

BLEACH

ブリーチ

Shinkounenjin; A Bleach D20 Expansion



The Shikoukenjin

Born of the four guardians of Kyoto, the Shikoukenjin are a series of four races that have inherited the power of their progenitors. Each race is unique, and has their own unique racial feats and abilities; from the Kirinketsu's mighty breath weapon to the Hououza's ability to defy the cycle of resurrection to continue the good fight.

Though at one time they were at war with the Soul Society because of misunderstandings between the two defending races, peace accords have been reached by both sides, and relations are strong to this day.

To non spiritually aware beings, a Shikoukenjin appears to be a very attractive human with skin tones like their progenitors. The Kirinketsu appear slightly blue in color (like someone deprived of oxygen), the Tora have very light skin, the Shougakubou have olive skin that is common in the Mediterranean, and the Hououza have the reddish hued skin common in the pure Native American lines. To those that are spiritually aware however, each has something otherworldly. The Kirinketsu's fingernails have solidified into rending claws, their teeth sharpened. The Tora's legs appear to have an extra joint at the ankle, giving them a slight were-creature like stance. The Shougakubou's backs are overly large, and appear to be hunched. And the Hououza have two red hued wings sprouting from their backs.

After the misunderstandings between the organizations died down, treaties were signed, and now where the Soul Societies have authority after death and with spiritual matters, the Shikoukenjin defend the world of the living, and Young Shinigami working in the living world usually defer to powerful Shikoukenjin in their area before becoming seated officers. Even after becoming seated officers, a Soul Reaper will still usually defer to a Shikoukenjin if there is no unusual spiritual activity in the area.

Each race of Shikoukenjin has devoted their lives to protect a different part of the world. The Kirinketsu have devoted themselves to Asia (China, Japan, Thailand, Tibet etc), The Tora patrol the jungle areas of South America and Africa. The Shougakubou patrol the rest of South America and all of North America, leaving the remainder of Africa and all of Australia to the Hououza. There are rumors of other races that patrol the frozen north and south poles, but these beings, The Shirokuma (In the North Pole) and The Jinchou (In the South Pole) are reclusive at best, and only work with others when it is for the greater good of the world. And though they disagree with some governmental decisions, they do not interfere if life is still progression as it should.

Like the various Soul Societies, Shinkoukenjin generally work together in squads, but are more like cells than an organized group. Each works independently of each other, and is lead by a Hanshu that is always the most powerful of the group, having ascended past Hybrid form to achieve true oneness with their progenitors.

KIRINKETSU [RACIAL, SOUL]

A blessing of the gods from long ago, the Kirinketsu are a like of beings descended directly from the guardian of the East, Seiryuu, the Azure Dragon. Originally hostile to the Soul Society due to their duty to protect beings and a misunderstanding during a Konso on the Kirinketsu's side and the thought that they were Hollows on the Shinigami's side, the Kirinketsu and Shinigami have come to an understanding, with knowledge that the Shinigami protect the balance between life and death, and serve the cycle of reincarnation. Now, the Kirinketsu serve as guardians of the Eastern Portion of the world connected to the Seireitei, they fight, not to save pluses, not to kill hollows, but to save the living beings of the eastern lands.

Mighty warriors, all with azure skin, and a dignified, regal temperament, the Kirinketsu do not use weapons as the Shinigami do. Instead they use a combination of claws, bites and their fearsome storm breath, which is said to be like a raging tempest of electricity. They serve the eastern lands without question, and all of Asia is their battlefield, opposing any being that attempts to murder innocent people. This has brought them into direct conflict with hollows, though they do not view all Hollows as evil, just misguided.

Prerequisites: Exclusive of any other racial feats. This is a Shinkoukenjin Race

Benefit: You are one of the Kirinketsu, mighty draconic warriors of old. Your fingernails harden and become claws dealing 1d4 damage each. Your teeth also become sharper dealing 1d6 damage on a bite. All three of these become stronger as you gain ranks in the Unarmed Attack Skill, your claws gain an extra +1d4 damage, and your bite deals an additional 1d6 damage per 5 ranks you have above 1. The Bite of the Kirinketsu is considered a secondary attack and always takes a -5 to attack and only uses one half their user's strength bonus to damage (Barring feats like Multiattack etc). Your attacks are considered electricity damage for the benefits of energy resistances and vulnerabilities.

TORA [RACIAL, SOUL]

A blessing of the gods from long ago, the Tora are beings descended directly from the guardian of the west, Byakko, the White Tiger. Originally hostile to the Soul Society due to their duty to protect beings and a misunderstanding during a Konso on the Tora's side and the thought that they were Hollows on the Shinigami's side, the Tora and Shinigami have come to an understanding, with knowledge that the Shinigami protect the balance between life and death, and serve the cycle of reincarnation. Now, the Tora serve as guardians of the Western Portion of the world connected to the Seireitei, they fight, not to save pluses, not to kill hollows, but to save the living beings of the Western lands.

Mighty warriors, all with pure white skin, and a slightly savage yet regal temperament, the Tora do not use weapons as the Shinigami do. Instead they use a combination of claws, bites and brute strength. They serve the western lands without question, and all of Europe is their battlefield, opposing any being that attempts to murder innocent people. This has brought them into direct conflict with hollows, though they do not view all Hollows as evil, just misguided.

Prerequisites: Exclusive of any other racial feats. This is a Shinkoukenjin Race

Benefit: You are one of the Tora, mighty warriors descended from the White Tiger of the West. As such, you have great strength of arms, and your unarmed attacks deal 1d6 damage and can be used as lethal or subdual damage at your leisure. For every 5 ranks you have above 1 in your unarmed strikes you gain an additional +1d6 damage. Your attacks are considered cold damage for the benefits of energy resistances and vulnerabilities and are considered claws for feat and ability prerequisites.

SHOUGAKUBOU [RACIAL, SOUL]

A blessing of the gods from long ago, the Shougakubou are beings descended directly from the guardian of the north, Genbu, the Black Tortoise. Originally hostile to the Soul Society due to their duty to protect beings and a misunderstanding during a Konso on the Shougakubou's side and the thought that they were Hollows on the Shinigami's side, the Shougakubou and Shinigami have come to an understanding, with knowledge that the Shinigami protect the balance between life and death, and serve the cycle of reincarnation. Now, the Shougakubou serve as guardians of the Northern Portion of the world connected to the Seireitei, they fight, not to save pluses, not to kill hollows, but to save the living beings of the Northern lands.

Mighty warriors, all with pure white skin, and a slow and steady temperament, the Shougakubou do not use weapons as the Shinigami do. Instead they use a combination pure defense and staggering slams. They serve the northern lands without question, and all of North and South America are their battlefield, opposing any being that attempts to murder innocent people. This has brought them into direct conflict with hollows, though they do not view all Hollows as evil, just misguided. Your attacks are considered acid damage for the benefits of energy resistances and vulnerabilities.

Prerequisites: Exclusive of any other racial feats. This is a Shinkoukenjin Race

Benefits: You are one of the Shougakubou, mighty defenders of North America and descendants of Genbu, the Black Tortoise. As such you gain a good amount of defense and a slam attack that deals a good amount of damage. Your Slam attack deals 1d6 damage, and for every 5 ranks you have above 1 in your unarmed strikes you gain an additional 1d6 damage to the attack. A Shougakubou can breath in water as easily as it can air. Also you are counted as having taken the Damage Reduction Feat once giving you Damage Reduction +2/-. Your attacks are considered acid for the purposes of energy resistances and vulnerabilities

HOUOUZA [RACIAL, SOUL]

A blessing of the gods from long ago, the Hououza are beings descended directly from the guardian of the south, Suzaku, the Vermillion Phoenix. Originally hostile to the Soul Society due to their duty to protect beings and a misunderstanding during a Konso on the Hououza's side and the thought that they were Hollows on the Shinigami's side, the Hououza and Shinigami have come to an understanding, with knowledge that the Shinigami protect the balance between life and death, and serve the cycle of reincarnation. Now, the Hououza serve as guardians of the Southern Portion of the world connected to the Seireitei, they fight, not to save pluses, not to kill hollows, but to save the living beings of the Southern lands.

Mighty warriors, all with pure Vermillion skin, and a hot and fiery temperament, the Hououza do not use weapons as the Shinigami do. Instead they use their mighty wings in battle. They serve the Southern lands without question, and all of Africa and Australia is their battlefield, opposing any being that attempts to murder innocent people. This has brought them into direct conflict with hollows, though they do not view all Hollows as evil, just misguided.

Prerequisites: Exclusive of any other racial feats. This is a Shinkoukenjin Race

Benefit: You are one of the Hououza, mighty warriors that, like the Phoenix they are descended from possess mighty wings that bear them aloft, and allow them to buffet their opponents with wing strikes that deal 1d6 damage. For every 5 ranks you have above 1 in your unarmed strikes, your wing strike deals an additional 1d6

damage. When a Hououza dies, it explodes into a 5 foot burst per 3 character levels and deals 1d6 fire damage per 2 character levels (Reflex DC 15+ Character Level + Constitution Modifier for half damage) Your attacks are considered fire damage for the benefits of energy resistances and vulnerabilities.

HYBRID [SHINKOUKENJIN, SOUL]

You are slowly mastering the arts of the way of Shikoukendou (Way of the Four Guardians), and have garnered a further blessing from your descendent Guardian. While in hybrid form, you appear more like your ancestor, gaining bestial features of theirs. Byakko gives white fur and a tiger's face, Genbu gives a hardened back and snakelike tail, Suzaku puts her children in flames and Sairyuu's skin becomes his children's as do his horns.

Prerequisites: Highest Natural Attack Damage 2[BW], Any Shinkoukenjin Racial feats.

Benefits: You gain benefits based on your race and one half your level to create special attacks as per the Shikai Feat. You may activate these bonuses once per level for the entirety of the encounter you're in.

- **Kirinketsu:** Your dedication to the Azure Dragon has given you harder scales and sharper weapons. All your damages move up one die size (d4 becomes d6, d6 becomes d8) and a Natural Armor Bonus to Defense equal to your Constitution Modifier.
- **Tora:** Your wild fury has given you the power of your side Byakko. You gain an extra attack at your highest base attack bonus, and you may choose the type of damage you deal from the following list (Bludgeoning, Slashing or Piercing). Your attacks also ignore damage reduction up to your strength modifier.
- **Shougakubou:** Your dedication to the defense of the innocent has given you the vitality of Genbu. You gain the ability to adopt a Defensive stance once per day per two levels while in your Hybrid state. When he adopts a defensive stance, a Shougakubou gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the Shougakubou's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a Shougakubou cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Shougakubou may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the Shougakubou is winded and takes a -2 penalty to Strength for the duration of that encounter. Using the defensive stance takes no time itself, but a Shougakubou can only do so during his action.
- **Hououza:** By dedicating yourself to bringing light to the darkness, you gain the agility and grace of Suzaku and her ability to defy death. Once per day per two levels while in your Hybrid state, you may enter a state of enhanced sensory input, giving you the ability to move and dodge more quickly than before. When you enter this state, you gain a +6 dodge bonus to Armor Class and Reflex Saving Throws, a +2 bonus on your other two saving throws, and the Evasion special ability. If you already have the Evasion special ability, you gain Improved Evasion. Once per day per 5 levels, while in your Hybrid state, you also gain the ability to defy death. You gain the Defensive Roll special ability and as long as you make the Reflex Save, you cannot go below 0 hit points, no matter how much damage you take.

KANZEN [SHINKOUKENJIN, SOUL]

You have achieved a oneness with your progenitor that is nearly unheard of.

Prerequisites: Highest Natural Attack Damage 3[BW], Any Shinkoukenjin racial feat, Hybrid Feat

Benefit: For one minute per day per level, you may enter the Kanzen state. In Kanzen, you gain the same benefit of your Hybrid State, though they are enhanced as listed below. You also gain your full level to create special attacks as per the Shikai feat. This feat supersedes Hybrid.

- **Kirinketsu:** Your natural weapon damage dice moves up one more size category, Also, your Natural Armor Bonus is now equal to twice your Constitution Modifier
- **Tora:** You gain another attack at your highest base attack bonus, and you ignore damage reduction of up to twice your strength modifier.
- **Shougakubou:** While in your defensive stance, you may take a five foot step per round. The bonus to your statistics increases to +4 Strength, +8 Constitution, +4 to all Saves and +8 to Armor Class. The Hit

Points you gain because of the Constitution Bonus is 4 hit points per character level. You are no longer winded at the end of your Defensive Stance.

- **Hououza:** While in your heightened awareness state, the bonuses to your statistics improve to +12 dodge bonus to Armor Class and Reflex Saving Throws, +4 to all other saving throws, and you gain Improved Evasion (If you already have improved evasion, you gain no improvement). Your Defensive Roll may be used once per day per 4 levels, and if you make the Reflex Save, you cannot go below 1 hit point during it.

New Feats

FLYBY ATTACK [GENERAL, COMBAT]

Prerequisites: Fly speed or 4+ Ranks in Swim

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

MULTIATTACK [GENERAL, COMBAT]

Prerequisites: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty. This instead of the normal -5 penalty.

IMPROVED NATURAL ATTACK [GENERAL, COMBAT]

Prerequisites: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: *1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6*. A weapon or attack that deals 1d10 points of damage increases as follows: *1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8*.

Special: This feat may be taken multiple times, but each time it applies to a different natural attack.

IMPROVED NATURAL ARMOR [GENERAL, COMBAT]

Prerequisites: Natural armor, Con 13+

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

ABILITY FOCUS [GENERAL, SPECIAL]

Prerequisite: A Special attack with a DC for a lesser effect

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

QUICKEN SPELL-LIKE ABILITY [GENERAL, META-ABILITY]

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -4. For a summary, see the associated table.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Kirinketsu Feats

BREATH WEAPON [KIRINKETSU, SOUL]

You're ties to Seiryuu are strong. As such you have inherited his mighty breath.

Prerequisites: Kirinketsu Feat, Constitution 13+

Benefit: You gain a breath weapon. Choose one of the following elements (Fire, Cold, Electricity, Acid, Sonic, Water or Force), and one of the following forms (15 ft cone or 20 ft line) You gain a breath weapon that deals the appropriate damage type in the appropriate area chosen when you gain this feat. This choice cannot be changed. Your breath weapon does 1d6 damage per point of Constitution Modifier you have. Once you use your breath weapon, you must wait 1d4+1 rounds before you can use it again.

Special: This feat can only be taken once.

IMPROVED BREATH WEAPON [KIRINKETSU, SOUL]

Seiryuu's blood runs extremely strong in your veins.

Prerequisites: Kirinketsu Feat, Breath Weapon Feat, Constitution 15+

Benefit: The damage you deal with your breath weapon becomes d8's instead of d6's

Special: You may take this feat twice more. The next time you take this, increase the Constitution Prerequisite to 17+ and increase the damage your breath weapon deals to d10s. The last time you take this feat, increase the Constitution Prerequisite to 19+ and increase the damage your breath weapon deals to d12s

EXTENDED BREATH WEAPON [KIRINKETSU, SOUL]

Powerful is your connection to your ancestor.

Prerequisites: Kirinketsu Feat, Breath Weapon Feat, Constitution 21+

Benefit: The size of your breath weapon doubles (15 becomes 30, 20 becomes 40)

BREATH WEAPON SUBSTITUTION [KIRINKETSU, SOUL]

Prerequisites: Kirinketsu Feat, Breath Weapon Feat, Constitution 14+

Benefit: Choose an element from the Breath Weapon list that you do not already use in your breath weapon. Once per day per point of Wisdom Modifier you possess you may substitute your normal breath weapon damage type for the chosen one.

Special: You may take this feat one time per energy type

BREATH WEAPON ADMIXTURE [KIRINKETSU, SOUL]

Prerequisites: Kirinketsu Feat, Breath Weapon Feat, Breath Weapon Substitution Feat (chosen element), Constitution 16+

Benefit: Choose one element for which you have the Breath Weapon Substitution feat for. Once per day, you may fire a breath weapon of both types, each doing equal and separate damage. (IE; if you had a fire breath weapon that did 2d6 damage, and you had Breath Weapon Admixture with Lightning, you could deal 2d6 fire and 2d6 lightning damage once per day.)

Special: You may choose this feat once for each energy type you have with Breath Weapon Substitution.

FRIGHTFUL PRESENCE [KIRINKETSU, SOUL]

Prerequisites: Kirinketsu Feat, Intimidate 9+ Ranks

Benefit: A Kirinketsu with this feat can unsettle foes with its mere presence. The ability takes effect automatically whenever the Kirinketsu attacks or charges. Creatures within a radius of 5 ft per one half character level of the Kirinketsu are subject to the effect if they have fewer HD than the user. A potentially affected creature that succeeds on a Will save remains immune to that character's frightful presence for 24 hours. On a failure, creatures become shaken for 4d6 rounds.

Special: You may take this feat once more. If you do, creatures that fail your will saving throw by five or more become panicked instead of shaken.

WATCHFULNESS [KIRINKETSU, SOUL]

Prerequisites: Kirinketsu Feat, Constitution 13+

Benefit: You are immune to all sleep and paralysis effects.

AURA OF WATCHFULNESS [KIRINKETSU, SOUL]

Prerequisites: Kirinketsu Feat, Constitution 13+, Watchfulness

Benefit: You radiate an aura around you that helps your allies stay on their feet. All allies within 30 feet of you gain a +4 bonus to saving throws against sleep and paralysis effects.

CAST IRON GULLET [KIRINKETSU, SOUL]

Prerequisites: Kirinketsu Feat, Constitution 15+

Benefits: You can gain nourishment from any form of matter including things normally inedible by living creatures such as rocks, glass, metals, etc. You gain immunity from all ingested poisons (Unless it specifically says in their description that they effect beings with this feat). In addition, choose one type of material that is not normally consumed by your species. By eating a pound of this during a 24 hour period, the Kirinketsu can enhance his own metabolism, doubling the healing he receives after an 8 hour rest.

ATAVISM OF AZURE [KIRINKETSU, SOUL]

You are stronger and tougher than the average member of your race, and can even push yourself beyond that.

Prerequisites: Kirinketsu Feat, Constitution 13+, Strength 15+, Unarmed Attack 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 Strength and Constitution. Also, once per day per time you take this feat, you may fly into a righteous fury. While in a righteous fury, you gain a +8 bonus to Strength and a +4 bonus to Constitution. You take a -2 penalty to your Armor Class, Reflex Saves and Skill Checks that do not involve Strength or Constitution.. This gain of constitution grants you +2 hit points per character level. Hit points gained in this way are not lost first like Temporary hit points. These bonuses last for a number of rounds equal to 3 + your newly modified Strength Modifier. You are winded at the end of a Righteous Fury. If you have any other ability to increase your statistics, you may use them in any combination. Increase the tiredness one step for each rage-like ability you stack upon Atavism of Azure. (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 Righteous Fury ability (This does not stack with the text of the feat, this is just a reiteration)

BITE [TORA, SOUL]

Prerequisites: Tora Feat, Strength 13+

Benefit: You gain a Bite attack as a secondary natural weapon. It deals 1d4 + Strength Modifier damage, and can be used as part of a full round action by taking a -5 penalty to all attacks that round. This damage increases by 1d4 per 5 ranks in Unarmed Strike you have

ELEMENTAL BITE [TORA, SOUL]

Prerequisites: Tora Feat, Bite Feat, Strength, 15+

Benefit: Choose one of the following elements (Fire, Cold, Electricity, Acid, Sonic, Water, or Force), your bite deals an extra 1d6 damage of that type each time it's used as if it were an elemental weapon of the corresponding type. This damage does not supersede the damage your bite naturally does (cold) but is counted as part of the attack. If any part of your bite breaks the target's damage reduction or resistances, the entire bite does.

GREATER ELEMENTAL BITE [TORA, SOUL]

Prerequisites: Tora Feat, Bite Feat, Elemental Bite Feat, Strength 15+

Benefit: You can now enhance your Elemental Bite to do bonus damage equal to 1d6 per point of Strength Modifier your character has (Instead of the normal 1d6). It still retains the same damage type as your normal elemental bite. You may choose to use this feat, or the Elemental Bite Feat. If you use this feat, you cannot use it for 1d4+1 rounds afterward and revert to the Elemental Bite feat for damage.

SCENT [TORA, SOUL]

Prerequisites: Tora Feat, Survival 4 Ranks

Benefits: This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

BLINDSIGHT [TORA, SOUL]

Prerequisites: Tora Feat, Survival 10 ranks, Scent Feat

Benefits: You gain Blindsight out to a range of 15 feet.

Special: You may take this feat more than once. Each time you take it adds 15 feet to your blindsight range.

POUNCE [TORA, SOUL]

Prerequisites: Tora Feat, 2d6 Unarmed Damage

Benefits: When a creature with this special attack makes a charge, it can follow with a full attack—including rake and rend attacks if the creature has such abilities.

SECOND CLAW [TORA, SOUL]

Prerequisites: Tora Feat

Benefits: You gain an extra attack at your highest attack bonus. This attack is a claw attack that deals damage equal to your Unarmed Attack damage.

RAKE [TORA, SOUL]

Prerequisites: Tora Feat, Second Claw Feat, Dexterity 13+

Benefits: A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A Tora with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

REND [TORA, SOUL]

Prerequisites: Tora Feat, Second Claw Feat, Dexterity 13+

Benefits: If the creature with this ability hits with two or more claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6 +STR bonus points of damage.

ACHROMATIC ADAVISM [TORA, SOUL]

Your connection to Byakko is so strong that you have adapted his powerful abilities to your own.

Prerequisites: Tora Feat, Strength 13+, Dexterity 15+, Unarmed Strike 12+ Ranks

Benefits: You gain a +2 bonus on your Strength and Dexterity scores. You also gain a +4 bonus on Skill Checks that involve Strength and Dexterity. Also, once per day you may fly into a righteous whirl. While in a righteous whirl, you gain a +4 bonus to Strength and a +8 bonus to Dexterity. You take a -2 penalty to your Fortitude Saves and Skill Checks that do not involve Strength or Dexterity. You gain an extra attack at your highest base attack bonus. These bonuses last for a number of rounds equal to 3 + your newly modified Dexterity Modifier. You are winded at the end of a Righteous Whirl. If you have any other ability to increase your statistics, you may use them in any combination. Increase the tiredness one step for each rage-like ability you stack upon Achromatic Atavism. (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 Righteous Whirl

Shougakubou Feats

SECOND SLAM [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Slam Damage 2[BW]+

Benefits: You gain a second slam attack. You may use this second slam attack as part of a full attack action at your highest base attack bonus.

GREAT SLAM [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Second Slam Feat, Strength 13+

Benefits: If you hit with both Slam Attacks, you may attempt a bull rush as a free action. You do not have to move along with this bull rush to continue it. The target must make a Reflex Saving Throw with a DC = (Your total Unarmed Attack Modifier) or fall prone at the end of a successful Bull Rush attempt initiated by this feat.

TAIL SLAP [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Constitution 13+

Benefits: You gain a tail attack at your highest base attack bonus. If you use this attack in a full attack action, all attacks for that round gain a -5 penalty. Your tail attack does 1d8 + Strength Modifier damage per 5 ranks in Unarmed Strike you have.

IMPROVED GRAB [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Tail Slap Feat

Benefit: If the Shougakubou hits with their Tail 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.

GREATER GRAB [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Tail Slap Feat, Improved Grab Feat

Benefits: The size of the target you can initiate a grapple with due to your Improved Grab feat improves by one size category.

Special: You may take this feat more than once, each time it's taken, add one size category to the maximum that can be grappled as a free action.

HARD SHELL [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Constitution 15+

Benefit: You gain a modicum of natural protection against all types of damage. When you take damage of any type (Including elemental) subtract your Charisma Modifier from that damage. This cannot reduce damage below zero, and does not protect you from secondary effects that do not rely on dealing damage.

IMPROVED HARD SHELL [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Constitution 15+, Hard Shell Feat

Benefits: Your Charisma is counted as 2 higher than normal when calculating the reduction in damage you receive for the Hard Shell Feat.

Special: You may take this feat multiple times, its 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 charisma for the Hard Shell Effect + 6 extra virtual charisma for the number of times you took this feat.)

HEARTY [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Constitution 17+, Bloodied Feat

Benefits: You gain +2 Hit Points and an additional +2 Hit Points per General or Soul feat you have. If you gain a Monstrous or Soul feat after taking this feat, you gain an additional +2 Hit Points.

Special: You may take this feat multiple times, each time you do, increase the Hit Point Gain by 1 (IE Taking it 3 times gives you +4 HP and an additional +4 per Monstrous or Soul Feat you have)

CONSTRICT [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Tail Slap Feat, Improved Grab Feat

Benefits: On a successful grab using your Tail Slap, you deal your Tail Slap Damage in addition to the normal damage you would deal in a grapple.

ATRAMENTOUS ADAVISM [SHOUGAKUBOU, SOUL]

Prerequisites: Shougakubou Feat, Strength 13+, Constitution 15+, Unarmed Attack 12+ Ranks

Benefit: You gain a +2 bonus on your Constitution and Charisma scores. You also gain a +4 bonus on Skill Checks that involve Constitution and Charisma. Also, once per day you may stand tall. While standing tall, you gain a +4 bonus to Charisma and a +8 bonus to Constitution. You take a -2 penalty to your Reflex Saves and 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 standing tall. If you have any other ability to increase your statistics, you may use them in any combination. Increase the tiredness one step for each rage-like ability you stack upon Atramentous 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 Stand Tall

Hououza Feats

FLIGHT [HOUOUZA, SOUL]

Prerequisites: Hououza Feat, Dexterity 13+

Benefits: You can use your wings to fly at your land speed with poor maneuverability.

IMPROVED MANUEVERABILITY [HOUOUZA, SOUL]

Prerequisites: Hououza Feat, Dexterity 13+, Flight feat

Benefits: Your maneuverability increases by one category (Max Perfect)

Special: You may take this feat more than once. It's effects stack until you reach perfect maneuverability.

IMPROVED FLIGHT [HOUOUZA, SOUL]

Prerequisites: Hououza Feat, Dexterity 15+, Flight Feat, Tumble 6+ Ranks

Benefit: Add +10 Feat to your Flight Speed

Special: You may take this feat multiple times. It's effects stack. Each time you take this feat, increase the Tumble Prerequisite by 3 ranks.

RESIST FIRE [HOUOUZA, SOUL]

Prerequisites: Houhouza Feat

Benefits: You gain resistance to fire equal to your character level + 10

FIRE SUBTYPE [HOUOUZA, SOUL]

Prerequisites: Hououza Feat, Resist Fire Feat

Benefits: You gain the Fire Subtype. You now take 1/4 damage from fire, but take double damage against cold.

HEALING FIRE [HOUOUZA, SOUL]

Prerequisites: Hououza Feat, Resist Fire Feat, Fire Subtype Feat

Benefits: You loose the Fire Subtype and Resist Fire feats (You may retrain these feats for two feats that you meet the prerequisites for.) and instead, any fire attack that would deal you damage heals you instead. Any fire effect targeted on the Hououza heals 1 hit point per 3 points of damage it would have dealt. Hit points healed above the hououza's maximum become temporary hit points that are lost after one hour per three levels.

Special: You may take this feat once more. If you do, the healing increases to 1 point of healing per 2 points of damage the fire would have dealt.

HEAT [HOUOUZA, SOUL]

Prerequisites: Hououza Feat, Fire Subtype OR Healing Fire feat

Benefits: You generate so much heat that merely touching you deals 1d6 points of fire damage to the toucher. The hououza's metallic weapons, if any, also conducts this heat. A Hououza can suppress or resume this ability as a free action.

VERMILLION SOUL [HOUOUZA, SOUL]

Prerequisites: Hououza Feat, Wisdom 13+

Benefits: You gain the following Spell-Like abilities: At Will - Light, Once per day per Wisdom Modifier - Scorching Ray.

Special: You may take this feat once more. If you do, your Light ability is Extended (Lasts 2x the time it normally does) and your Scorching Ray is Empowered (After damage calculation, multiply damage by 1.5).

RISE FROM THE ASHES [HOUOUZA, SOUL]

Prerequisites: Hououza Feat, Healing Fire, Heat Feats

Benefits: When you are slain (reduced to -1/2 your maximum hp or lower), your body is immolated leaving an egg behind. This egg, which is warm to the touch is of red and orange color and is roughly one foot in height. The egg remains dormant for 1d6+1 days, after which time you are reborn as you were, at full health before you died. Any magical enchantments on you are still in effect, and you retain all memories from your previous life. This effect does not occur if you are killed by cold damage.

ANTIMINY ADAVISM [HOUOUZA, SOUL]

So close are you to mother Phoenix that your mind is alive with her living flames.

Prerequisites: Hououza Feat, Dexterity 13+, Wisdom 15+, Unarmed Attack 12+ Ranks

Benefit: You gain a +2 bonus on your Dexterity and Wisdom scores. You also gain a +4 bonus on Skill Checks that involve Dexterity and Wisdom. Also, once per day you may enter a Zen State. While you are in your Zen state, you gain a +4 bonus to Dexterity and a +8 bonus to Wisdom. While in your Zen State, you add your Wisdom Modifier to all d20 rolls, but take a -2 penalty on all Saves and Skill checks. The increase in Wisdom gives bonus uses of your scorching ray spell like ability if you have it. These bonuses last for a number of rounds equal to 3 + your newly modified Wisdom Modifier. You are winded at the end of your Zen State. If you have any other ability to increase your statistics, you may use them in any combination. Increase the tiredness one step for each rage-like ability you stack upon Antiminy 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 enter your Zen State.

Hanshu

Hanshu are generally the most respected Shinkoukenjin in the world, with only the Kyoto Guardian Accord members being of higher status. Without exception all hanshu are able to perform the Kanzen of their species and are generally much more powerful than even their closest subordinates. Knowing the Kanzen gives hanshus an average of five to ten times the strength of Shinkoukenjin who are unable to perform it. They have also extensively trained, if not mastered, their Kanzen, allowing them to actually use the enormous power effectively in battle. Most hanshus are also skilled in the use of Shunpō, Kidō, and generally have excellent knowledge of Shinkoukenjin history and battle tactics. All of these factors create a huge power-gap between Hanshus and lower-ranked shinkoukenjins.

Prerequisites:

Feats: Leadership, Blooded, one of the Shikoukenjin feats, Kanzen

Skills: Survival: 8+ Ranks, Diplomacy **or** Intimidate 8+ Ranks

Special: Must be approved by the Kyoto Guardian Accord.

1 – FERAL HYBRID [PRESTIGE]

You have trained yourself to a state of near perfection and have a more powerful hybrid form. Multiply all numerical values of your race's Hybrid special ability by 1.5, and you now have your full level to create your Hybrid's special attacks.

2 – Bonus Soul or General Feat

3 – MASSIVE ENDURANCE [PRESTIGE]

Endurance is life for the Shinkoukenjin. Extend the time you may use your Hybrid form twice as much as they could before (2x level times per day for the entire encounter). Your Kanzen's timer is doubled.

4 – Bonus Soul or General Feat

5 – FERAL KANZEN [PRESTIGE]

You've reached the top tier of Shinkoukenjin power. Gain twice your level to create special moves in your Kanzen state and multiply your race's Kanzen Benefit by 1.25 (round down)



Shinkoukenjin Beastmaster

There are some among the Shinkoukenjin that do not work with the squads, or under a Hanshu. These beings patrol the wild places that even their kin do not go. With them are the beasts of the wild, and their own guts. Along with their ability to control beasts, is their ability to become one as well. All beings of the Beastmasters can change into animals resembling their progenitors. Also, some regression to older evolutionary steps occurs. This is a Shinkoukenjin's natural defense against the wild things that their kin cannot handle normally.



Along with feral ferocity that comes with being nearly alone, Beastmasters can also take on the primal aspects of the nature they so venerate and move through every day. Along the way they gain the blessings of the land to help animals in need that have served them well.

Prerequisites

Feats: Bloodied, Animal Form, any one Shinkoukenjin Feat

Skills: Listen, Spot and Survival 6+ Ranks. Hide and Move Silently 4+ Ranks

1 – ENHANCED ANIMAL FORM [PRESTIGE]

Your animal form is enhanced by the fact that you have seen raw nature. You can emulate parts of what you've seen and can change various parts of your body to help you out. Instead of taking animal form, a character with this prestige feat can choose to take on one or more aspects of nature when she uses her animal form ability.

At 5th character level, a character may take on one aspect from those described below. At 8th character level, the character can take on up to two aspects simultaneously. At 11th character level, she can take up on to three aspects simultaneously, and at character 15th level the limit increases to its maximum of four simultaneous aspects. (Some aspects can only be combined with certain other aspects, as indicated in their descriptions.) Each aspect taken on counts as one daily use of the character's animal form ability. Multiple versions of the same aspect don't stack. Taking on one or more aspects is a standard action (which does not provoke attacks of opportunity), and the effect lasts for 1 minute per character level.

Some aspects, as noted in their descriptions, have a minimum character level as a prerequisite.

A character may take on one aspect per day for every daily use of animal shape she is entitled to. For instance, a 5th-level character could normally use animal form once per day, so she could assume an aspect once per day. A 12th-level character could take on four aspects per day and can choose to take on three aspects simultaneously (which would use up three of the character's daily uses).

Unless otherwise noted in an aspect's description, a character who assumes an aspect of nature retains her own type and subtype(s), keeps her extraordinary, supernatural, or spell-like abilities, and retains her ability to communicate and cast spells. She is considered proficient with any natural attacks granted by the aspect.

Agility: The character gains a +8 bonus to Dexterity but takes a -4 penalty to Strength. Prerequisite: character level 8th.

Aquatic: The character grows gills, enabling her to breathe underwater (while retaining her ability to breathe air). Webbing between her fingers and her toes grants her a swim speed of 40 feet (or 30 feet if wearing medium or heavy armor or carrying a medium or heavy load) and a +8 bonus on her Swim checks.

Elemental Air: The character's body becomes gaseous (as the gaseous form spell, except that she can fly at a speed of 100 feet with perfect maneuverability and doesn't lose her supernatural abilities while in this form). While in this form, the character has immunity to poison, sleep, paralysis, and stunning, as well as any other immunities provided by the gaseous form spell. The character cannot cast spells while this aspect is in effect. She can't combine this aspect with any other aspect except for agility and endurance. Prerequisite: character level 16th.

Elemental Earth: The character's body becomes stony and rock like. While in this form, the character has immunity to poison, sleep, paralysis, and stunning. She gains a slam attack that deals bludgeoning damage equal to a morning star of the character's size (1d8 for Medium characters, 1d6 for Small characters). Her natural armor bonus becomes +8 (replacing any other natural armor bonus the character has, though enhancement bonuses to natural armor still apply normally). She also gains damage reduction 10/magic. The character cannot cast spells while this aspect is in effect. She can't combine this aspect with any other aspect except for endurance and vigor. Prerequisite: character level 16th.

Elemental Fire: The character's body bursts into flame. While in this form, the character has immunity to fire, poison, sleep, paralysis, and stunning. In addition, any character struck by the character in melee (whether with a weapon, unarmed attack, or natural weapon) takes an extra 1d6 points of fire damage and must succeed on a Reflex save or catch fire for 1d4 rounds. The save DC is 10 + 1/2 character level + character's Con modifier. Characters hitting the character with natural weapons or unarmed attacks while this aspect is in effect take 1d6 points of fire damage and also catch fire unless they succeed on the Reflex save noted above. The character also gains damage reduction 10/magic. The character cannot cast spells while this aspect is in effect. She can't combine this aspect with any other aspect except for agility and endurance. Prerequisite: character level 16th.

Elemental Water: The character's body becomes semi-fluid. While in this form, the character gains a +10 bonus on Escape Artist checks, resistance to fire 10, and immunity to poison, sleep, paralysis, and stunning. She gains a swim speed of 90 feet and a +8 bonus on her Swim checks. Her touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are Large or smaller. The character can dispel magical fire she touches as if she had cast greater dispel magic on it. She also gains damage reduction 10/magic. The character cannot cast spells while this aspect is in effect. She can't combine this aspect with any other aspect except for endurance and vigor. Prerequisite: character level 16th.

Endurance: The character gains a +4 bonus to Constitution. Prerequisite: character level 8th.

Flight: The character grows wings (feathery or bat-like, at her option) that enable her to fly at a speed of 40 feet with average maneuverability (or 30 feet if wearing medium or heavy armor or carrying a medium or heavy load).

Growth: This ability causes instant growth of a humanoid character, doubling its height and multiplying its weight by 8. This increase changes the character's size category to the next larger one. The target gains a +4 size bonus to Strength, a +2 bonus to Constitution (including +1hp per character level), a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A character whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. Their speed changes to 40 feet. If insufficient room is available for the desired growth, the character attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it. All equipment worn or carried by a character is similarly enlarged by the ability. Weapons affected by this ability deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged character's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this ability. Prerequisite: character level 6th

Plant: The character's body becomes plantlike. While in this form, the character gains a +10 bonus on Hide checks made in areas of forest, overgrowth, or similar terrain. She gains immunity to poison, sleep, paralysis, and stunning. She gains a slam attack that deals bludgeoning damage equal to a light mace of the character's size (1d6 for Medium characters, 1d4 for Small characters). Her natural armor bonus becomes 4 (replacing any other natural armor bonus the character has, though enhancement bonuses to natural armor still apply normally). She can't combine this aspect with any other aspect except for vigor. Prerequisite: character level 12th.

Poison: The character gains a bite attack that deals bludgeoning, piercing, and slashing damage equal to a dagger of the character's size (1d4 for a Medium character, or 1d3 for a Small character). In addition, the bite delivers a toxic venom (Fortitude save DC 10 + 1/2 character's level + character's Con modifier; initial and secondary damage 1d6 Con).

Scent: The character gains the scent ability.



Speed: The character gains a +30-foot enhancement bonus to her base land speed.

Trample: As a full-round action, a character with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The character merely has to move over the opponents in its path; any character whose space is completely covered by the trampling character's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling character moves over all the squares it occupies. If the trampling character moves over only some of a target's space, the target can make an attack of opportunity against the trampling character at a -4 penalty. A trampling character that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer. A trample attack deals bludgeoning damage like a longsword of the character's size (1d8 for a Medium character 1d6 for a Small character + 1½ times its Str modifier). Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage. The save DC against a character's trample attack is 10 + ½ character's level + character's Str modifier. A trampling character can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target character. To use Trample against other characters, the character must use the Growth aspect first. Prerequisite: character level 10th

Tremorsense: A character with tremorsense automatically senses the location of anything that is in contact with the ground and within range of 30 ft. characters with the Aquatic aspect with tremorsense can also sense the location of characters moving through water. If no straight path exists through the ground from the character to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the characters must be moving. As long as the other characters are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a character with tremorsense to detect them.

Vigor: The character gains a +8 bonus to Strength but takes a -4 penalty to Dexterity. Prerequisite: character level 8th.

2 – Bonus Soul or General Feat

3 – ANIMAL COMPANION [PRESTIGE]

A character with this prestige feat gains the services of one or more animal companions. This can be any naturally occurring animal of the beastmaster's hit dice or less. You may choose additional animals as long as the combined hit dice of all

animals chosen do not exceed twice the beastmaster's. Animal Companions are completely loyal to the beastmaster and cannot be turned against them by any means. Animal Companions improve the longer they are in service to their master. Every three levels an animal companion serves a beastmaster add to them the following bonuses; +2 Hit Dice, +2 Natural Armor, +1 Strength and Dexterity and one additional bonus trick. Also there is a semi telepathic link between a beastmaster and all his animal companions that allows each to know the other's emotions, and allows rudimentary communication. Also, any positive effect that effects the Beastmaster also effects all his animal companions. If an animal companion dies while in the service of a beastmaster, it takes 1d6+8 days to properly teach a new one what is needed to be with them.

4 – Bonus Soul or General Feat

5 – RAISE/HEAL COMPANION [PRESTIGE]

As one with nature, the beastmaster can heal and even bring their animal companions back from the dead. From here on in, the beastmaster gains the ability to Channel Divinity (as the Fourth Division Specialist class feature) with the following addition to their possible abilities. These effects, however, can only be used on their animal companions. Like the Fourth Division Specialist, the Beastmaster gains 3+Wisdom modifier Channel Divinity points and qualify for the Improved Channel Divinity feat.

| Usages | Divine Channeling Point Cost |
|---|------------------------------|
| Raise Pet from Death (As the Raise Dead spell without level or constitution loss) | 2 |
| Use a Reiatu Healing without using Reiatu or having the Reiatu Healing feat | 2 |



Shinkoukenjin Spellslinger

There are some among the Shinkoukenjin that believe that through the use of Kido their lives are defined. These spellslingers have forsaken the more feral routes that their brethren have taken to further enhance their ability to perform Kido. They feel that in the end, all things must evolve, and that by using Kido instead of claws and teeth, they can force that evolution upon themselves, or at least hasten their species' evolutionary process.

Prerequisites

Feats: One of the Shinkoukenjin feats, Spellcaster, Enlightened, Heroic Attribute (Wisdom)

Skills: Spellcraft 6+ Ranks

Exclusive: Hybrid and Kanzen feats.

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

1 – SPELLCASTER'S WAY [PRESTIGE]

You have chosen to forsake the beast within you, for the power of the arcane.

You gain an item called a Totem. Your totem appears to be a wooden trinket that can be worn from a necklace, placed on a belt or held in the hand. Your Totem is not a weapon, but grants a bonus to your Kido

Damage equal to +1d6 at 6 ranks in Spellcraft, +2d6 at 11 ranks of Spellcraft and +3d6 at 16 ranks in Spellcraft, etc. No matter what Spellscore you had before, it is irreversibly changed to Wisdom for all effects.

2 – Bonus Feat

3 – SPELLCASTER'S PHALANX [PRESTIGE]

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

4 – Bonus Feat

5 – TRUE KIDO MASTERY [PRESTIGE]

You gain 2 Kido Mastery abilities from the Squad 5 Kido Master prestige path.



Demi-Shinkouken

Sometimes love blooms between the Shinkoukenjin just like any other group. Sometimes even outside their species. Like any basically human creature, cross mixing of species is possible. These beings, called Demi-Shinkoukens, or Demis for short face a crossroads for their entire lives. While you have access to the feats of both your parental races, you face a mild amount of scorn from those of pure blood. Demis also have abilities unique to themselves.

This is a longer prestige path than most, as it takes a more central role in your life than what to focus on. It is who you are, not what you're doing. A special rule for this class, you may take this class at first level.

Prerequisites:

Feats: Any one Shinkoukenjin Racial Feat, Oldblood (Another Shinkoukenjin Race)

Exclusive of Hybrid and Kanzen feats.

1 – HALF-BREED TRICK [PRESTIGE]

Choose one of the two races you are descended from, you gain the natural attacks of that race as your own, but may spend an hour in meditation to transform your attacks into the second race's natural attacks. You may do this once per day per point of spellscore modifier (This means, whatever your spellscore is, the modifier of that score is the number of times per day you may use this feat). Your natural attacks count as both elements of your parent's attacks for damage reduction purposes. Should you choose the Adavism Feat for both of your races, you may use them together at the same detracton as normal (Tiredness step is raised by 1) They end on the same round, regardless if one is longer than the other for duration.

2 – Bonus Soul or Base Feat

3 – HALF-BREED RESILLIANCE I [PRESTIGE]

Choose one statistic that is favored by your first parent. Raise that statistic by 2. Choose one statistic that is favored by your second parent. Raise that statistic by 2. (Kirinketsu favor Strength and Constitution, Tora favor Dexterity and Strength, Shougakubou favor Constitution and Charisma and Hououza favor Dexterity and Wisdom). You are allowed to choose the same statistic if it is shared by your two parent races. In that case, that one statistic gains a +4

4 – Bonus Soul or Base Feat

5 – HALF- BREED HYBRID [PRESTIGE]

Instead of gaining the normal Hybrid feat, you gain this feat. In all ways, except as noted, it counts as the Hybrid feat. Choose one of your two parent races. You gain it's special ability in your Hybrid state, but may spend one hour in meditation to transform it's benefit into your second race's benefit. You may do this once per day per spellscore modifier (This means, whatever your spellscore is, the modifier of that score is the number of times per day you may use this feat). Also, once per day, you may combine the benefits of your parent's races. You count as both races for benefits, but each race's benefits is reduced by one half (All numerical values are reduced by one half)

6 – Bonus Soul or Base Feat

7 – HALF-BREED RESILLIANCE II [PRESTIGE]

Choose, for each of your parent races, the statistic you did not choose with Half-Breed Resilliance I. Both statistics gain a + 2 bonus. (Kirinketsu favor Strength and Constitution, Tora favor Dexterity and Strength, Shougakubou favor Constitution and Charisma and Hououza favor Dexterity and Wisdom). You are allowed to choose the same statistic if it is shared by your two parent races. In that case, that one statistic gains a +4

8 – Bonus Soul or Base Feat

9 – HALF-BREED KANZEN [PRESTIGE]

Instead of gaining the normal Kanzen feat, you gain this feat. In all ways, except as noted, it counts as the Kanzen feat. Choose one of your two parent races. You gain it's special ability in your Kanzen state, but may spend one hour in meditation to transform it's benefit into your second race's benefit. You may do this once per day per spellscore modifier (This means, whatever your spellscore is, the modifier of that score is the number of times per day you may use this feat). Also, once per day, you may combine the benefits of your parent's races. You count as both races for benefits, but each race's benefits is reduced by one half (All numerical values are reduced by one half)

10 – ADVANCED HALF-BREED RESILLIANCE [PRESTIGE]

Gain an additional +2 to all the statistics you chose with Half-Breed Resilience I and II.



Paragon Shinkoukenjin

You are a paragon of your race, and have abilities above and beyond those of your peers. This is actually four Prestige Paths in one, as there is one "Paragon" prestige for each of the four races presented above. The true name of this class is "Paragon Kirinketsu", "Paragon Tora", "Paragon Shougakubou" and "Paragon Hououza"

There are many reasons for a Paragon. Perhaps the shinkoukenjin was born of a generation closer to their original progenitors. Perhaps they are blessed of their species. Perhaps they have trained themselves to be this way. No matter the reason, a Paragon Shinkoukenjin is a powerful ally, and a terrible enemy.

Prerequisites

Feats: Bloodied, Seasoned, Heroic Attribute (Your race's favored ability scores... [Kirinketsu favor Strength and Constitution, Tora favor Dexterity and Strength, Shougakubou favor Constitution and Charisma and Hououza favor Dexterity and Wisdom]), Your race's Adavism (Azure, Achromatic, Atramentous or Antinimy)

1 – PERFECTION OF FORM [PRESTIGE]

Blessed above your peers, all your racial attack methods (Including racial feats that give you attacks) are improved by one die size. Also, your attacks are considered either Lawful, Chaotic or Good for overcoming damage reduction in addition to their element (You must choose one of these three, and that choice must be in your alignment.)

2 – Bonus Soul or Flash Feat

3 – PERFECTION OF MIND [PRESTIGE]

You are focused, and resilient. So much so, that even when you are fighting at your fullest, you can still realize what's going on around you. Eliminate the penalties associated with your Adavism feat, and reduce the cumulative tiredness scale one step (With this, you are no longer winded at the end of an adavism, but for each additional type of rage you use, you still gain one step of tiredness)

4 – Bonus Soul or Flash Feat

5 – PERFECTION OF SOUL [PRESTIGE]

While in your Adavism state, increase the statistic bonuses granted by +1 for the lower and +2 for the higher. And each race gains a separate bonus from the following, that is only active while their Adavism State is in effect. You are immune to the Perfection of the Soul abilities of others of your race, but not the ones of different races.

Kirinketsu: While in your Adavism State, each unarmed attack you perform, drains ten reiatsu from the target. You may transfer this reiatsu to any being within 30 feet of you that can cast kido. If your opponent does not have any remaining reiatsu, this attack does 1d4 extra damage instead which counts as ten reiatsu. You gain Electricity Resistance 20.

Tora: While in your Adavism State, you may cast the spell Cone of Cold every 1d4 +1 rounds as a supernatural ability. You also gain Resist Cold 20 and exude an aura of cold that forces all enemies within 20 feet of you to make a fortitude check with a DC of 15 + your level + your constitution modifier or take 2d6 subdual damage from the cold.

Shougakubou: While in your Adavism State, your unarmed attacks ignore the hardness of unattended objects. If used against a wall or barrier, it ignores a 10 by 10 foot square's hardness. You also deal extra damage to unattended objects equal to your Constitution Modifier. Attended Objects receive a fortitude saving throw, or be susceptible to the same effect. You gain Acid Resistance 20.

Hououza: While in your Adavism State, your unarmed attacks have a chance to set unattended objects on fire. Objects on fire take 1d6 damage per three character levels of the Hououza per round until put out, or destroyed. Attended Objects receive a reflex saving throw or be susceptible to the same effect. You gain Fire Resistance 20.

Tora Pridelord

Prerequisites:

Feats: Tora, Knockdown, Hybrid, Kanzen, Leadership

Skills: Unarmed Attack 12+ Ranks, Survival 12+ Ranks, Sense Motive 12+ Ranks

1 – LION'S ROAR [PRESTIGE]

As a standard action, the Tora can release a roar in a 30 foot burst which grants allies within that burst a +3 morale bonus on attack, damage, saving throws and core skill checks. This lasts till the end of the encounter or until the Tora Pridelord is knocked unconscious or dies.

2 – TAKEDOWN [PRESTIGE]

When the Tora uses the Knockdown feat, it's non corrupted Shinkoukenjin allies get an attack of opportunity against the now prone target.

3 – IMPROVED LION'S ROAR [PRESTIGE]

Your allies now add the bonus from Lion's Roar to defense as well and all enemies within the burst take a penalty to attack, damage, saving throws and core skill checks equal to the ally boost. This lasts till the end of the encounter or until the Tora Pridelord is knocked unconscious or dies.

4 – THRILL OF THE HUNT [PRESTIGE]

The Tora Pridelord's non-corrupted shinkoukenjin allies and themselves within 30 feet of the Tora Pridelord, deal an additional 2d6 damage to prone and helpless opponents. The bonus granted by Lion's Roar increases to +5. The penalty granted to enemies does not increase at this level. When the Tora Pridelord or other Tora within Lion's Roar's area hit a prone opponent with their claw or their bite, they gain their Constitution Modifier in temporary hit points.

5 – PRIDELORD [PRESTIGE]

While within 30 feet of the Tora Pridelord, all Tora allies deal an additional 4d6 damage to prone or helpless enemies and the Knockdown feat no longer requires a saving throw it just occurs if you deal 30 or more damage to the target. In addition, enemies within the Lion's Roar radius now take 2d6 sonic damage when the ability is used and have to make a fortitude save (Constitution Based) or be deafened for 3 rounds and the radius of the ability increases to 60 feet.



Shinkoukenjin Ascendent

Prerequisites:

Racial Adavism/Lord feat
Relevant Attack Skills 24+ Ranks
Fortitude, Reflex and Will save 24+ Ranks
Frightful Presence Feat
Hybrid Feat
Kanzen Feat

1 - SUGIRUKANZEN [PRESTIGE]

You gain an additional transformation that is available Your level in minutes per day. To choose special abilities for this, double the amount of shikai choices you had in Kanzen. In addition, you gain a bonus based on race.

- **Kirinketsu:** Your natural weapon damage dice moves up one more size category, Also, your Natural Armor Bonus is now equal to three times your Constitution Bonus
- **Tora:** You gain another attack at your highest base attack bonus, and you ignore damage reduction of up to three times your strength modifier.
- **Shougakubou:** While in your Defensive Stance, you may take a five foot step per round. The bonus to your statistics increases to +8 Strength, +16 Constitution, +8 to all Saves and +16 to Defense. The Hit Points you gain because of the Constitution Bonus is 8 hit points per character level. You are no longer winded at the end of your Defensive Stance.
- **Hououza:** While in your heightened awareness state, the bonuses to your statistics improve to +24 dodge bonus to Armor Class and Reflex Saving Throws, +8 to all other saving throws, and you gain Improved Evasion (If you already have improved evasion, you gain no improvement). Your Defensive Roll may be used once per day per 3 levels, and if you make the Reflex Save, you cannot go below 1 hit point during it.
- **Sasori:** The damage of your Dokubari damage doubles again, it also gains the Speed and Poisoning quality and your climb speed increases to 60 feet. You gain Natural Armor equal to twice your Intelligence Modifier
- **Mamushi:** Your sting moves up one more dice size and counts as Acid and Electricity. Also your poison damage doubles once again (Thus quadrupling). Your bonus to land speed is 40 feet.
- **Henpuku:** You gain a second claw attack, and Your flight maneuverability increases one step (Max Perfect). Also your claw and wing buffet attacks move up 2 sizes. Your breath weapon becomes a 60ft cone instead of a 30ft cone.

2 - AURA OF TERROR [PRESTIGE]

You lose the benefits of the Frightful presence feat. In lieu of that ability you gain a special fear aura. This aura surrounds the shinkoukenjin as far as his original frightful presence ability did and is always active unless the shinkoukenjin chooses to deactivate it. The shinkoukenjin can choose to exclude allies from this effect. Creatures within the aura must make a will save (DC 15 + character level + charisma modifier + 1 per prestige feat from this path). Creatures that fail the save are shaken, while those that succeed are immune to the Aura of terror for 24 hours. If the shinkoukenjin attacks or charges, shaken opponents must make a second will save (Same DC) or become frightened.

3 - PERFECTION OF SPIRIT [PRESTIGE]

The Shinkoukenjin Ascendent gains a deflection bonus to defense equal to it's charisma modifier (if positive). In addition, they gain resistance to all elements equal to 5 per feat gained in this prestige path.

4 - IRON SOUL [PRESTIGE]

The Shinkoukenjin ascendent gains a +20 bonus on saving throws versus Mind Effecting effects and transmutation effects. They gain a saving throw versus any effect that causes energy drain, ability drain or ability damage regardless of whether the effect normally allows it. They gain a +10 bonus to such rolls.

5 - ASCENDENCE [PRESTIGE]

The Shinkoukenjin Ascendent is now a quasi-deity in it's own right and can no longer die from natural causes. It does not need to eat sleep or breathe. It can still be slain in magical or physical combat and is still subject to death from massive damage. They also have immunity to natural and magical diseases and poisons..

Shinkoukenjin Trueblood

A Trueblood is a Shinkoukenjin that has ascended to the status of a minor deity among their people. They are incarnates of the power of their patron deities.

Prerequisites:

Feats: Shinkoukenjin Race, Racial Adavism/Lord feat

Skills: Spellcraft 24+ Ranks, Will Save 24+ Ranks, Fortitude Save 24+ Ranks

Special: 2,000+ Reiatsu

1 – DEIFIC MIGHT [PRESTIGE]

Ascending to the point of minor deity status, you gain the following benefits.

- You gain the number of feats you have taken in this tree to all Saves, Defenses, Attacks and Core Skill checks.
- You gain one point of bonus damage reduction per feat you have in this tree.
- You gain the ability to boost all your statistics by twice the number of feats you have in this tree for 3+Constitution Modifier in rounds. You are fatigued after using this.

2 – Bonus Feat

3 – DEIFIC PORTFOLIO [PRESTIGE]

You gain a portfolio of abilities from the following list (Fire, Cold, Acid, Electricity, Force, Water, Negative, Sonic). You choose one upon gaining this feat, and one more every 10 levels hereafter. You have complete control over the subject of your portfolios, and may shape that energy type to your whim mimicking any spell of 9th level or lower as a supernatural ability once per day per 7 levels.

4 – Bonus Feat

5 – TRUEBLOOD [PRESTIGE]

At this stage of the game, the Shinkoukenjin Trueblood has become a minor deity, potentially rivaling the power of the Guardian Deities themselves. Choose an ability that you and your GM can agree to, and gain that ability from here on in. Rule Zero applies heavily in this, and you and your GM should work closely to gather an ability that you can agree on.

Special: You can take more levels in this class than 5. Every even level you take in this class grants you a bonus feat. Every fifth level in this class grants you a new Trueblood ability. Also, gaining more feats in this tree grants you continuing bonuses from Deific Might.

Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

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

Dionon: This is Me, I created all the content within this booklet that is not copyrighted already. 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.

Giants in the Playground and Gleemax community: For inspiring me to create d20 stuff.

Wikipedia contributors (GNU Free documentation licence)

The Hypertext D20 SRD (Open Gaming Licence)

Peter Kisner for the classless d20 inspiration

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

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

- Four New Races (Kirinketsu, Tora, Shougakubou and Hououza)
- Five New Prestige Paths (Hanshu, Beastmaster, Spellslinger, Half-Breed and Paragon)
- Over forty New Racial Feats
- Four New General Feats

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

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

