their square. If it hits, the next Quincy to use Spirit Charge gains an additional amount of Spirit Charges equal to the damage Seele Schneider dealt.

Soul Separation Glove

This glove bears a flame-and-skull mark and can be used to push past human or gigai bodies and remove the soul or Gikongan inside.

Tenshintai (Divine Transfer Body)

This device forces the Zanpakutou that impales it into its manifested form, allowing the bearer of the Zanpakutou to challenge it and attempt to defeat it in order to obtain Bankai. The materialization lasts for one day, before the Tenshintai returns to doll form. The use of the Tenshintai more than three consecutive times can prove fatal to the user.

Modsoul

While still rare, it is possible to obtain (or construct) a Modsoul. Modsouls come in small, marble-like balls, and when placed into a Reigai they become full-fledged individuals complete with their own personality. Modsouls are generally frowned-upon by the Central 46 but the Gotei 13 both tolerate their existence as well as appreciate their combat prowess.

A Modsoul can either be purchased for around 100,000yen or created by buying materials worth approximately 50,000yen. If a Shinigami has six levels in the Researcher Gestalt Class, he may instead create a Modsoul for next to nothing. If a Shinigami works inside the Science and Development Bureau then they can create a Modsoul by buying materials worth approximately 50,000yen.

Level	BAB	Good Save	Bad Save	Benefits	Def. Bonus	Base Damage
1	+1	+2	+0	Bonus Feat, Bonus Flaw, Durability	3	1d4
2	+2	+3	+0	Bonus Feat	3	1d4
3	+3	+3	+1	Modsoul Ability	4	1d4
4	+4	+4	+1	Bonus Feat	4	1d4
5	+5	+4	+1	Modsoul Ability	5	1d6
6	+6/+1	+5	+2	Bonus Feat	5	1d6
7	+7/+2	+5	+2	Modsoul Ability	6	1d6
8	+8/+3	+6	+2	Bonus Feat	6	1d6
9	+9/+4	+6	+3	Modsoul Ability	7	1d8
10	+10/+5	+7	+3	Bonus Feat	7	1d8
11	+11/+6/+1	+7	+3	Modsoul Ability	8	1d8
12	+12/+7/+2	+8	+4	Bonus Feat	8	1d8
13	+13/+8/+3	8	+4	Modsoul Ability	9	1d10
14	+14/+9/+4	+9	+4	Bonus Feat	9	1d10
15	+15/+10/+5	+9	+5	Modsoul Ability	10	1d10
16	+16/+11/+6/+1	+10	+5	Bonus Feat	10	1d10
17	+17/+12/+7/+2	+10	+5	Modsoul Ability	11	2d6
18	+18/+13/+8/+3	+11	+6	Bonus Feat	11	2d6
19	+19/+14/+9/+4	+11	+6	Modsoul Ability	12	2d6
20	+20/+15/+10/+5	+12	+6	Bonus Feat	12	2d6

Hit Die: d12

Class Skills (4 + Intelligence modifier per level, ×4 at 1st level)

Choose any four skills as class skills, plus craft.

Base Damage:

A Modsoul gains a natural attack. Choose a natural attack type (Punch, Kick, Claw, Bite, Bodyslam, etc.) Once chosen, the type cannot be changed. If the Modsoul wields a weapon, the weapon instead deals the Modsoul's Base Damage, even if the weapon would deal more damage normally.

Bonus Feat:

A Mod soul gains bonus feats at the first and second level, as well as every even level thereafter.

Bonus Flaw:

A Mod soul gains a Flaw of his choice at level 1. He does not gain a bonus feat for doing so. If your DM allows Flaws for your characters, this flaw does not count towards the maximum number of flaws a character can take. If you wish, you can spend one of the Mod soul's feats to remove the Bonus Flaw.

Durability:

A Mod soul can take a lot of damage before dieing. For each hit die a Mod soul has, double the number of hit die they roll. (For example, if a Mod soul has a d12 hit die, when he gains a level he rolls 2d12 instead of 1d12.) These additional hit die do not count as actual hit dice, but are only for determining hit points. In addition, Mod soul do not die at -10 hit points. They instead die at the opposite of their normal hit point total.

Mod soul Ability:

At 3rd level and every odd level thereafter, a Mod soul can choose a Mod soul Ability from the following list.

Enhanced Strength: A Mod soul gains a +2 bonus to its Strength score. You can take this Ability multiple times; its effects stack.

Enhanced Speed: A Mod soul gains a +10 bonus to its movement. You can take this Ability multiple times; its effects stack.

Enhanced Durability: A Mod soul gains DR 1/-. You can take this Ability multiple times; its effects stack.

Enhanced Damage: A Mod soul's base damage increases by 1 step. You can take this Ability only once.

Enhanced Agility: A Mod soul gains a +2 bonus to its Agility score. You can take this Ability multiple times; its effects stack.

Enhanced Spellpower: A Mod soul gains a +2 bonus to its Charisma score. You can take this Ability multiple times; its effects stack. If a Mod soul has the Alternative Demon Path feat, it may instead gain a +2 bonus to its Intelligence or Wisdom score.

Enhanced Initiative: A Mod soul gains a +1 bonus to its Initiative. You can take this Ability multiple times; its effects stack.

Kidou Spell Pool: A Mod soul gains access to Kidou Spell Points as if they were an Expert Shinigami of the same Level. A Mod soul also gets bonus Spell Points if their

appropriate stat is high enough. They do not gain access to Kidou Spells unless otherwise specified. Modsouls cast Kidou based off their Charisma modifier. Modsouls may take the Alternative Demon Path feat as if they were a Shinigami and change their primary Kidou stat to either Intelligence or Wisdom.

Kidou Blast: Similar to the Shikai Ability Spell Blast, Kidou Blast deals 1d6 Force Damage per Mod soul level to a target. A Mod soul can spend Spell Points on this Ability, increasing the damage by 1d6 for every 2 Spell Points spent.

Kidou Spell: A Mod soul learns one Kidou Spell. The maximum level of Spell they can learn is equal to an Expert Shinigami of the same level. A Mod soul can take this Ability multiple times. Each time it's taken, a Mod soul can learn a new Kidou Spell.

Extra Attack: A Mod soul gains one extra attack at its highest BAB per round. This Ability can be taken only once.

Weapon Proficiency: A Mod soul gains one weapon proficiency, such as a greatsword or spike chain. This Ability can be taken multiple times; each time it applies to a new weapon.

Zanpakutou: This requires a Level 6 (or higher) Mod soul with a weapon proficiency relating to an asauchi (Shallow Hilt). The Mod soul awakens its Inner Spirit and causes a Zanpakutou to appear. A Mod soul immediately gains access to two Shikai Abilities. This Ability can be taken more than once; each time it's taken after the first grants an additional Shikai Ability. If this Ability is taken at least six times, the Mod soul acquires Bankai.

Regeneration: A Mod soul can regenerate one Hit Point per round. This Ability can be taken multiple times; each time it's taken a Mod soul can regenerate one additional Hit Point per round.

Hollows

Hollows are Souls that have not been sent to the Soul Society. As they continue to wander the human world, their Chain of Fate erodes and they lose their humanity, becoming Hollows. Hollows feast upon innocent souls (called “Pluses”). Hollows dwell in Hueco Mundo, and stronger Hollows have the power to shift between Hueco Mundo and the present world at will (this is usually done when they are wounded or when ambushing their prey). While in Hueco Mundo they cannot attack, but they can lick their wounds and plan an appropriate strategy against those attacking them. Most weak Hollow roam the present world until defeated by Shinigami, but stronger ones are smarter and hide in Hueco Mundo, using greater strategy and often evading destruction for centuries.

Hollow Traits: A Hollow possesses the following traits (unless otherwise noted in the creature’s entry).

- Darkvision out to 60 feet and low-light vision
- Scent ability (this ability also allows Hollows to differentiate the level of spirit energy a soul has. Beings with higher spirit energy attract more Hollows)
- DR 10/Zanpakutou or magic
- Devour ability (see below)

Creating a Hollow:

“Hollow” is an acquired template that can be added to any creature (referred to hereafter as the base creature).

A Hollow uses all the base creature’s statistics and special abilities except where noted here.

Size and Type: The creature’s type changes to outsider (Hollow type). Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged.

Armor Class: Natural Armor is equal to ½ the Hollow’s HD, rounded up.

Attack: A Hollow has two claws and a bite attack, and the bite is the primary natural weapon.

Full Attack: A Hollow uses both claws and its bite when making a full attack.

Damage: Hollows have bite and claw attacks. If the base creature does not have these attack forms, use the damage values for claws and bite as found in the half-fiend entry to determine damage. Otherwise, use the given values or the base creature’s damage values, whichever is greater.

Special Attacks: A Hollow retains all of the special attacks of the base creature and gains the following special attacks:

Devour: A Hollow can devour a plus to make itself stronger. As a full-round action that provokes an attack of opportunity, the Hollow may feed upon a helpless plus. Devouring consumes the victim’s soul and prevents them from any form of reincarnation. A Hollow advances in Hit Dice by consuming pluses in this fashion. After devouring enough pluses equal to twice its current Hit Die, it gains 1 Hit Die and its Strength, Constitution, and Natural Armor increase by +1 (this Natural Armor bonus is treated as the regular Natural Armor progression, all hit dice gained in this fashion give +1 to Natural Armor only once). Hollows cannot pass beyond 20 Hit Dice in this fashion. If a Hollow devours a Shinigami, the Shinigami counts as one plus for each Hit Die the Shinigami possesses

(thus a Hollow that devours a 4th level Shinigami counts as having devoured 4 plusses for the purposes of advancing another Hit Die). Hollows may also be devoured in this fashion, they are essentially the same as devouring a Shinigami. Quincy and Spiritually Awakened Humans count as ½ their hit die for purposes of devouring.

Special Qualities: A Hollow has all of the special qualities of the base creature, plus the following:

- Darkvision out to 60 feet and low-light vision
- Scent ability (this ability also allows Hollows to differentiate the level of spirit energy a soul has. Beings with higher spirit energy attract more Hollows)
- DR 10/Zanpakutou or magic

In addition to these abilities, the Hollow gains a Hollow Ability every 2 HD, starting at 2 HD. This includes the Hit Die of the base creature, as well as any Hit Dice gained from devouring.

Abilities: Increase from the base creature as follows: Str +4, Dex -2, Con +2, Int -4, Wis -2

Skills: A Hollow gains skill points as an outsider and has skill points equal to (8 + Int Modifier) x (HD+3). Do not include Hit Dice from class levels in this calculation – the Hollow gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature’s list as class skills, and other skills as cross-class.

Alignment: Always evil (any)

Creating a non-template Hollow

The system for the Hollows is such that they can be created without using a template. If this is the case, the Hollow should have a modified elite array of ability scores (you may prioritize whichever ability scores you desire), be Large in size, and have a set amount of hit dice depending on the appropriate CR. Treat a Hollow as a PC of the same level as the Hollow has hit die for the purposes of CR, the Hollow abilities are designed to scale roughly equally to Zanpakutou (although Bankai will general defeat even high level Hollows with ease, refer to rules on Arrancar, Adjuchas, and Vasto Lordes for appropriate challenges to Captain-class Shinigami).

Hollows use the standard base that Outsiders possess except for saves, where they have a good fortitude and reflex save but a poor will save, emphasizing their lack of mental power as they become Hollows. Adjuchas and Vasto Lordes have good will saves, and Arrancar saves are based upon their levels in the Arrancar class. Hollows gain one feat at 1 HD, and an additional feat every 3 HD starting at 3 HD, as normal.

Alternately, you may use several different creature types besides Outsiders. Humanoid, for example, may work for more basic Hollow, and stronger types can be used to affect how strong a Hollow is.

Severing Hollow Limbs

One of the major ways Shinigami are seen to fight Hollow are by severing their respective limbs. Standard Hollows have two arms and two legs, although they can grow more limbs with the appropriate application of Hollow abilities. Each Hollow limb has the same AC as the Hollow and hit points equal to the Hollow's hit points divided by the number of limbs they have rounded down (so a Hollow with 50 hit points and 4 limbs has 12.5 hit points for each limb, or 12 after rounding). Severing a Hollow's limb means that it can no longer use that limb, and thus loses the attack it gained from that limb (a claw, tail swipe or wing buffet for example) or have their movement speed halved (in the case of a leg, and severing both legs means the Hollow cannot move on ground) or negated (severing one wing causes the Hollow to lose its ability to fly). Hollow limbs do not grow back unless they possess higher level regenerative Hollow abilities.

Hollow Abilities

Hollow gain an ability at 1 HD, and gain a new one every odd numbered HD thereafter. Normal Hollows cannot progress beyond 11 HD (although Menos-class Hollow can, see below).

Increased Size

Increase the Hollow's size category by one step. The Hollow gains +4 strength, +2 constitution, and -2 dexterity.

Improved Grab

Select a natural attack the hollow possesses. If they hit with that attack, they can immediately initiate a grapple with any opponent up to one size category smaller than them as a free action without provoking an attack of opportunity.

Swallow Whole

This requires the Hollow to have the Improved Grab ability with its bite attack. If it wins its first grapple check, it can establish a hold and attempt to swallow its target on the next round. A successful grapple check allows it to swallow any target at least two size categories smaller than it. Swallowed creatures take 2d8+4 points of bludgeoning damage, plus an additional +4 bludgeoning damage per size category greater than large the Hollow is (huge Hollow do 2d8+8, gargantuan Hollow do 2d8+12, colossal Hollow do 2d8+16). In addition, the target also takes 4 points of acid damage, +4 for each size category greater than large (huge Hollow do 8, gargantuan Hollow do 12, colossal Hollow do 16). A swallowed creature can cut its way out using a slashing or piercing weapon to deal 25 points of damage to the Hollow's gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The Hollow can hold up to 2 creatures two size categories smaller than it, 4 creatures three size categories smaller than it, 8 creatures four size categories smaller than it, 32 creatures five size categories smaller than it, 128 creatures six size categories smaller than it, 512 creatures seven size categories smaller than it, and 1,524 creatures eight size categories smaller than it in its gizzard at one time.

Increased Natural Armor

The Hollow gains +3 natural armor.

Increased Ability Score

The Hollow gains +4 to any ability score.

Magic Fang

The Hollow gains a +1 enhancement bonus to any of their natural attacks. This ability can be taken multiple times, but no one natural attack can have more than a +5 enhancement bonus.

Extra Limb

The Hollow gains an extra limb. They can gain another leg, increasing their movement by 5 feet per extra leg, an extra arm, giving them another claw attack, a tail, giving them a tail attack, or a wing. One wing gives the Hollow a wing buffet attack. Two wings also grant the Hollow the ability to fly at twice their land speed with poor maneuverability.

Damage Reduction

This ability requires 5 hit dice to take. The Hollow gains either DR 2/- or DR 5/silver, cold iron, or adamantine. A Hollow cannot have more than one DR, and taking this ability multiple times allows you to stack the DR.

Energy Resistance

This ability requires 3 hit dice to take. The Hollow gains 10 resistance to either fire, cold, lightning, acid or sonic. This ability may be taken multiple times. Each time gives either a new resistance or stacks with an existing resistance.

Increased Hit Die

Increase the Hollow's base hit die by one step, up to a maximum of d12 by taking this ability twice.

Improved Resistance

Increase any of the Hollow's saving throws by +2.

Evasion

This ability requires 3 hit dice to take. The Hollow gains the benefit of the Evasion ability.

Uncanny Dodge

This ability requires 3 hit dice to take. The Hollow gains the benefit of the Uncanny Dodge ability.

Mettle

This ability requires 3 hit dice to take. The Hollow gains the benefit of the Mettle ability.

Improved Evasion

This ability requires 9 hit dice to take. The Hollow gains the benefit of the Improved Evasion ability.

Improved Uncanny Dodge

This ability requires 9 hit dice to take. The Hollow gains the benefit of the Improved Uncanny Dodge ability.

Hide in Plain Sight

This ability requires 12 hit dice to take. The Hollow gains the ability to hide in plain sight.

Skilled

The Hollow gains a +10 enhancement bonus to any one skill.

Spell Resistance

This ability requires 3 hit dice to take. The Hollow gains SR 5. This ability may be taken multiple times, its effects stack.

Improved Flight

This requires wings for the Hollow to take. Increase the Hollow's base flight speed by 5 feet and its maneuverability by one step. If the Hollow has perfect maneuverability, instead increase the flight speed by 10 feet.

Spell-Like Ability

The Hollow gains a spell-like ability usable twice/day. The maximum spell level they can acquire when taking this ability is based on their hit dice, and they can gain any spell as a spell-like ability that a Spellcaster Shinigami of an equivalent level can cast (1st level spells at 1 HD, 2nd level spells at 3 HD, and so on). This ability may be taken multiple times, each time gives them an additional two uses of an existing spell-like ability per day or gives them access to another spell-like ability.

Fast Healing

This requires 8 hit dice to take. The Hollow gains Fast Healing 5. This ability may be taken multiple times, the benefits stack. At the time the Fast Healing is taken, select two energy types that can prevent the Fast Healing from functioning (defaults are Fire and Acid). The Hollow cannot gain resistance or immunity to either of these energy types, and any existing resistance to the energy type is effectively negated.

Regeneration

This requires 10 hit dice and Fast Healing to take. The Hollow can regrow limbs in 3d4 rounds. This ability may be taken three times, successive times reduce the amount of time it takes to re-grow limbs. The Hollow cannot regrow limbs that were severed by the energy type that prevents their fast healing.

Cero

This ability may only be accessed by Gillian-class or greater Hollows. It allows the Hollow to unleash a condensed burst of energy in a 60-foot line that deals 1d6 damage per hit die the Hollow possesses. Targets may make a reflex save (DC 10+1/2 Hollow hit dice + Hollow Constitution modifier) for half damage. This ability may be used once an encounter. This Hollow ability may be taken several times, each time grants an additional use of the ability.

MENOS

Menos Grande are broken into several ranks, depending on their strength. Arrancar qualify as Adjucha-class Hollows for purposes of Hollow abilities, and Vizard qualify as Gillian-class Hollows for purposes of Hollow abilities (but are eligible for one Adjucha-level ability, see below). Menos are the mightiest of hollows, and they are the only Hollows that can attain higher ranks.

Gillian: Gillian-class Menos are the ones most commonly referred to as “Menos Grande”. They are huge and have no individual thought, existing merely to feed. Gillian are formed as Hollows, driven by an overwhelming thirst, consume each other, losing their individuality.

Creating a Gillian: Gillians are Hollows that use their devour ability on other Hollows and reach the size of colossal through the Increased Size ability. Their classification then changes to Menos, allowing them access to Menos abilities. Gillian intelligence is like that of an undead creature or a construct, and they are considered mindless for purposes of spell effects.

Gillian Abilities

Upon becoming a Gillian, the Menos’ base size is set to colossal. All Hollow abilities used for Increased Size may be immediately swapped for any other existing Hollow ability.

Adjucha

Adjucha are powerful Hollows that come about through Gillians feeding upon each other. They gain their own individuality and once again become sentient creatures, although they are forced to continue to consume Hollows of equal level lest they regress.

Creating an Adjucha

Upon reaching 12 hit die, a Menos-class Hollow may become an Adjucha as an individual personality emerges from its consuming other Menos-class Hollows. Adjucha gain access to the powerful Improved Hollow Abilities, which they may take at 12 HD and every even-numbered HD thereafter. They regain their old mental scores, and gain +2 to all mental scores on top of that. Adjucha size decreases to somewhere between huge and medium (their choice). They retain all of the strength and constitution bonuses as if they were still colossal, but their dexterity penalty decreases according to their ending size. Their natural attacks deal damage based on their new size. Any Hollow abilities

related to size (this can include Swallow Whole abilities if applicable) can be switched to different abilities.

Adjucha are required to consume other Adjucha in order to not regress. If the Adjucha does not consume another Adjucha in a number of days equal to 30 minus the Adjucha's HD, they regress into a Gillian and can never become an Adjucha again. These Gillians may exceed 12 hit dice, but do not have access to Improved Hollow Abilities.

Advanced Hollow Abilities

Upon reaching 12 hit dice and becoming an Adjucha, Hollows gain access to special advanced abilities. Every even-numbered hit die thereafter, they gain another advanced ability (although they still gain standard Hollow abilities every odd hit die).

Gran Rey Cero

The power of an Adjucha's cero is far greater than that of a normal Gillian's. This advanced ability raises the damage of a cero to 2d6 per hit die. This ability may be taken by Vizard.

Bala

The Hollow gains the ability to fire two quick blasts of spirit energy that deals damage equivalent to their claw attack (Arrancar may use Zanpakutou damage if desired). A Bala is a touch attack with a range of 100 feet. Firing it is a standard action. This ability may be taken multiple times, each time gives another attack with the bala when used. The amount of bala fired cannot exceed the Hollow's attacks per round.

Precognition

This ability gives the Adjucha a +3 insight bonus to AC. This ability can be taken multiple times, its effects stack.

Swiftess

This ability gives the Adjucha +4 to initiative. This ability may be taken multiple times, its effects stack.

Enhanced Speed

This ability increases the Adjucha's base movement and fly speed (if applicable) by 10 and 20 feet respectively.

Pounce

This allows the Adjucha to make a full attack on a charge.

Rake

This gives the Adjucha a rake attack. Whenever it hits with at least two of its natural weapons, it gains an additional rake attack that deals damage equal to its claw's base damage+1/2 its strength modifier (rounded down) and is made at its highest base attack bonus. This ability may be taken multiple times; each time gives an additional attack.

Massive Blow

Treat the Adjucha's natural weapons as one size category higher for purposes of damage. This ability may be taken multiple times, its effects stack. This ability cannot bring base damage above that of Colossal size.

Deflection

This gives the Adjucha's hide the ability to deflect ray or line attacks once/encounter as an immediate action, casting them harmlessly to the side. This ability may be taken multiple times, it gives an additional use per encounter.

Reflection

This changes one of the Adjucha's uses of Deflection into reflection, causing the ray attack to rebound upon its caster and target them instead. The caster's attack roll is made against the caster's AC instead of the Adjucha's AC, and the effects are resolved normally.

Permanency

This gives the Adjucha a permanent spell effect. Any spell under the Wizard spell "Permanency" can be given to the Adjucha with this ability. Alternately, an ability a pre-existing monster in the Monster Manual can be chosen, but as a general rule no Adjucha should be given an ability of a monster with a higher CR than it has.

SPELLCASTING

Spellcasting in Bleach:

Shinigami do not cast spells as a standard D&D wizard might. Their magic is called Kidou, the demon path. Kidou have three identified schools, Healing Arts, Hadou (Blasting Arts) and Bakudou (Binding Arts). Kidou require lengthy incantations, and often have spectacular effects. All Shinigami draw their Kidou from the same list, so long as they have the ability to cast the appropriate-level Kidou they can learn it. All Shinigami can master some Kidou, given they have enough Charisma and training.

Incanting a Kidou is a full-round action that provokes an attack of opportunity. A Kidou can be cast without the incantation as a standard action at $\frac{1}{2}$ the caster level (rounded down, minimum 0). You may only spend as many spell points as your halved caster level when casting in such a manner.

Casting Kidou costs a number of spell points determined by level. 1st level Kidou costs 1 spell point, and each successive level costs 2 extra spell points in addition to the cost of the spell level just below it (2nd level Kidou cost 3 spell points, 3rd level Kidou cost 5 spell points, and so on up to 17 spell points for 9th level Kidou).

All Kidou are cast spontaneously, there is no before-hand preparation, you simply spend the amount of spell points on the Kidou you wish to use. All Shinigami have a limited number of Kidou they can use, and learn new Kidou as they increase in level. A Shinigami may learn a new Kidou spell up to the highest level they are able to cast, which is determined by their class spellcasting progression.

Kidou also may be augmented. By spending extra spell points on them they can be made more powerful. You cannot spend more spell points on Kidou than your level (thus, an 8th level Spellcaster Shinigami may spend up to 8 spell points on any given Kidou). Warrior Shinigami may only spend spell points equal to half their level (rounded down) on Kidou, and only one fourth their level (rounded down) on incantation-less Kidou.

Healing spells do not require incantations with which to use. They may be cast as a standard action without any penalty.

Most Kidou are taken from the Expanded Psionics Handbook (also available on the SRD). Some Arcane and Divine spells have been converted to Kidou, and their full descriptions will be listed under the spell list. Powers that can be quickened as part of their Fullbringation must also be cast incantation-less, unless being assisted by an incanting Zanpakutou.

Unlike spells or psionic abilities, all Hadou and Bakudou Kidou have verbal and somatic components (the incantation and gestures). Healing Kidou requires neither.

Shinigami Kidou

1st-LEVEL Kidou

- Hadou **Crystal Shard:** Ranged touch attack for 1d6 points of piercing damage.
Control Object: Telekinetically manipulate a small object.
Dissipating Touch: Touch deals 1d6 damage.
Energy Ray: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
Far Hand: Move small objects at a limited distance.
Hammer: Melee touch attack deals 1d8/round
Inflict Wounds: Touch deals 1d8+1/level
Matter Agitation: You heat a creature or object.
Mind Thrust: Deal 1d10 damage
- Baku **Attraction:** Subject has an attraction you specify.
Burst: Gain +10 ft. to speed for this round
Charm: Make one person your friend.
Conceal Thoughts: You conceal your motives.
Daze: Humanoid creature of 4 HD or less loses next action.
Deceleration: Target's speed is halved.
Detect Kidou: You detect the presence of Kidou
Disable: Subject incorrectly believes they are disabled
Distract: Target gets -4 penalty on Listen, Search, Sense Motive and Spot checks
Empty Mind: You gain +2 on will saves until your next action.
Entangling Ectoplasm: You entangle a foe in sticky goo.
Force Screen: Invisible disc provides +4 shield bonus to AC
Grease: Makes 10-ft. square or one object slippery.
Inertial Armor: Tangible field of force provides you with +4 armor bonus to AC.
Know Direction and Location: You discover where you are and what direction you face.
Missive: Send a one-way telepathic message to subject.
Precognition, Defensive: Gain a +1 insight bonus to AC and saving throws.
Precognition, Offensive: Gain a +1 insight bonus on your attack rolls.
Prescience, Offensive: Gain a +2 insight bonus on your damage rolls.
Telepathic Projection: Alter the subject's mood.
- Heal **Vigor:** Gain 5 temporary hit points
Cure Wounds: Cure 1d8+1/level hit points. *
Delay Poison: Stops poison from harming subject for 1 hour/level. *

2nd-LEVEL Kidou

- Hadou **Animal Affinity:** Gain +4 enhancement to one ability.
Concussion Blast: Deal 1d6 force damage to target.
Ego Whip: Deal 1d4 Cha damage and daze for 1 round.
Energy Missile: Deal 3d6 energy damage to up to five subjects.
Energy Push: Deal 2d6 damage and knock subject back.
Energy Stun: Deal 1d6 damage and stun target if it fails both saves.

- Recall Agony:** Foe takes 2d6 damage.
- Share Pain:** Willing subject takes some of your damage.
- Swarm of Crystals:** Crystal shards are sprayed forth doing 3d4 slashing damage.
- Baku **Bestow Power:** Subject receives 2 power points.
- Biofeedback:** Gain damage reduction 2/-.
- Brain Lock:** Subject cannot move or take any mental actions.
- Clairvoyant Sense:** See and hear a distant location.
- Cloud Mind:** You erase knowledge of your presence from target's mind.
- Control Air:** You have control over wind speed and direction.
- Detect Hostile Intent:** You can detect hostile creatures within 30 ft. of you.
- Energy Adaptation, Specified:** Gain resistance 10 against one energy type.
- Id Insinuation:** Swift tendrils of thought disrupt and confuse your target.
- Inflict Pain:** Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.
- Mental Disruption:** Daze creatures within 10 feet for 1 round.
- Missive, Mass:** You send a one-way telepathic message to an area.
- Read Thoughts:** Detect surface thoughts of creatures in range.
- Thought Shield:** Gain PR 13 against mind-affecting powers.
- Heal **Restoration:** Dispel magical ability penalty or repairs 1d4 ability damage.*

3rd-LEVEL Kidou

- Hadou **Empathic Transfer, Hostile:** Your touch transfers your hurt to another.
- Energy Cone:** Deal 5d6 energy damage in 60-ft. cone.
- Energy Bolt:** Deal 5d6 energy damage in 120-ft. line.
- Energy Burst:** Deal 5d6 energy damage in 40-ft. burst.
- Energy Retort:** Kidou burst of energy automatically targets your attacker for 4d6 damage once each round.
- Energy Wall:** Create wall of your chosen energy type.
- Psionic Blast:** Stun creatures in 30-ft. cone for 1 round.
- Shared Pain, Forced:** Unwilling subject takes some of your damage.
- Telekinetic Force:** Move an object with the sustained force of your mind.
- Telekinetic Thrust:** Hurl objects with the force of your mind.
- Baku **Danger Sense:** You gain +4 bonus against traps.
- Darkvision, Psionic:** See 60 ft. in total darkness.
- Dispel Kidou:** Cancels Kidou spells and effects. *
- Eradicate Invisibility:** Negate invisibility in 50-ft. burst.
- Escape Detection:** You become difficult to detect with divination bakudou.
- Hustle:** Instantly gain a move action.
- Keen Edge, Psionic:** Doubles normal weapon's threat range.
- Mental Barrier:** Gain +4 deflection bonus to AC until your next action.
- Kidou Trap:** Drain 1d6 spell points from anyone who attacks you with a mind-influencing bakudou. *
- Touchsight:** Your Kidou field tells you where everything is.
- Ubiquitous Vision:** You have all-around vision.
- Heal **Body Adjustment:** You heal 1d12 damage.

Remove Blindness/Deafness: Removes blindness or deafness caused by Kidou, Hollow or Zanpakutou effects. *

Remove Curse: Frees object from curse. *

Remove Disease: Cures all diseases caused by Kidou, Hollow or Zanpakutou affecting subject.

4th-LEVEL Kidou

Hadou **Empathic Feedback:** When you are hit in melee, your attacker takes damage.

Energy Ball: Deal 7d6 energy damage in 20-ft. radius.

Kidou Drain: Touch attack drains 2 power points/level from foe. *

Kidou Leech: Drain 1d6 spell points/round while you maintain concentration; you gain 1/round. *

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target.

Baku **Aura Sight:** Reveals creatures, objects, powers, or spells of selected alignment axis.

Control Body: Take rudimentary control of your foe's limbs.

Correspond: Hold mental conversation with another creature at any distance.

Detect Remote Viewing: You know when others spy on you remotely.

Dominate, Psionic: Control target telepathically.

Energy Adaptation: Your body converts energy to harmless light.

Freedom of Movement: Protects from a select number of Bakudou and gives bonuses to escape grapple. *

Inertial Barrier: Gain DR 5/-.

Modify Memory, Psionic: Changes 5 minutes of subject's memories.

Remote Viewing: See, hear, and potentially interact with subjects at a distance.

5th-LEVEL Kidou

Hadou **Clairtangent Hand:** Emulate far hand at a distance.

Energy Current: Deal 9d6 damage to one foe and half to another foe as long as you concentrate.

Hail of Crystals: A crystal explodes in an area, dealing 9d4 slashing damage.

Leech Field: Leech spell points each time you make a saving throw.

Psychic Crush: Brutally crush subject's mental essence, reducing subject to -1 hit points.

Shatter Mindblank: Cancels target's mind blank effect.

Baku **Adapt Body:** Your body automatically adapts to hostile environments.

Inhibition: Static in the demon path inhibits Kidou casting. *

Kidou Resistance: Grant SR equal to 12 + level. *

Metaconcert: Mental concert of two or more increases the total power of the participants.

Mind Probe: You discover the subject's secret thoughts.

Psychofeedback: Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.

Tower of Iron Will: Grant SR 19 against mind-affecting powers to all creatures

within 10 ft. until your next turn.

True Seeing, Psionic: See all things as they really are.

Heal **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

Restore Extremity: Return a lost digit, limb, or other appendage to subject.

6th-LEVEL Kidou

Hadou **Breath of the Black Dragon:** Breathe acid for 11d6 damage.

Disintegrate, Psionic: Turn one creature or object to dust.

Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.

Retrieve: Teleport to your hand an item you can see.

Baku **Aura Alteration:** Repairs psyche or makes subject seem to be something it is not.

Contingency, Psionic: Sets trigger condition for another power.

Co-Opt Concentration: Take control of foe's concentration power.

Dispelling Buffer: Subject is buffered from one dispel Kidou effect.

Fuse Flesh: Fuse subject's flesh, creating a helpless mass.

Null Kidou Field: Create a field where Kidou does not function. *

Precognition, Greater: Gain +4 insight bonus to one roll.

Second Chance: Gain a reroll.

Heal **Heal:** Cures 10 points of damage/level, all diseases and mental conditions caused by Kidou, Zanpakutou or Hollow effect. *

7th-LEVEL Kidou

Hadou **Energy Conversion:** Offensively channel energy you've absorbed.

Energy Wave: Deal 13d4 damage of your chosen energy type in 120-ft. cone.

Ultrablast: Deal 13d6 damage in 15-ft. radius.

Baku **Evade Burst:** You take no damage from a burst on a successful Reflex save.

Fate of One: Reroll any roll you just failed.

Mind Blank, Personal: You are immune to scrying and mental effects.

Moment of Prescience, Psionic: You gain insight bonus on single attack roll, check, or save.

Oak Body: Your body becomes as hard as oak.

Reddopsi: Kidou targeting you rebound on caster.

8th-LEVEL Kidou

Hadou **Matter Manipulation:** Increase or decrease an object's base hardness by 5.

Baku **Hypercognition:** You can deduce almost anything.

Iron Body, Psionic: Your body becomes living iron.

Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

Heal **True Metabolism:** You regenerate 10 hit points/round.

9th-LEVEL Kidou

Hadou **Affinity Field:** Effects that affect you also affect others.

Apopsi: You delete target's psionic powers.

Tornado Blast: Vortex of air subjects your foes to 17d6 damage and moves them.
Baku **Metafaculty:** You learn details about any one creature.
Timeless Body: Ignore all harmful, and helpful, effects for 1 round.
Heal **Psychic Chirurgery:** You repair psychic damage or impart knowledge of new powers.

* Kidou adapted from other spells or with changed name and effect. See below.

Kidou

Cure Wounds

Healing

Level: 1

Casting Time: 1 standard action

Range: Touch

Effect: Creature Touched

Duration: Instantaneous

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 1

Channel healing Kidou that heals 1d8 points of damage +1 point per caster level (maximum +5).

Fullbring: For every two additional spell points you spend, add 1d8 to the amount healed and increase the level cap for additional healing by +5.

Delay Poison

Healing

Level: 1

Casting Time: 1 standard action

Range: Touch

Effect: Creature Touched

Duration: Instantaneous

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 1

As spell by the same name, except where otherwise noted.

Augment: By spending an additional six power points, you may completely purge the presence of poison from the target's system. If this is done, the duration changes to instantaneous.

Dispel Kidou

Bakudou

As Dispel Psionics, but for Kidou.

Freedom of Movement

Bakudou

Level: 4

Casting Time: 1 full-round action

Range: Touch

Effect: Creature Touched

Duration: 10 minutes/level or until discharged

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 7

As Freedom of Movement, but allows target to shrug off effects of spells noted once per level. Also, instead of allowing automatic escape from grapple, gives +20 to grapple checks when attempting to escape.

Heal

Healing

Spell Points: 11

As Cleric spell.

Fullbring: By spending an additional two power points, you can increase the level cap by 5.

Inhibition

Bakudou

As Catapsi but affects Kidou.

Kidou Drain

Hadou

As Psychic Vampire, but effects spell points.

Kidou Leech

Hadou

As Power Leech, but effects spell points.

Kidou Resistance

Bakudou

As Power Resistance except grants Spell Resistance.

Kidou Trap

Bakudou

As Mind Trap, but for Kidou.

Null Kidou Field

Bakudou

As Null Psionic Field except affects Kidou.

Remove Blindness/Deafness

Healing

Spell Points: 3

As cleric spell, but cannot effect natural blindness or deafness.

Remove Curse

Healing

Spell Points: 3

As cleric spell.

Remove Disease

Healing

Spell Points: 3

As cleric spell, but cannot effect natural disease.

Restoration

Healing

Level: 2

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

As Lesser Restoration.

Augment: By spending an additional 4 power points, may instead duplicate the effect of Restoration. By spending an additional 10 power points, may instead duplicate the effect of Greater Restoration.

CAPTURING THE BLEACH FLAVOR

"Fighting continues forever. After you've defeated one person, someone stronger appears. If you manage to defeat him, then an even stronger person comes along. If you don't have the resolve to endure that eternal struggle, then eventually your confidence will erode."

--Kariya Jin, leader of the Bount clan

Bleach d20 is a high-powered campaign setting and should be treated as such. Characters do more damage, enemies do more damage, and both the ground and the surrounding environment tends to get destroyed during battles. But remember that Bleach is just not Shinigami fighting against Hollow. There are plenty of enemies for Shinigami to fight. At the time of writing this (August 25th, 2011), the Fullbringer Arc is underway in the Bleach Manga. Fullbringers can make for some great enemies. They have powerful abilities, and being Human helps you factor in the evil tendency a lot of Humans tend to possess--they can be evil as easily as they can be good.

Pride and emotions manipulate Bleach in ways that you have to comprehend if you want to run a really great game. In the Diamond Dust Rebellion, the second Bleach movie, Toshiro Hitsugaya temporarily goes "rogue" due to his discovery of learning of a "dead" friend's revival. Toshiro poses as a very formidable opponent due to him being a Captain and the child genius Shinigami said to come only "once every 1000 years". High-seated Shinigami make very formidable opponents in the Bleach world and their motives can be from a variety of reasons, although most tend to stem from an imbalance of emotions.

The Bleach universe tends to focus around the Shinigami, and it should: the Shinigami are the "Death Gods" who keep the balance of Souls in the world. If it weren't for the Shinigami, Hollows would consume a countless amount of Souls--both living and dead--and become very, very powerful. Campaigns should focus around the Shinigami in some way.