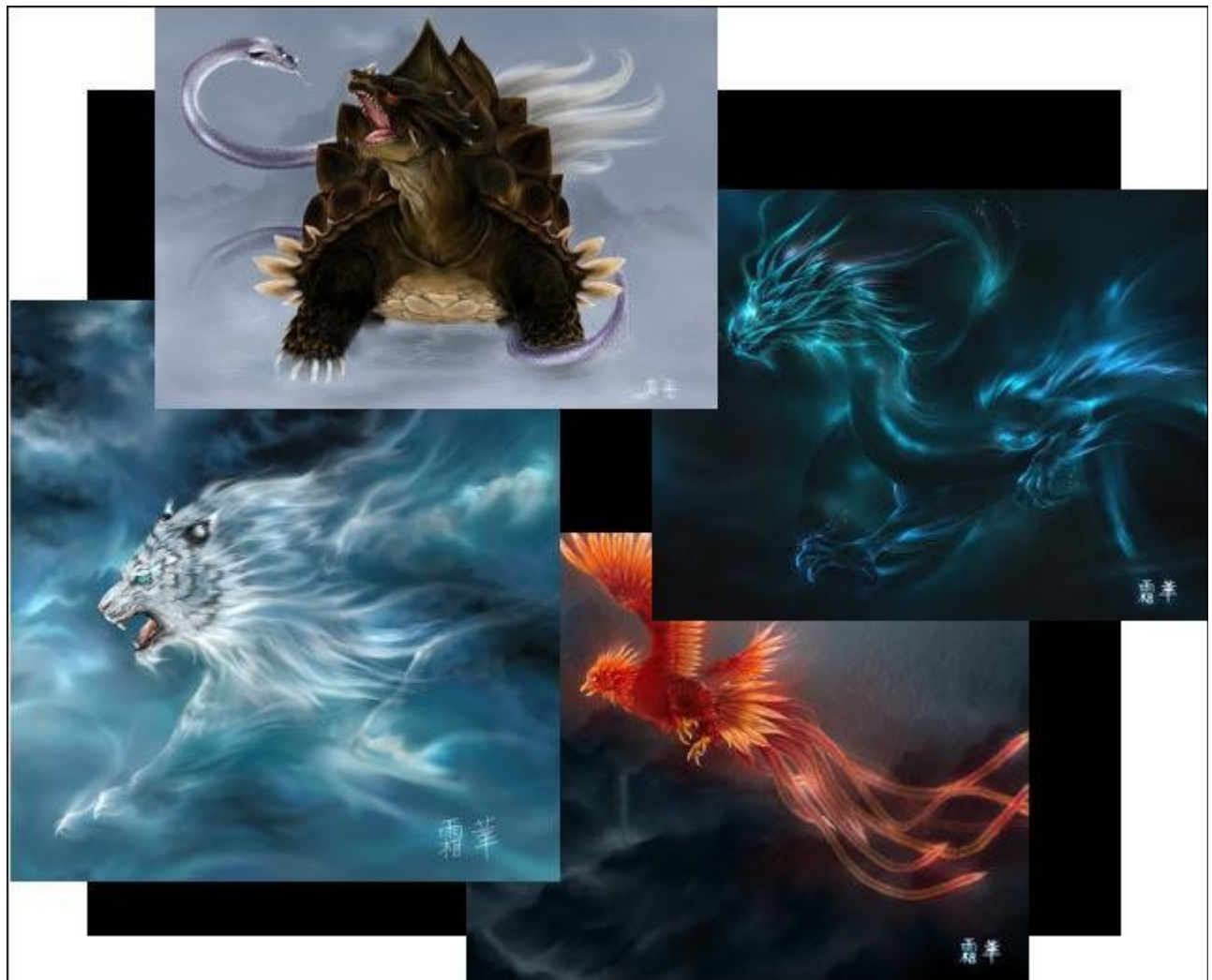


BLEACH

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D20 The Expanded Shinkoukenjin



When I began the Shinkoukenjin project, I knew it would never be completed fully. There were too many variables to consider, and too many thoughts that were rattling around in my head. I could have just gone back and reedited the document I created before, and called it done, but I feel this would have cheapened my original creation as an incomplete document, which it was. It served it's purpose. It created the races, and the world they live in to a point. What follows is merely a collection of thoughts that I didn't place in the first book, either because I never thought they'd be wanted, or because I thought they might be too risky at that time to produce.

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The Reincarnation Cycle of a Shinkoukenjin

When a Shinkoukenjin dies, it is different than the death of other races. Though they do move along the cycle of reincarnation like humans, things are slightly different. Reincarnation can't handle the deific power they possess as well as the normal human powers.

At death in the living world, the Shinkoukenjin loses their Shinkoukenjin feat, and gains either the Shinigami, Hollow, or Oni feat, depending on their lot in life (Player choice really.) They also receive the Oldblood feat with their old Shinkoukenjin race (But only the first time they die). They retain their old Spell Score, and the two statistics favored by their Shinkoukenjin ancestry. Kirinketsu favor Strength and Constitution, Tora favor Dexterity and Strength, Shougakubou favor Constitution and Charisma and Hououza favor Dexterity and Wisdom. All other scores must be rebought with a pool of points equal to 3/5ths the original number. (IE so if they had 30 to begin with, they would have 18 now)

All feats are lost (With the exception of the above, except for Oldblood, counts towards Feat acquisition), and must be bought again from first level. You must rechoose at least 1 feat from your old life.

All Skills must be repurchased and re-chosen. You must keep at least 2 skills from your old life

A Shinkoukenjin will also retain a small bit of memory. Roll 2d10+5, this is the percentage of memories you retain. (So Maximum 25% memory retention) The feat "Deific Recall" modifies this roll. To remember something from your old life, you roll d100. If you rolled lower than your recall number, you remember that information.

DEIFIC RECALL [SOUL, SHINKOUKENJIN]

Prerequisites: Any one Shinkoukenjin feat

Benefits: If you die, and have to remake yourself as per page 3 of the Expanded Shinkoukenjin, roll your memory Retention roll, and double the number. THIS is the percentage of memories you retain.

Special: This feat may be taken twice total. (So there is a possibility of there being a 75% memory retention)

At death in the spirit world, the Shinkoukenjin repeats the process above, except the line that reads "*and gains either the Shinigami, Hollow, or Oni feat, depending on their lot in life (Player choice really.)*" now reads "*and gains any racial feat except Shinigami, Hollow, or Oni, depending on their lot in life (Player choice really.)*" All other parts of the above order remain the same.

DEFINITION OF THE TERM: SHIKNOUKENJIN

The term **shinkoukenjin** refers to the following races: Hououza, Henpuku, Kirenketsu, Mamushi, Sasori, Shougakubou, and Tora. They are descendants of the guardian animal deities of the world, and have differing powers based on their lineage. There are other races out there, but that is between you and your GM. An additional race is supplied in this supplement [The Tatanka] and is immediately available for use.

Mixing Races

Along with the Demi-Shinkoukenjin prestige path presented in the core Shinkoukenjin book, the following three prestige paths offer you a mix of the other races. Hollow/Shinkoukenjin, Oni/Shinkoukenjin and Shinigami/Shinkoukenjin are the paths below. Sadly, it is impossible to mix Quincy and Shinkoukenjin as you are either born as one or the other, regardless of true parentage.

PRESTIGE PATHS

Hakanai

When a Shinkoukenjin dies, there is a chance they will become a hollow. Because they have an enhanced grasp on their old life, a good deal of the time their Shinkoukenjin side reasserts itself, often fusing powers together into better more functional powers. A Hakanai is a shell of it's former self, albeit with more power than before.

Prerequisites: Have died with a Shinkoukenjin feat, and taken the Hollow Feat to replace it, Relevant Attack Skill 10+, Cero, Must have the natural attack of your oldblood race. Must have your hollow mask removed by a Shinkoukenjin 4 or more levels higher than you.

1 – RE-EMERGANCE [PRESTIGE]

You may trade any feat you have for any Shinkoukenjin racial feat you qualify for, discluding the Hollow and Oldblood (Shinkoukenjin Race) feats. You also gain one bonus feat for each two feats you trade in in this manner.

2 – KUUMEI [PRESTIGE]

Your old form returns to you and adds to your power as a Hollow. Upon releasing your Kuumei, you gain a bonus to your Spell Score and your Oldblood's two preferred statistics equal to the number of Shinkoukenjin feats you have, including Oldblood (Shinkoukenjin Race) This form lasts for a number of minutes equal to your constitution modifier per day, and can be spread out amongst multiple uses.

3 – Bonus Feat (This feat is above and beyond the feats normally granted by leveling)

4 – HIERRO [PRESTIGE]

The Hakanai gains their Constitution modifier as a natural armor bonus to defense rolls.

5 – ELEMENTAL CERO

Once per week, you may double the damage of your Cero. This increased damage is of the element your old Shinkoukenjin race produced from it's natural attacks. In addition, your natural attacks are considered to be of the same element with regards to overcoming damage reduction and resistances.



Sometimes Shinkoukenjin go to Jigoku. There are some so evil that they cannot be allowed the path of Reincarnation just yet. They must atone for their sins. Sometimes a Shinkoukinjin doesn't want to atone. Sometimes they enjoy the evil they've wrought. Sometimes they just find their way out through the Yomi hole, or through another method.

Whatever the case, an Akujin is a terror to behold. Part Oni, Part Shinkoukinjin, Akujin have access to transformations that make their ancestors weep.



Prerequisites: Shinkoukenjin Racial Feat, Oldblood (Oni) Feat OR Shinkoukenjin that has been sentenced to Jigoku for evil. Relevant Attack Skill 6+ Ranks, +2d6 Damage from extra attacks, Hybrid

1 – HYBRID TRANSFORMATION [PRESTIGE]

When you assume your Hybrid or Kanzen form, Choose one from each of the following categories instead of your normal benefit (You still gain one half your level in shikai picks). The choices from these categories acts as the feat Transformation in regards to stacking

- Choose two statistics. You gain a +4 bonus to those statistics.
- Gain one natural attack method that you do not possess, or gain one damage dice size to an existing natural attack method.
- Choose one of the following: Gain one size category, Lose one sizecategory, Become a Quadruped, Gain Two Extra Arms, Gain a Natural Armor Bonus equal to your Spell Score Modifier, Gain Damage Reduction (as the Feat).
- Choose two Base Feats that you qualify for and gain them for the Transformation's duration

2 – TRANSFORMATIONAL ADDITIONS [PRESTIGE]

When using your Transformation, you may choose category, and choose a second benefit from that category. Your Transformation grants you access to both benefits when you transform. (IE: If you have Natural Armor, and you take this, you may then choose to Gain a Size Category as well, they will stack with this transformation and all others afterwards.)

3 – KANZEN TRANSFORMATION [PRESTIGE]

When you assume your Kanzen form, Choose one from each of the following categories. The choices from these categories acts as the feat Transformation in regards to stacking (You still gain your level in shikai picks to create special attacks)

- Choose two statistics. You gain a +4 bonus to those statistics.
- Gain one natural attack method that you do not possess, or gain one damage dice size to an existing natural attack method.
- Choose one of the following: Gain one size category, Lose one sizecategory, Become a Quadruped, Gain Two Extra Arms, Gain a Natural Armor Bonus equal to your Spell Score Modifier, Gain Damage Reduction (as the Feat).
- Choose two Base Feats that you qualify for and gain them for the Transformation's duration.

4 – TRANSFORMATIONAL LONGEVITY [PRESTIGE]

When using your transformed states, your time in each doubles.

5 – IMMORTAL TRANSFORMATION [PRESTIGE]

As long as you are in your transformed state, you have Regeneration at a rate equal to your character level with a weakness for Cold and Electricity. Also, you gain the Powerful Transformations Feat as a bonus feat.

Raifukouken

When a Shinkoukenjin dies, there is a chance they will become a Shinigami. Because they have an enhanced grasp on their old life, sometimes their Shinkoukenjin side reasserts itself, often fusing powers together into better more functional powers. Those that do find their Zanpakutous acting much like their old powers.

Prerequisites: Weapon Attack Skill 6+ Ranks, Unarmed Attack Skill 6+ Ranks, Must have died with a Shinkoukenjin Race Feat and rebuilt into a Shinigami OR be a Shinigami with Oldblood (Shikoukenjin Race). Shikai.

1 – BEASTIAL SHIKAI [PRESTIGE]

You gain an alternate release on your Zanpakutou that changes it's shape into a weapon that enhances your natural weapon. It is built just as the Alternate Release feat, but gains a bonus type that matches the elemental type of your previous race.

2 – HYBRID SHIKAI [PRESTIGE]

As long as you are in Shikai, you gain the secondary bonus of the Hybrid feat for your Oldblood race. You do not get to create special attacks with shikai picks

3 – EMERGANCE [PRESTIGE]

You gain bonus feats equal to one half the number of Shinkoukenjin feats you had at the time of your original death. These are for any feats you qualify for. If you had no Shinkoukenjin feats at the time of your original death, you gain bonus feats equal to your Intelligence Modifier.

4 – KANZEN BANKAI [PRESTIGE]

As long as you are in Bankai, you gain the secondary bonus of the Kanzen Feat for your oldblood race. You do not get to create special attacks with Shikai Picks.

5 – PERFECT RELEASE [PRESTIGE]

The amount of time you can have your Shikai and Bankai released doubles. This does NOT stack with the Captain feature Enduring Release



Other Shinkoukenjin Races

Beyond the original seven presented Shinkoukenjin races, there are dozens more. Each from their own legends. Each from their own place in cosmic myth. From the mighty Slephnir of Norway to the Fenrir of Finland to the Tatanka of North America, Shinkoukenjin have many different names in many different languages. Below, I give the key to creating a Shinkoukenjin race.

Step 1: Design the flavor, name and origin of your Shinkoukenjin race. Are they arctic wolves from Canada? Are they North American Eagles? Are they Lions from the African Savannah. Nearly any country that has an animal as a guardian being of some sort can be used as a Shinkoukenjin Race.

Step 2: Give the race a Natural attack that will scale as they gain more attack ranks. You can forgo a Natural attack in lieu of a different one as I did with the Sasori. Also, Declare their two preferred statistics (Those statistics that govern their feats and abilities). Also, each attack should have an element that it's damage comes from.

Step 3: Design their Hybrid form. Hybrid forms generally give a good bonus. Normally a +4 to two different things. It is also possible to use class features or other original ideas. The general premise is that Hybrid should be achieved like Shikai.... If you can picture it being approximately half as powerful as a normal Shikai, then it should be alright on a Hybrid. Consult your GM however, they may have other ideas and ALWAYS have the right to refuse or change.

Step 4: Design Kanzen state. Kanzen merely doubles the bonuses from Hybrid.

Step 5: Design Feats. Designing Feats is the hardest part of creating a shinkoukenjin race. Ten feats are required, one of which is an Atavism. Each feat should be something incremental that describes the creature that serves as the progenitor of the race in question. Playing an Eagle Race? Perhaps the ability to Fly, once there how bout a Flight Speed enhancer, or a Maneuverability Enhancer... Atavisms are the simplest to create as they give a +4 bonus to the less preferred statistic, and a +8 bonus to the more preferred statistic. They give a -2 to all skills checks and last 3 + Current Spellscore Modifier. Oh yes... Atavism feats must begin with the letter A.

Step 6: Gain Approval from your GM. GM's are a fickle lot, and a good amount of cooperation goes a long way in their eyes. Always present your race to your GM for approval before you just go ahead and approve it for yourself to play.

Example Shinkoukenjin Race.

Jimmy wants to play a Shinkoukenjin race that doesn't exist normally. He talks to Jeremy his GM, and they discuss that Jimmy wants to be a massive creature that is normally peaceful, but can be incredibly powerful when risen. They finally settle on the mighty North American Buffalo, and together create the following.

TATANKA [SOUL, RACIAL]

The Tatanka have roamed the plains of North America since times before man. Children of the White Buffalo, their skin is often pale, and their eyes have a red tint to them.

Prerequisites: Exclusive any other Racial Feat. This is a Shinkoukenjin Race.

Benefit: You gain a Gore attack that deals 1d8 damage +1d8 damage at 6, 11 and 16 ranks in Unarmed Strike. Damage is treated as acid for the purposes of immunities and resistances.

- *Hybrid State: Tatanka gain two abilities when they go into their hybrid form. Firstly, for each 10 feet they move in a round they gain a +2 to defense rolls till the beginning of the Tatanka's next turn. Secondly, when they charge, they get a +4 to attack and damage rolls instead of the normal.*
- *Kanzen State: increase the bonus to defense rolls to +4, and the bonus to charge attack and damage rolls to +8.*

TATANKA FEATS

IMPROVED GORE [GENERAL, TATANKA]

Prerequisites: *Tatanka racial feat*

Benefit: *Your gore uses d10's instead of d8's*

BRUTAL GORE [GENERAL, TATANKA]

Prerequisites: Improved Gore, Tatanka Racial feat

Benefit: Your gore uses d12s instead of d10's

PLAINSRUNNING [GENERAL, TATANKA]

Prerequisites: Tatanka racial feat

Benefit: Increase your land speed by 10 feet

Special: You may take this feat up to 2 more times, each time further increasing your speed by +5

WAR STOMP [GENERAL, TATANKA]

Prerequisites: Str 13+, Con 13+ Tatanka Racial Feat

Benefit: Once per day per point of constitution modifier, you may make a War Stomp. All creatures within 30 feet of you must make a reflex save or fall prone.

THICK HIDE [GENERAL, TATANKA]

Prerequisites: Tatanka racial feat

Benefit: Whenever you take damage, reduce that damage by your strength modifier.

IMPROVED THICK HIDE [GENERAL, TATANKA]

Prerequisites: Tatanka Racial Feat, Thick Hide

Benefits: In regards to Thick Hide, your strength is considered to be 2 higher than normal.

Special: You may take this feat multiple times, It's effects stack and gain a bonus equal to the number of times you have taken this feat (IE If you take this feat 6 times, you gain 12 virtual strength for the Thick Hide Effect + 6 extra virtual strength for the number of times you took this feat.)

WAR CRY [GENERAL, TATANKA]

Prerequisites: Tatanka racial feat, Charisma 13+

Benefit: Once per day per point of Constitution modifier, you may release a War Cry. All allies within 100 feet of you gain a bonus to attack and damage equal to your Strength Modifier for a number of rounds equal to your level + constitution modifier. This effect stacks with itself up to a grand total of +10 (Should you go more than that, it sets to +10)

SLAM [GENERAL, TATANKA]

Prerequisite: Tatanka Racial Feat, Unarmed Strike 12+ Ranks

Benefits: You gain a Slam attack that deals 1d6 damage + 1d6 per 5 ranks in Unarmed Strike you have beyond the first.

LOOMING FORM [GENERAL, TATANKA]

Prerequisites: Tatanka Racial Feat, Strength 15+, Constitution 15+

Benefits: You are considered large, medium and small for all positive effects.

ALBINO ADAVISM [SOUL, TATANKA]

Prerequisites: Tatanka Racial Feat, War Stomp, Looming Form, Unarmed Strike 12+ Ranks

Benefits: You gain a +2 bonus on your Strength and Constitution scores. You also gain a +4 bonus on Skill Checks that involve Constitution and Strength. Also, once per day you may loom large. While looming large, you gain a +4 bonus to Strength and a +8 bonus to Constitution. You take a -2 penalty to your Skill Checks. The increase in constitution grants +4 hit points per level. These hit points do not decrease first like Temporary Hit Points These bonuses last for a number of rounds equal to 3 + your newly modified Constitution Modifier. You are winded at the end of looming large. If you have the any other Rage-like effect, you may use them in any combination, even using up to four at once. Increase the tiredness one step for each rage you stack upon Albino Adavism. (Winded become fatigued, fatigued becomes exhausted, exhausted becomes unconscious)

Special: You may take this feat multiple times, each time you do, you gain an extra use of your ability to Loom Large

The following are Shinkoukenjin race specific prestige paths. I realized through positive reinforcement from friends that I had neglected this part of the shinkoukenjin totally, only creating general prestige paths that any of them could get into.

Child of Set

The Children of Set, or the Mamushi are powerful beings of mysticism and lore. Unlike the rest of their brood however. The Children of Set are a group that still keeps contact with their progenitor, Set. Through this relationship, he secretly grants them immense powers. Powers unto like himself. They are his true progeny and are rewarded as such.

Prerequisites: Mamushi racial feat, Reiatu Healing, Spellcaster, Unarmed Strike 8+ Ranks, Treat Injury 8 Ranks

1 – SET'S DEVOTION [PRESTIGE]

A child of Set adds their Charisma bonus to all Protection skills and their Defense Skill.

2 – SET'S HOPE [PRESTIGE]

You gain a pool of Divine Channeling per day equal to 3+Wisdom Modifier. You may use these points in several ways. Unless noted, a Channel Divinity usage targets one creature (Either the caster or the target or the target spell)

Usage	Divine Channeling Point Cost
Use Reiatu Healing at a range of 30 feet	2
Double your Reiatu Healing for the round	2
Add 2d8 healing to one Reiatu Healing attempt	1
Imbue liquid with <i>Sleep</i>	1
Imbue liquid with <i>Deep Slumber</i>	2
Gain +4 bonus on Fort Saving Throw for one turn	1
Give +4 bonus on Will Saving Throw for one turn	1
Use Reiatu Healing as an immediate action	3
Remove Disease/Blindness/Deafness	2

3 – SET'S LOVE [PRESTIGE]

When you are knocked beneath one half your hit points (rounded down), you gain Fast Healing 10 until you are at full health or the encounter ends. This Fast Healing stabilizes you and heals even if you are knocked to negative hit points up till -10 where the healing stops.

4 – SET'S PROMISE [PRESTIGE]

You gain resistance to damage from kido equal to 10 + Character Level.

5 – SET'S GLORY [PRESTIGE]

You may revel in the glory of Set once per day per point of charisma modifier. During your revel you gain a bonus to all statistics equal to one half your character level. This also grants bonus Hit points and a bonus to Reiatu. This lasts for 3 rounds + 1 round per point of new constitution or wisdom modifier.



Mamushi Warlord

Warriors of fleet-footed intensity, the Mamushi warriors move as fast as thought. These mighty warlords are paragons of the armies of the Mamushi, and are well respected in the oni courts.

Prerequisites: Unarmed Strike: 8+ Ranks, Tail Slap, Abomination, Survival 8 Ranks

1 – SPEED OF THOUGHT [PRESTIGE]

Your speeds increases by 10 feet. Double your Statistic Modifier to your Defense Skill. For each 10 feet you move in a turn, you gain a +2 bonus to your Defense Skill.

2 – SPEED OF BATTLE [PRESTIGE]

Your speeds increases by 10 feet. You gain an additional attack at your highest Unarmed Strike bonus each turn. Alternatively you may use this attack to take a second move action.

3 – SPEED OF MIND [PRESTIGE]

Your speeds increases by 10 feet. For each 10 feet you move before you attack, you deal an extra 1d6 elemental damage (Choose one of: Fire, Cold, Electricity, Acid, Sonic) with the attack made.

4 – SPEED OF POWER [PRESTIGE]

Your speeds increases by 10 feet. Once you activate this power, it lasts till the end of combat or until you are struck with an attack. Any time an opponent makes an attack against you, you may, as an immediate action, take a 5 foot step. This step uses one of your attacks of opportunity for the round. Should you run out of AoO, you cannot take the movement action from this power.

5 – SPEED OF INFINITY [PRESTIGE]

Your speeds increases by 10 feet. Once per day per point of Intelligence Bonus you may use this power. As a full round action you may move up to your speed. Each time you exit a square adjacent to an enemy you may make a single melee attack against that foe. You cannot attack a single foe more than once with each usage of this power. Your movement provokes attacks of opportunities as normal.



Henpuku Screecher

Normal Henpuku have a screech that harms living and non living material. Some can even vary the effects into specific chords. Some deafen, some blind... Some can even kill you outright. The Henpuku Screecher is a master of these techniques and each is nearly as feared as a regent.

Prerequisites: Improved Breath Weapon, Extended Breath Weapon, Word of Doom OR Breath Weapon Admixture, One Attack Skill 11+ Ranks.

1 – WORD OF DOOM / BREATH WEAPON ADMIXTURE [SOUL, PRESTIGE]

You gain the feat you are missing as a bonus feat.

2 – MASSIVE BREATH DAMAGE [PRESTIGE]

Your breath weapon, if it does damage, increases damage dice by 1 (d6 becomes d8, d8 becomes d10, d10 becomes d12)

3 – BREATH SHAPING [PRESTIGE]

You can shape your breath weapon into a 50ft Line or a 20ft Burst. In addition, you may create a number of 5 foot squares not effected within your breath weapon equal to your constitution modifier.

4 – WORDS OF POWER [PRESTIGE]

In addition to the effect chosen with Word of Doom, you may add any lower Power Word effect instead. In addition, once per week you may choose 2 Power Words to use at once.

5 – MASSIVE SCREECH [PRESTIGE]

Once per Month, you may make your screech a 1 mile burst, centered on your position. If you do, you are also effected by your screech.



Henpuku Flying Ace

There are those that can fly. Then there are the Henpuku Flying Aces. These specially trained warriors of the fifth court revel in the ability to soar above the trials and tribulations of their haggard court. They are above intrigue, which to them is both dishonorable, and if caught is punishable by death. They take the battle to those that can fly, they are the terror that flaps in the night... They are... the Flying Aces.

Prerequisites: Flight, Improved Maneuverability to Perfect Maneuverability, Improved Flight twice, Claw

1 – DO A BARREL ROLL! [PRESTIGE]

You can shake off enemies with great ease. While flying, even in open skies, against other flying opponents, you can make a hide check to hide in plain sight using clouds, the sun, or even staying out of your enemies field of vision. You gain an intelligence bonus to this roll.

2 – SHAKE IT OFF [PRESTIGE]

You gain the ability to shake through damage, using superior maneuverability. Once per day per point of intelligence bonus, when you would be hit by an attack, you can make a reflex save opposed by the attack roll of your opponent. Should you succeed, you dodge the attack taking no damage. Should you roll a natural 1 on the roll, you take an additional multiplier of damage. This can be done even versus a critical hit.

3 – PERFECTION OF FLIGHT [PRESTIGE]

Your flight speed increases by 20 feet, and you can treat the first two diagonal squares that normally require 10 feet of movement as 5 feet of movement while in the air.

4 – SEISMIC TOSS [PRESTIGE]

You gain the ability to make a special attack against opponents while in the air once per day per point of wisdom modifier. To begin this attack, make a grapple check, if this attack succeeds, you may make a trip attempt as a free action that does not provoke an attack of opportunity. If the trip attack succeeds, the target is knocked prone as usual, and takes additional damage equal to twice your level.

5 – SUPERIOR CLAW [PRESTIGE]

Your claw attack gains 2d6 damage and is considered cold and force damage towards overcoming resistances and immunities. In addition, you may make a second claw attack at a -5 penalty to attack rolls.



The Grafted

Sasori technology doesn't just stay with the Sasori. It leaves their possession either by giving it to others, or by having it stolen by outsiders for their own uses. Those that use the bio-organic technology that the Sasori make can become more resilient than normal, they can become... the Grafted.

Prerequisites: Blooded, At least 1 Sasori object that is worn, Damage Reduction 8/- or Natural Armor +5 or better.

1 – INNER RESERVES [PRESTIGE]

Your soul is powerful and has taken on the challenge of powering one of your devices. Choose one of your sasori objects, that device requires one less soul to power. If it did not require souls to power, you receive a +1 bonus to all numerical values of that object.

2 – Bonus Sasori Object

3 – GRAFTING EVOLUTION [PRESTIGE]

Choose one of your sasori objects. It goes through an evolution as the Superhuman Feat.

4 – Bonus Sasori Object.

5 – LARGE GRAFT [PRESTIGE]

You can use grafts that are up to one size category larger than you are. All other rules apply normally. In addition, if you have a graft one size category larger than yourself on, you count as a creature of that size category for all positive effects for this graft.

6 – Bonus Sasori Object

7 – GRAFTING EVOLUTION II [PRESTIGE]

Choose an additional Sasori Object in your possession. It goes through an evolution as the Superhuman Feat

8 – Bonus Sasori Object

9 – GRAFTING GENIUS [PRESTIGE]

Choose one slot on your body per two points of constitution modifier (rounded down). You may place a second Sasori object at that location, but you take 1 constitution damage to do so. The constitution damage remains as long as you have two sasori objects at the same location.

10 – GRAFTING EVOLUTION III [PRESTIGE]

Choose an additional Sasori Object in your possession. It goes through an evolution as the Superhuman Feat



Expanded Feats

HYBRID [SOUL, SHINKOUKENJIN]

In addition to the normal text of this feat it reads.

- **Sasori:** Your Dokubari becomes a natural sting attack dealing 1d6 damage per 5 ranks in unarmed strike you have. It uses unarmed strike while in hybrid form.. It gains the Defending and Speed qualities. You gain a Climb Speed of 20 feet
- **Mamushi:** Your sting does one dice more damage and counts as Acid for immunities and resistances. Also, your poison damage doubles. You also gain +10 feet to your land speed.
- **Henpuku:** You gain a Wing Buffet attack. Also once per day per point of Strength modifier you can cause a *gust of wind* as the spell. Your flight speed increases by +10 feet.

KANZEN [SOUL, SHINKOUKENJIN]

In addition to the normal text of this feat, it reads:

- **Sasori:** The damage of your Dokubari damage doubles, it also gains the Keen and Ghost Touch quality and your climb speed increases to 40 feet. You gain Natural Armor equal to your character level
- **Mamushi:** Your sting moves up one more dice size and counts as Acid and Electricity. Also your poison damage doubles once again (Thus tripling). Your bonus to land speed is 20 feet.
- **Henpuku:** You gain a second wing buffet attack, and you can create a *whirlwind* instead of a gust of wind. Your flight maneuverability increases one step (Max Perfect)

PERFECTION OF SOUL [PRESTIGE]

In addition to the normal text of this feat, it reads:

- **Sasori:** While in Hybrid form, when you hit with an attack, you may attempt to claw the target as a free action. If you claw the target, you deal 2d6 + strength modifier damage. You gain Force resistance 20.
- **Mamushi:** While in Hybrid form, when you hit with an attack, you may attempt to grapple the target as a free action. If you grapple the target, you can constrict them for 2d6 + strength modifier damage per round. You gain Acid resistance 20.
- **Henpuku:** While in Hybrid form, when you hit with an attack, you may attempt to trip the target as a free action. If you trip the target, you can attack them for an additional 2d6 + strength modifier damage. You gain Sonic resistance 20.

Clarifications

Q: Can Sasori, Mamushi and Henpuku take classes like Hanshu, Shinkoukenjin Spellcaster or Shinkoukenjin Beastmaster?

A: Any prestige path that states “**Any one Shinkoukenjin race**” or “**Any one Shinkoukenjin Feat**” or something similar may be taken by a Mamushi, Sasori or Henpuku.

Q: What are the favored attributes for the Mamushi, Henpuku and Sasori?

A: Under Paragon Shinkoukenjin, the prerequisites should be expanded to read “**Heroic Attribute (Your race's favored ability scores... [Kirinketsu favor Strength and Constitution, Tora favor Dexterity and Strength, Shougakubou favor Constitution and Charisma, Hououza favor Dexterity and Wisdom, Sasori favor Intelligence and Charisma, Mamushi favor Dexterity and Constitution and Henpuku favor Dexterity and Wisdom])**”

Q: Do the fallen Shinkoukenjin follow the same reincarnation cycle as the exalted ones?

A: Yes

Q: Do Dokubari regenerate?

A: Yes, they regenerate in 2d4 days

Tite Kubo: Writer and Illustrator of the Bleach Manga

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

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

Jusditz and Jeroitz: Two people who have a talent for finding the loopholes in systems and have been invaluable in helping me root out the ones in this game system that even my discerning eye missed.

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Wikipedia contributors (GNU Free documentation licence)

The Hypertext D20 SRD (Open Gaming Licence)

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Deviantart: For having such a great selection of pictures to use.



Azure Dragon of the East



Vermillion Phoenix of the South



Black Turtle of the North



White Tiger of the West

Shikoukenjin.

A Series of Four Races... Expanded to Seven

The Shinkoukenjin are the mortal descendants of the four guardian gods of Kyoto. Together, they fight things that are beneath the Shinigami's notice. Things that have nothing to do with the spirit world. They fight horrors that are alive and well, that threaten mortal life and limb. Sometimes they win, sometimes they lose, but they always fight with honor and integrity.

Features

- Explanation of Shinkoukenjin reincarnation path
- New Prestige Paths
- Creation guide to create your own Shinkoukenjin races
- Answers to frequently asked questions
- Expansion to other Shinkoukenjin prestige paths

The Shinkoukenjin can fit into any classless D20 game that is looking to expand its borders and insert some diversity. The flavor text is made for the Bleach Universe, and they fit best there, using terminology and derived statistics from the Bleach D20 Classless system.

LEAGALISE

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