

BLEACH

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Thank you all!



Forward: A Thank You from the Staff

We here at Bleach d20 Classless would like to thank everyone that downloaded the main book. Because of you we've been downloaded over 50,000 times! There are a lot of people to thank for this, not the least of which are you, the people who have been consuming this product for over 4 years now.

It started as a simple project. I, Dionon, wanted to write a supplement for the existing Bleach d20 Classless system. At that time, I made a few simple additions. Squad 4, Quincigami, the Bounto and a few other things went into our first book, the Bleach d20 Classless Supplement.

That supplement evolved into a complete rewrite of the system, a port of the Shikai system from the Classed project and a couple of dozen books including a massive expanded universe consisting of over 30 different races to play. Over the years we've had our ups and downs. We've had our detractors and our fans, but overall it's been a wonderful experience.

I'd also like to make mention of the wonderful online community we've established on the Bleach d20 Classless boards at <http://bleachd20.proboards.com>

So, again, we wish to thank everyone that downloaded the book, either to praise or hate on it. We especially thank our detractors who made the system better by being there.



Alternate Game Systems

In this chapter, we will explore different systems to use in your games that replace the older systems that we've been using from the D20 system. These systems are completely voluntary and do not rewrite the core book in any way, shape or form. They are merely presented to broaden the system a bit and to give you options that you can use to make Bleach more fun for your group.

Simplified Reiatsu

This system simplifies the Reiatsu system into a system more like the old spell-point system. It makes costs lower, but makes it so you gain less Reiatsu. Categories of Reiatsu are still applicable using the lower totals and will be detailed below.

Developer's Note: Simplified Reiatsu:

The Reiatsu system is a bit of a monster. This system allows for just as many kido to be cast, just as many abilities to be used, but with less math for your character to process.

Reiatsu Calculation

Reiatsu isn't calculated by that quadratic equation in this system. You merely gain 25 Reiatsu + 5/Level (Including level 1)

Your Charisma Score grants you bonus Reiatsu per level equal to it's Modifier.

Any effect that grants you a bonus to Reiatsu ECL (Such as taking a Reiatsu Feat), grants you one level's worth of Reiatsu.

Effects that grant you a set number of reiatsu (Such as Improved Reiatsu Capacity) instead grant 1/10th as much.

Effects that multiply your Reiatsu still effect your Reiatsu normally.

Reiatsu Costs

We've used many Kido Systems in this system, but one thing remains the same. Each kido has a level. Most times it's between 1 and 10 (Epic Levels) but sometimes is higher depending on the system.

In this system, a Kido costs 2 Reiatsu per level of the ability. So it would be 2 for level 1, 4 for level 2 etc. A kido of level 0 costs 1 Reiatsu and may be used your Spellscore Modifier per day for free.

Reiatsu Prerequisites are lowered in this system to 1/10th their original number.

Rules for Reiatsu

The Rules for Reiatsu see their costs quartered (Round down).

Reiatsu Categories

As you raise in level, your Reiatsu will grow and your signature will increase in power. The categories are as follows:

Reiatsu	Category
0	Spiritually Unaware
1 - 25	Small
26 - 50	Low
51 - 100	Base Captain
101 - 200	Moderate
201 - 300	High
301 - 400	Very High
401 - 800	Intense
801 - 900	Insane
901 - 1,000	Abysmal
1,001+	Ungodly

A Base Captain's Reiatsu is between 51 and 100. Not all people with this Reiatsu Rating is a captain, some are merely incredibly powerful creatures.

Variant: Automatic Soul Crushing

In this system, the Automatic Soul Crushing rules change to become a result of 1 per 10 Reiatsu and you may suppress this at will. You are considered to have this suppressed unless you take a move action to activate it. Once activated, all within 10ft per level must make a Will Save or Level check to stave off your Soul Crush check.

Reiatsu Burn

The rules for Reiatsu Burn do not change with this variant.

Hyper Bleach d20 Classless Characters

In this high powered variant, characters are basically playing two characters at once. They are twice as powerful, twice as vivacious, but only gain one set of resources.

Hyper rules are generally effective if you're only playing with one or two players.

Developer's Notes: Hyper Characters

Perhaps the most powerful variant in this book, Hyper characters be made sparingly. Remember. If you make your players Hyper characters, you'll have to make your important NPC's into Hyper characters as well, a daunting prospect.

Building a Hyper Character

Hit Points

At first level a Hyper character gains 30 hit points. At each level thereafter they gain 5 hit points as normal.

Reiatsu Rating

Calculate your Reiatsu as normal for your game. Normally this is $(40 + \text{Spellscore}) \times (\text{Level} + \text{Reiatsu Feats})$

Action Dice

You gain 3 Action Dice at first level and one Action Dice at 5th level and every five levels thereafter.

Skills

At first level a Hyper character gains 4 Base Skills and 8 Core Skills as normal

Feats

You gain six feats at first level, and two feats each level thereafter. At every level divisible by 3 (Above 1) you gain a bonus feat.

Stat Points

You gain 20, 30 or 40 points depending on your GM's option. You gain 2 Stat Points every 4 levels as normal.

Prestige Feats

The restriction on multiple [PRESTIGE] feats not being able to be taken at the same level is lifted by 1 (Meaning you could take 2 [PRESTIGE] feats at a level unless something says specifically otherwise.

Background Feats

Background feats work like Fan-Service feats. They grant a bonus and a penalty to your character, and further flesh out the character's background, granting them character depth.

Developer's Notes: Background Feats

This simple variant doesn't actually replace anything and can easily be put into a game.

Gaining Background Feats

You may gain 1 Background Feat at first level. This defines your character's background. You may, at the expense of 500 Experience per level (Paid in full upon leveling) decide to take an additional Background feat as a bonus feat at any level beyond first (As you have no experience at first level).

Creating Background Feats

To create a Background Feat, you must follow simple steps.

Step 1: Designing the Premise

This is where you design the premise of the Background Feat. It must follow a theme. **Example: Jeremy wishes to create a background about a character that comes from a bygone era. His Premise is named Ancient Warrior.**

Step 2: Designing Bonus Skills

In this step, you may designate up to three skills that you gain training in automatically. This can be any skill, Base or Core. **Example: Jeremy wishes to flesh out his Ancient Warrior theme. As decides that the ancient warrior was actually a Viking Warrior. He chooses Navigate, Weapon Attack and Intimidate as his chosen skills.** He automatically gains training in those skills above the starting Skills.

Step 3: Designing Bonus Feats

At this stage, you may designate up to 2 feats that your character gains automatically. These can be any non-prestige feats that you can meet the prerequisites for. You may use one of the feats gained by this to be the prerequisite of the other feat. **Example: Jeremy wants to flesh out the Viking Warrior he's creating even further. He chooses Weapon Skill Focus (Weapon Attack) and Blooded as his two feats.** He gains these as bonus feats at first level.

Step 4: Designing Forbidden Skills

When you get to this stage of the creation process, you must choose one skill for each skill you gained as a bonus skill to be forbidden to your character. Your character cannot choose this skill at first level, but may gain it later with the Talented feat. **Example: Jeremy wishes this Viking Warrior to not be Tech saavy because it is antithetical to his background premise. He chooses Computer Use, Demolitions and Knowledge (Technology) as his forbidden skills.** He loses access to those skills at first level, and thereafter forever takes a -5 Penatly to those skills if he gains them through the Talented Feats.

Step 5: Designing Forbidden Feats

Now it gets a bit nasty. For each feat you chose to gain as a bonus feat, you must choose two feats that you can never take. You MAY gain them as bonus feats if a prestige path grants it to you, but you can never choose it. You may not choose Skill Focus or Skill Affinity as Forbidden Feats. **Example: Jeremy's Viking Warrior is coming along nicely. He wishes for the character to be rough and tumble, and not one for sissy healing. He chooses Reiatu Healing and Life's Blood as his Forbidden Feats.** Unless granted by a Prestige Path, he can never gain those feats.

Step 6: Presenting the Feat to your GM

This step is mostly in the hands of your GM. They should look at all the steps that came before. The more details the better. If they approve, then you gain the Background feat as a bonus feat at first level. If they reject the idea, then you should heed criticism, and either begin again, come up with a different premise, or edit your existing one. **Example: Jeremy presents his Viking Warrior to his GM. Seeing that he hasn't broken anything, his GM approves it for use.**

Sample Background Feat

VIKING WARRIOR [BACKGROUND]

You are a mighty Viking. Warrior, seafaring warriors of an age of conquest and exploration. You are adept at sea travel, and fighting of all kinds, but especially of that with a weapon.

Benefit: You gain training in the Weapon Attack, Navigate and Intimidate Skills beyond your level one skills. You gain Weapon Skill Focus (Weapon Attack) and Blooded as Bonus Feats. You lose access to Computer Use, Demolitions and Knowledge (Technology) and can never take the feats Reiatu Healing or Life's Blood.

HACKER [BACKGROUND]

You are a hacker, a master of computers and technology. You are adept at using the internet and getting through security systems.

Benefit: You gain training in the Computer Use and Research skills beyond your level one skills. You gain the Talented Feat as a bonus feat. You lose access to the Knowledge (Kido Lore) and Handle Animal skills and can never take the Rage feat.

Note: The Hacker Background has less skills and feats than the Viking Warrior has. This was purposeful as the steps to set up a Background Feat don't say you MUST choose 3 and 2. They say you can choose UP to 3 Skills and UP to 2 feats.

DRUID [BACKGROUND]

You are a druid, a master of nature and a warrior of the wild. You are of ancient traditions and virtues.

Benefit: You gain training in the Knowledge (Kido Lore), Spellcraft and Handle Animal skills beyond your level one skills. You gain Spellcaster and Heroic Attribute (Wisdom) as Bonus Feats. You lose access to the Drive, Pilot and Navigate skills, and can never take the Point Blank Shot and Streetfighting feats.

SAMURAI [BACKGROUND]

You are of the Samurai. Mighty warriors that use swift, practiced, precise motions to defeat their foes.

Benefit: You gain training in the Intimidate, Diplomacy and Weapon Attack skills beyond your level one skills. You gain the Weapon Skill Focus (Weapon Attack) and Two Weapon Fighting feat. You lose access to the Bluff, Craft (Chemical) and Disable Device skills, and can never take the Sneak Attack or Rage feats.

NINJA [BACKGROUND]

The opposite of a Samurai, the Ninja uses stealth and misdirection to edge out their competition.

Benefit: You gain training in the Hide, Move Silently and Sleight of Hand skills beyond your level one skills. You gain the Sneak Attack and Intelligent Defense feats as Bonus Feats. You lose access to the Craft (Pharmaceutical), Drive and Pilot skills, and can never take the Power Attack and Zanpakutou Domain feats.

True Hero

The True Hero variant takes the idea that the PCs and major NPCs are important to the story and ramps it up a notch. It turns the PCs and very important NPCs into game changers, into the movers and shakers of an entire campaign even from level one.

Developer's Note: True Hero

We've used this bonus multiple times in games, and it generally works out for the best. It's mainly meant to give Players a feeling of importance and if used sparingly can bring a campaign from good to truly memorable.

Creating a True Hero

When creating a True Hero, one should consider how important each player is to their storyline. This bonus can be granted and removed at any time, so players that receive it should mark out what they've received and keep it separate from their normal character sheet.

The Roll...

When you begin to create a True Hero, all players roll 1d12. That determines exactly how important they are to the story. Yes, you can assign these numbers, but it's more fun if the number is rolled. 1 is the least important True Hero and 12 is the most important. Characters that are integral to the plot of the entire manga, such as say... Ichigo Kurosaki... should have a True Hero rating of 13+ if he's going to be in the game. This denotes that as important as the Characters are, Ichigo is just that much more important... Sometimes to the story's detriment..

You may gain a one time reroll of your True Hero rating, but you MUST accept the new roll even if it's worse than the original.

What the Roll Signifies

When you roll, you gain a number of Bonus Feats equal to the roll you just made. If you rolled a 7 you gain 7 bonus feats. If you rolled a 1, well that's tough luck. It's still a Bonus Feat.

Like Flaws, if you're creating a character above level 1, you may place these True Hero feats at any level you have at character creation.

Heroic Attribute and Talented

In addition to the bonus feats granted by The Roll, you gain the Heroic Attribute and Talented feats as bonus feats at first level. List these feats first on your list to denote that you received them a bit out of turn.

Skill Affinity

If you rolled a 5 or higher on The Roll, you also gain the Skill Affinity feat as a bonus feat. You must choose your Skills from those gained by Talented.

Skill Focus

If you rolled a 7 or higher on The Roll, you also gain the Skill Focus feat for one of the skills you gained with Talented.

True Hero

If you managed to roll an 11 or 12 on The Roll, you gain the feat True Hero as a bonus feat.

TRUE HERO [REIATSU, SOUL]

Prerequisites: Must have rolled an 11 or 12 on The Roll

Benefit: You do not die of massive damage. You are not subject to Ability Drain and two Status Conditions of your choice (Except Dying, Staggered, Unconscious or Dead). You gain a bonus on all Base Skills equal to ¼ of your level +1.

Special: This feat is lost if you stop being a True Hero.

False Release

The False Release represents a Zanpakutou that tells a lie to it's wielder. It lies about what it is, and either the party must prove him/herself worthy of the item, or must force his item to reveal the truth.

Developer's Notes: False Release

This is a simple system. When considering whether you will allow this into your game, realize that it will effect the power of your characters. They will start off weaker than normal, but they will get more powerful once they have achieved oneness with their item.

What is a False Release?

You do not choose to gain a False Release. Your GM decides that your Zanpakutou has lied to you about it's name or abilities. This lie retards the item's power, making it so that the party in question is only using a portion of the item's true power.

How does this work?

While using this Variant, every time a player creates a core release (Not an Alternate one), you roll a % dice. There is a 20% chance that the item lies to it's wielder and give false information about it's name or abilities. (This means that you have to roll below a 20 for this to happen. This also happens regardless of ego check results and immunity to making them.) Once that happens, note this in your notes for the game, and continue allowing your player to create his release as normal.

Releases that can be Falsified

Shikai, Bankai, Doll Training Bankai, Premature Bankai, Reikai Murikai

Releases that cannot be Falsified

Alternate Release, Variable Release, Sacrificial Release, Yugokai, Shukai

Releases that are always Falsified

Constant Release, Greater Constant Release

Finding out you have a False Release

To find out that your release is false, firstly you must suspect that it is false. Every time you state your Zanpakutou's name, you have a chance to detect the fraud. Roll a Sense Motive check. The DC of the check is 15 + The Release's Ego Score. Should you succeed, you realize that something is amiss and may begin gaining your Zanpakutou's true power as noted below.

Gaining Your True Power

There are three methods to gain your release's true power:

- You can attempt to prove yourself worthy of your Zanpakutou's true power. To do this, you must undergo arduous training, and quests to show your Zanpakutou that you are strong enough without it to learn it's true name. This method is mainly up to the GM to finish up.
- You can attempt to force it. Roll an Ego Save with a -5 penalty. Should you succeed, you may engage your Zanpakutou in one on one combat. Should you successfully defeat the Zanpakutou Spirit, you learn the true name of your falsified release.
- You can contact someone that knows the true name of your Zanpakutou, such as Ichibe Hyosube who knows all names. Finding someone that knows the true name of your Zanpakutou is a DC 50 Gather Information Check that takes 1d4 days.

What if you fail?

Should you fail at any of the methods above, you may attempt any of the other ones. This includes going back to options you have already tried if you fail multiple times. Eventually however, the GM may rule that you have failed enough, and that you are unworthy to find out your Zanpakutou's real name. Should that happen, the only way to gain your Zanpakutou's true name is through the third method.

How does this change up your Zanpakutou?

When you learn the true name of your Zanpakutou's release. You immediately remake your Zanpakutou as if you were making it for the first time (Including type choice). You gain shikai picks, types and limitations as if you had a release one tier higher. If this includes Bankai choices, you make those as well. This means that a Shikai that has a Falsified name will eventually have Bankai choices. You do not gain the improved or decreased timer of the releases. The order of releases is as follows:

- Shikai/Constant Release
- Doll Training Bankai/Greater Constant Release
- Bankai
- Premature Bankai
- Reikai
- Murikai (If a Murikai is Falsified, you gain an additional .5x Shikai and Bankai picks when you gain it's true name)



Fruit of Divinity

Grown on Mount Kun'lun, the Fruit of Divinity was the downfall of the warrior Sunwukong.

Developer's Note: Fruit of Divinity

The fruit of divinity is a powerful variant that grants vast power to the eaters of the fruit. We recommend not using the True Hero and the Fruit of Divinity in the same game.

Finding the Fruit

Acquiring the fruit should be a quest in itself. Located within the Wu'Hong mountains in Mainland China, they grow from a blessed Peach Tree. Finding the peach tree isn't hard, getting past the guards however should be difficult, though not impossible. Generally speaking the Guards should be 2 levels above the party and there should be one guard per party member. Combat is not the only solution. Trickery and Guile, or diplomacy can be used. Even entreating the Goddess Xi Wang Mu may work if your GM is nice.

The Effects of the Fruit

The effects of eating the fruit are immediate. The consumer rolls 1d10. They gain that many bonus feats, one of which can be an illegal feat. An Illegal feat is a feat taken regardless of prerequisites or level (Including Epic Levels). The consumer then gains +4 to each physical statistic, and picks 2 skills to gain a +4 bonus to. They are also functionally immortal. While they can die of damage, illness, disease or any other effect that could normally kill them, they are ageless and will never age again. Lastly, the user doubles their Current and Maximum Reiatsu pools permanently.

Eating Multiple Fruit

Each time you eat a Fruit of Divinity, you gain diminishing returns. You still do everything above, but you gain 2 less feats from your roll (Meaning that the second fruit makes your roll 1d10-2, the third fruit makes it 1d10-4, etc).The minimum number of feats you can gain via this Fruit is 0.

Alternate Racial Feats

Alternate Racial Feats are a great way to change up the status quo of a game. They introduce alternate effects that shake up the game a bit.

How They Work

When you create an alternate racial feat, you change something fundamental about the feat such as granting more ego scores to Shun Shun Rikka or changing the damage of a racial attack.

Example Alternate Racial Feat

SOULCASTER [RACIAL, SOUL]

Prerequisites: Exclusive any other Racial Feat

Benefit: You receive an item of power. This item of power contains Three Sacred Links Shield, Twin Sacred Return Shield, and Solitary Sacred Cutting Shield. (see soulcaster section for more information.). Instead of your entire Shun Shun Rikka having a combined Ego Score, each shield has an Ego Score. Soulcaster is a living race.

SUPERHUMAN [RACIAL, SOUL]

Prerequisites: Exclusive any other Racial Feat

Benefit: You gain a +4 bonus to one Physical Statistic and a +2 bonus to one Mental Statistic. You gain a Unarmed Strike that deals 1d8[BW] damage + 1d8 damage per 5 ranks in Unarmed Strike you have above 1. Superhuman is a living race.

Improved Inner Hollows

Inner hollow, in the base system, is just a source of a frenzy, and possible other small abilities. They don't have personalities, they don't have goals, or dreams. They merely exist to power up our characters. This variant allows you to diversify your character's inner hollow and make them full NPC characters instead of just your dark reflection.

Developer's Note: Improved Inner Hollows

Improved Inner Hollows are a great way to add diversity to a game as your Inner hollow doesn't even have to be the same gender as you. They have a separate being, personality, goals and wants.

How an Inner Hollow gets a Personality

That's easy. Using this variant automatically makes any Inner Hollow have their own personalities, wants, goals and dreams.

Starting the Process: Gender

What gender is your Inner Hollow? Is it the same as you? Different? To determine this, roll a % dice. Anything under 51 and your character's inner hollow is male, the lower, the more masculine. 51 or above, and your Inner Hollow is Female, the higher the more feminine.

Basic Personality

Generally, in our base system, an Inner Hollow has the opposite personality of their victim. Here, however, there is a chart to roll on to see what their base personality is. You can roll more than one to get a more complex personality. Don't roll so many times that you get a conflicting personality.

Table: Personality

Roll	Trait	Roll	Trait	Roll	Trait	Roll	Trait
1	Adventurous	40	Demure	79	Impatient	118	Reckless
2	Affectionate	41	Dependable	80	Impolite	119	Reflective
3	Aggressive	42	Depressive	81	Inconsiderate	120	Reliable
4	Ambitious	43	Determined	82	Independent	121	Reserved
5	Angry	44	Devious	83	Industrious	122	Responsible
6	Anxious	45	Disagreeable	84	Innocent	123	Restless
7	Apologetic	46	Dictatorial	85	Interfering	124	Rigid
8	Arrogant	47	Dishonest	86	Intelligent	125	Sarcastic
9	Articulate	48	Disrespectful	87	Jealous	126	Secretive
10	Attentive	49	Domineering	88	Judgmental	127	Selfish
11	Bad-Mannered	50	Dull	89	Kindly	128	Sensible
12	Bold	51	Dutiful	90	Lazy	129	Sensitive
13	Bossy	52	Easy-Going	91	Leader	130	Sensuous
14	Brilliant	53	Efficient	92	Likable	131	Serious
15	Calm	54	Energetic	93	Lively	132	Shy
16	Careful	55	Evil	94	Loving	133	Sly
17	Carefree	56	Faithful	95	Lovable	134	Solitary
18	Careless	57	Fearless	96	Loyal	135	Stable
19	Caring	58	Fearful	97	Manipulative	136	Stingy
20	Cautious	59	Foolish	98	Materialistic	137	Strict
21	Charming	60	Friendly	99	Mature	138	Stubborn
22	Cheerful	61	Funny	100	Melancholic	139	Submissive
23	Clumsy	62	Fussy	101	Miserable	140	Thoughtful
24	Course	63	Fun-Loving	102	Mysterious	141	Thoughtless
25	Compassionate	64	Gentle	103	Naive	142	Timid
26	Compliant	65	Generous	104	Nervous	143	Tolerant
27	Conceited	66	Graceful	105	Opinionated	144	Trailblazing
28	Conscientious	67	Greedy	106	Optimistic	145	Trusting
29	Confident	68	Hard-Working	107	Overbearing	146	Trustworthy
30	Considerate	69	Happy	108	Passive	147	Unfriendly
31	Courageous	70	Harsh	109	Patient	148	Unkind
32	Cowardly	71	Hateful	110	Personable	149	Unstable
33	Critical	72	Helpful	111	Petulant	150	Untidy
34	Cruel	73	Honest	112	Polite	151	Wary
35	Curious	74	Humanitarian	113	Proud	152	Wicked
36	Dangerous	75	Humorous	114	Prying	153	Wise
37	Daring	76	Humble	115	Rational	154	Witty
38	Decisive	77	Idealistic	116	Realistic		
39	Demanding	78	Imaginative	117	Rebellious		

Wants, Goals and Dreams

Below is a table for you to roll on for randomized Wants, Goals and Dreams. These are things that your Inner Hollow wants to do either before taking over your body, or afterward. Takeover of the character isn't a goal as all Inner Hollow have that desire...

Roll	Dream/Goal
1	Travel (Choose place)
2	Murder (Ally of Character)
3	Murder (Enemy of Character)
4	Freedom (From the Character)
5	Parenthood
6	Symbiosis (With the Character)
7	Death (Of itself)
8	Death (Of Character)
9	Love (From Character)
10	Love (From Ally of Character)
11	Love (From Enemy of Character)
12	Re-Roll, gaining results till you don't roll a 12 (So if you rolled 3 12s in a row, you would try for 3 results)

You can roll on this table multiple times without getting a 12. Doing so sets up an Inner Hollow with separate goals and dreams from the character. Who knows. It might become a viable NPC character. And these are by far not the only goals that an Inner Hollow can work towards, these are just examples for you to consider.

If you roll a 2 or 10, roll randomly through the character's allies and mark that result in your notes. If you rolled a 3 or 11, do the same for the character's enemies and mark that in your notes. Please note we didn't put any vile Dreams/Goals on here. You can place them on here if you wish, we just wanted to be a bit family friendly.

Special Rules

Symbiosis: If your Inner Hollow rolls a 6 on the Dream/Goals chart, it wishes to merge with you, and pushes you to take the Vizard Unleashed prestige path. Should you do so, your Inner Hollow gives up more than normal, allowing you to use all of its Hollow Growth Powers while your Mask is down.

Parenthood: Your inner hollow seek out opportunities to become pregnant or to impregnate someone. If your Inner Hollow is female, while your Inner Hollow is in control, you are female. If it becomes pregnant, you remain taken over till the end of the pregnancy at which time you can reassert control.

Travel: This is more than simple wanderlust. This is a desire to remain in a place of its choosing, probably at the detriment of the user. Common destinations include The Oni Courts, Hueco Mundo, Soul Society and other places that could get you killed. This COULD be a good thing, but that's really up to your GM. If you roll Symbiosis and Travel, there is a chance that you will agree with your Inner Hollow.

Example

Justin decides to gain an Inner Hollow. His GM makes the following rolls for it.

Gender: 70

Justin's Inner Hollow is Female

Personality: 108, 138, 22

Justin's Inner Hollow is Passive, Stubborn and Cheerful.

Dreams/Goals/Wishes: 8, 11

Justin's Inner Hollow wants to kill its wielder, and loves one of Justin's enemies, decided by the GM.

The Relationship Chart(tm)

The Relationship Chart (TM) is a system of gauging the initial reaction and lasting impressions that the player characters leave on the NPCs.

Developer's Note: The Relationship Chart (TM)

The Relationship Chart (TM) can be chaotic if you do it wrong, but done right, it'll add a layer of complexity to the game that it lacks sometimes. It adds a layer of depth to character interaction and makes it so that players can actively make friends, romantic interests and enemies without GM fiat.

How it Starts

Whenever a Player encounters an NPC that is going to be around for at least an arc, the GM rolls percentile dice and checks the result against the following chart.

Table: Relationship Chart (TM)

Die Roll	Result
Below 1	Results below 1 can happen
1 through 24	Outright Hatred
25 through 40	Unfriendliness
41 through 59	Indifference
60 through 84	Friendship
85 through 100	Romantic and Sexual Interest
101 through 130	PC becomes the NPC's tertiary allegiance
131 through 160	PC becomes the NPC's secondary allegiance
161 through 200	PC becomes the NPC's primary allegiane

Through Game Play and Diplomacy rolls, you can improve the mood of an NPC. There are temporary and permanent gains and losses noted on the chart below.

Table: Relationship Chart (TM) Modifiers for In Game

Action	Mood Change	Permanence
Player is rude to NPC	-5	Temporary
Player is consistently rude to NPC	-5	Permanent
Player is outright hostile to NPC without provocation	-10	Temporary
Player is consistently hostile to NPC	-10	Permanent
Player is friendly to NPC	+5	Temporary
Player is consistently friendly to NPC	+10	Permanent
Player makes a successful Diplomacy Check	+1 per Result	Temporary
Player makes several Successful Diplomacy Checks (5 or more)	+1 per highest result	Permanent
Player takes advantage of NPC in a bad way	-20	Temporary
Player takes advantage of NPC in a bad way more than once	-20	Permanent
Player makes inroads to be friendly with a character the NPC hates	-10	Temporary
Player becomes romantically involved with character the NPC hates	-10	Permanent

Temporary: This lasts for up to 1d4 days

Permanent: This is a permanent change. You can still change the Relationship Chart Roll through other means

Other Modifiers

There are other modifiers to the way NPCs perceive you.

Table: Other Modifiers

Modifier	Modification
Character/PC doesn't swing that way	-30 to the roll
Character has heard bad things about the PC	-10 to the roll
Character has heard good things about the PC	+10 to the roll
PC is introduced in a good way to NPC	+10 to the roll
PC is introduced in a bad way to NPC	-10 to the roll

Hidden Unique Powers

Sometimes characters have strange abilities that cannot be explained by game mechanics. These would be hidden unique powers.

Developer's Note: Hidden Unique Powers

Hidden Unique Powers are a great way to give depth to your player characters. They should always be fun small abilities that don't have a severe gameplay aspect.

Gaining Hidden Unique Powers

These are granted by the GM and should be consistent with a character's concept. They don't use game mechanics specifically, and should never overlap, meaning that no two characters, no matter how closely related should ever have the same power.

Limitations of Hidden Unique Powers

The only real limitations on Hidden Unique Powers is their power. They should never be gamebreakingly powerful, or even good in a fight. They are unique to the character and they can never lose them unless their core concept is destroyed utterly.

Examples of Hidden Unique Powers

- A Time/Space manipulating character being able to see and show others the past and possible future
- A character that breaks the fourth wall having the ability to correctly, in game, identify and interact with another variant
- An extremely lucky character that has the ability to be immune to detrimental effects of certain variants

Losing a Hidden Unique Power

Should your character dramatically change concepts, be removed from the cycle of regeneration and never be brought back, or have their concept heavy power removed, they lose their Hidden Unique Power. The GM should award a player with a new power to compliment their new theme however. If the character is rendered spiritually dead, they lose any Hidden Unique Powers and cannot gain a new one till they are at least spiritually aware once again

Random Spiritual Awareness

Sometimes, someone is just so damned powerful that they impart spiritual awareness on those close to them. This is generally a random process, but if you're around a non-spiritually aware person long enough, odds are they might gain powers.

Developer's Note: Random Spiritual Awareness

This is a great variant if you want to have a plethora of NPCs that are spiritually aware coming from a crop of those that are not. It can get game breaking sometimes, and it can get tedious to keep designing new characters, but it is kinda like what happens in Bleach proper anyway.

Prerequisites

If your Reiatsu is above 500, you have the potential to make others Spiritually Aware or Awakened.

Definition of Terms

- Spiritually Aware: Anyone that can see spiritual beings, Has the Spiritually Aware feat
- Spiritually Awakened: Anyone with a Racial Feat.

The Process

Any time your character spends an exorbitant amount of Reiatsu (At least 1/10th their maximum) or release a Tier 2 or higher release around spiritually dead people, roll a percentile dice for each person around them. This can include joke characters like the ants on the ground or birds in the sky, but shouldn't all the time. Anyone who's roll is below 25% (24 or less) becomes spiritually aware, gaining the Spiritually Aware feat as a bonus feat. Anyone who's roll is 10% or less (Between 1 and 9) becomes spiritually awakened, and gains a bonus Racial Feat. Roll randomly through the races in your campaign to determine the race of the newly spiritually awakened person. The GM reserves the right to choose the race if they want to. Players can also petition for certain races.

Dimensional Ripple Rules

If you're running the Bleach Storyline with new characters entering the mix, there are going to be changes right? Dimensional Ripple Rules are here to help you out with that. These rules are only applicable if the Main Bleach Cast/Storyline plays a major point in your game.

Developer's Notes: Dimensional Ripple Rules

This is the perfect way to keep know it all Bleach-a-philes from guessing your next move. It also enters a new chaotic element into the game for those that enjoy not having a linear storyline.

The Beginnings

Ripples begin small, and grow to encompass entire lakes. As such, Ripples of the Dimensional type begin small as well. Things like placement of objects and interference from the party drop the first stones into the dimensional pond. Changes should, as mentioned above start small, and progress from there to an entirely different story.

Quantifying Dimensional Changes

There is no real way to quantify dimensional changes. You'll have to decide for yourself how this variant plays in your game. Remember, begin small. Maybe Kon is kept in a different spot when he's not in use. Then move to medium changes. Maybe Uryu isn't really a guy... Then move to the large dimensional ripples... Like when a Ship of 1,000 Saiyajins shows up... Eventually you will have a very different story that is all your own.

If you truly need a way to quantify this in your game, Each time a moderate to major portion of the story comes to pass, roll a percentile dice. If the result is below 25% something changes. The closer to 1 the bigger the change. Remember, You don't have to force the story back on track. Once you've shifted focus, go with it, and write your own

Example

- 25% – A beloved item is kept in a different place
- 10% – Uryu's a woman!
- 1% – A ship full of Saiyajins lands on the Isle of Death Japan...

Alternative Hollow Evolution

This variant introduces a method of Hollow Evolution that matches the show's lore instead of being actually fair to players.

Developer's Note: Alternative Hollow Evolution

Abilities granted here are powerful due to the fact that you lose a lot till your an Adjuchas. Even then you must consume to survive, till you get to Vastro Lorde. Evolution happens automatically, which is nice, but it might not be worth it.

Becoming a Hollow

One you become a hollow, you halve your intelligence (Minimum 3) but gain an Unarmed Strike dealing 1d8[BW] damage instead of 1d6. You cannot choose claws with this variant, but the Natural Attack Hollow Growth Power gains the ability to grant you claws. When you deal unarmed damage, you deal 1 Acid damage per dice of [BW] you deal and gain the Consumption Hollow Growth Power automatically. You cannot take Cero while you are a normal, non Gillian hollow

Becoming a Gillian

When you have consumed more than 100 HD worth of creatures, you evolve into a Gillian gaining the Cero Hollow Growth Power. Your Intelligence remains halved, and you become colossal (Gaining benefits and penalties as normal). You cannot take the Adjuchas Prestige Path.

Becoming an Adjuchas

When you've eaten more than 100 HD worth of creatures as a Gillian, you evolve again into an Adjuchas gaining the first level in the Prestige Path listed below (See Below), returning your Intelligence to normal (It's not halved). You may lower your size to any size below Colossal. You do not lose the benefits, but lose the penalties.

Adjuchas

Prerequisites:

Special: Must have Consumed over 100 HD opponents while being a Gillian.

1 - DEVOUR [PRESTIGE]

When you consume a fallen opponent, you gain a greater part of its strength. You gain temporary hit points equal to its constitution score, and attribute bonus points equal to its character level to dispatch across your own attributes. These bonuses persist for one hour per level of the devoured character. This is a supernatural ability.

2 - Bonus Flash Step or Reiatu Feat

3 - HOLLOW PARAGON [PRESTIGE]

Instead of gaining Hollow Growths at every 3rd level, you now gain them every 2 levels instead, apply this retroactively.

4 - Bonus Flash Step or Reiatu Feat

5 - HOLLOW REGENERATION [PRESTIGE]

You gain fast healing equal to half the number of Hollow Growths you have. Any Hollow Growths that becomes Sealed no longer count towards this fast healing. Creatures with Hollow Regeneration can regrow lost portions of their bodies in 2d6 rounds and can reattach severed limbs or body parts instantly. Severed parts die if they are not reattached. This ability counts as a physical Hollow Growth.

Devouring as an Adjuchas

You must use Devour on any opponent you down, and must attack an opponent at least once a day or regress to a Gillian.

Becoming a Vastro Lorde

Once you have devoured more than 200 HD worth of opponents as an Adjuchas, you evolve once again into a Vastro Lorde. Your size becomes medium, and your appearance becomes humanoid (Though obviously not human). You gain the first level of the Vastro Lorde prestige path regardless of its prerequisites. You no longer have to consume souls to keep your form, and your intelligence, wisdom and charisma gain a +4 bonus. You may choose not to become a Vastro Lorde, if you choose not to, you may become a Kaiju Class Hollow.

Becoming a Kaiju Class Hollow

If you choose not to become a Vastro Lorde, and your size is colossal, or becomes colossal later, you gain the first level of Kaiju Class Hollow regardless of prerequisites.

Evolution beyond Kaiju and Vastro Lorde

These levels are purported to be the pinnacle of Hollow Evolution. Other levels may be introduced at your leisure, if you wish to continue the evolution train.

Arrancar Evolution

You may qualify as an Arrancar as normal, and if you become an arrancar, you can no longer evolve and you no longer regress. You may still consume souls, but do not have to. You can however, choose to evolve into an Arch-Arrancar or a Neo-Arrancar once you have hit 21st level.

Hit Dice instead of Basic Hit Points

This variant requires players to roll their hit points at each level except first. It changes various feats and flaws, and automatically adds your Constitution Modifier to hit points per level instead of normal.

Developer's Note: Hit Dice instead of Basic Hit Points

This variant makes leveling a little more random than normal, as you don't gain a set number of hit points (Unless you choose to. See Below). It can get really hairy, but all in all it, along with feats, grants the same or more hit points than normal.

Gaining Hit Points

Instead of gaining a set number of hit points per level, you roll 1d8 per level.

Basic Hit Dice: 1d8

Hit Points at First Level: 32 + Constitution Modifier

Hit Points at Each Additional Level: 1d8 (or 5) + Constitution Modifier

Feat Changes

The following feats are changed in this variant

BLOODED [BASE, SOUL]

Benefit: Your hit dice becomes 1d10 (40 + Constitution Modifier at 1st level, 1d10 (or 6) + Constitution Modifier per level thereafter.)

Special: You may take this multiple times. Each time increase the hit dice one size (1d10 becomes 1d12 (48 + Constitution Modifier at 1st level, 1d12 (or 7) + Constitution Modifier per level thereafter), 1d12 becomes 2d8 (64 + Constitution Modifier at 1st level, 2d8 (or 10) + Constitution Modifier per level thereafter), 2d8 is the maximum hit dice you can have before epic levels)

EPIC BLOODED [EPIC, SOUL]

Prerequisites: Blooded

Ability: Your hit dice becomes 2d10 (or 12) + Constitution Modifier per level, 80 + Constitution Modifier at first level.

Flaw Changes

The following flaw has a change in ability

Frail

Your Hit Dice becomes 1d6 (24 + Constitution Modifier at first level, 1d6 (or 4) + Constitution Modifier each level thereafter.

Special: You may take this a second time to reduce your Hit Dice to 1d4 (16 + Constitution Modifier at first level, 1d4 (or 3) + Constitution Modifier each level thereafter)

Intelligence Based Skills

Granting a set number of core skills has always been a point of contention between the developers. This variant changes it up a little bit

Developer's Note: Intelligence Based Skills

This is a very simple variant, that can easily be placed into the system replacing the core skill system.

Gaining Skills

At first level, instead of gaining 4 Base Skills and 8 Core skills, you gain $2 + \text{Intelligence Modifier}$ Base Skills and $6 + \text{Intelligence Modifier}$ Core Skills. You can never gain less than 1 skill from each category for a low intelligence or Flaws.

Level-less System

Bleach d20 Classless still has a structure of Levels behind it. This variant does away with that structure in lieu of experience points that can be spent on upgrades to your character.

Developer's Note: Level-less System

Well, this is a big'gun. It takes away a core convention of the D20 system and replaces it with something else entirely. This is good if you're going to make enemies a little more powerful, as they can be in this system as you aren't held to the constraints of levels.

Character Creation

You gain the following things when you create your character.

- 30 Hit Points
- 4 Base Trained Skills, 8 Core Trained Skills
- Up to 2 Flaws
- A Racial Feat or Spiritually Aware
- A Fan Service Feat
- 5 other Feats
- The Alive Feat if you're a living race
- 3 Action Dice
- 1 Reputation
- 2d4 + 1 Wealth
- Reiatsu (See Below)

Note: There is no longer a Starting Above Level 1 section, as there are no levels.

Skill Maximums

Your trained skills are considered to have 4 ranks in them at character creation. All other skills are considered to have 2 ranks in them. You can increase these ranks by spending experience (See Below)

Gaining Reiatsu

Since there are no levels in this system, Reiatsu works on a different system. At character creation you have 40 x Charisma Modifier Reiatsu. Each time you gain a Reiatsu feat, or increase your Reiatsu with experience, you gain 40 + Charisma Modifier Reiatsu.

Gaining Experience

Instead of gaining lots of experience, you gain a small pool of experience at the end of every session. You always gain 1 Experience for showing up. You can gain 1-3 experience for good role playing and another 1-3 experience for defeating monsters (1 for weak monsters, 2 for moderately challenging monsters and 3 for difficult monsters). The maximum experience you can gain in one session is 7

Spending Experience

Instead of gaining levels, you have a pool of Experience you can spend on your abilities, skills and feats. You expend your experience to gain bonuses to these things as follows.

What your Boosting	Experience Expenditure
One Feat	Current number of feats
One Additional Action Dice	5 x The number of Action Dice possessed
+1 Rank to all trained Skills	3 x Maximum Trained Skill Rank
+1 Rank to all untrained skills	5 x Maximum Trained Skill Rank
+5 Hit Points	1 x 1/5 th your current maximum hit points
Additional Trained Core Skill	Current number of Core skills
Additional Trained Base Skill	2 x Current Number of Base Skills
+2 to one Ability Score	4 x Current Modifier (Negative Ability Modifiers and 0 count as +1)
Gaining Reiatsu	3 x The number of times you've gained this +1
+1 Reputation	4 x Current Reputation
+2 Wealth	2 x Current Wealth
Effective Level for Feats that require Level	3 x Current Effective Level (Starts at 1)

Enemies and Experience

When creating enemies, you should keep track of how much experience your players have garnered (If they have garnered multiple different totals, keep track of the highest). An important enemy creature should have experience to spend equal to one and a half times the highest experience.

Prestige Paths

When expending experience on Prestige Paths, you cannot take more than one [PRESTIGE] feat per experience expenditure.

Epic Levels and a Level-less System

When dealing with feats and prestige paths with the Epic tag, you must have at least 33 feats before even attempting to gain Epic Tagged feats and Prestige Paths.

Epic Level 8 System

The Epic Level 8 system is focused more on storytelling and less on over the top anime action. It breaks the convention that Epic has to mean high and focuses on a more grim and gritty world.

Developer's Notes: Epic Level 8 System

For those that want to limit their players, the Epic Level 8 System makes it so that Bankai really IS the best you'll ever have.

Beginnings

Character creation in the E8 system starts as normal. You gain everything you would gain for being a level 1 Bleach character. You continue advancing with a few key differences as noted below until you hit level 8, then leveling stops.

Level 3 and Level 8

Instead of having to take feats for Shikai and Bankai-like things, you automatically gain them as you progress. At level 3, you gain your Tier 1 Release, and at level 8 you gain your Tier 2 Release automatically. If you are a Hollow and want to be an Arrancar, you gain Resurreccion at level 8.

Gaining Power Beyond level 8

For every 5,000 experience you gain, you gain a feat. You must meet all prerequisites of the feat, except for Skill Based ones. If a feat has a Skill Rank prerequisites, you merely need training in those skills to meet the prerequisites.

Enemies in an E8 System

Villains that are important to the plot (Such as End Game villains) max out at level 16 instead of 8 denoting that there are some enemies that are so far above the heroes that they'll need a miracle to beat them.

Increasing the Power of your Releases

Even though you've maxed out at level 8, doesn't mean your Tier 1 and 2 Releases don't get more powerful. For every 7,500 experience you gain you may either gain 2 Shikai Abilities for your Tier 1 Release, or 1 Bankai ability for your Tier 2 Release (If it has access to Bankai abilities)

Special Conditions for Epic Levels

In this variant, you are not automatically guaranteed Epic Level status. There are things to do, and power to gain before you get to epic levels, and if you can't perform, you don't get there.

Developer's Note: Special Conditions for Epic Levels

This variant makes epic levels more epic feeling. It makes them feel less like just a continuation of the story, and more like a story in itself.

Beginnings

Up to level 20, Nothing changes. You gain levels, you gain feats, you gain abilities as normal.

Reaching the Cap

Level 20 is the cap for all players in this system that don't have some sort of special power defining them.

Breaking the Barrier

Characters that are Vizards, Arrancar, Regents, Captains, Hanshu, Dispassionate Watchers and certain other prestige paths are stuck at level 20. The above prestige paths allow you to break that cap, but there are other ways to do it as well.

Questing for Levels

Once you've hit level 20, and you're not one of the above mentioned prestige paths (or one approved by your GM), you must break the 21 barrier. The Glass Ceiling as it were. To do so, you must prove your worth to the universe. There are several ways to do this

- The first of which is going on a quest to gain the blessing of someone of 21st level or higher. Doing this grants you the Spark needed to get to Epic Levels. Once you have gained the blessing of an Epic character, you may begin to one again gain experience. It is 10 times harder to get to Epic Levels via this experience than it is to normally level (Meaning you need 290,000 experience to become 21st level using this method)
- The second method is to consume an artifact. Doing this destroys the artifact and transfers it's powers to you granting you 20,000 Experience automatically. Artifacts are things that are of immense power, and require extraordinary methods to consume. You must discover the method of consumption before you can enact this method, and doing that may be a quest in and of itself.
- The third method of breaking the barrier is to pay experience. This is by far the easiest method, but it forces you to fall behind your allies. 100,000 experience is needed to reach level 21. This reduce your experience total by that much, which must be made up in game. You don't immediately reach level 21 using this method, you've only broken the glass ceiling.
- The fourth method is really up to your GM. They set the parameters, and force you to meet them before breaking the Glass Ceiling.

Once your 21st level

After breaking the glass ceiling, your leveling continues as normal.

Just Modifiers

This variant changes stats to be lower, but just as important.

Developer's Note: Just Modifiers

This variant simplifies and complicates the system by taking away that 20 Strength for a +5 Modifier instead.

Gaining Stats

When you begin play, you gain one half as many points as you would have normally (So 5, 10, 15 or 20 depending on your GM's mood). All your Statistics begin at 0 and you place these points into your Statistics as you normally would with a maximum cap of +5 at level 1. You may lower your statistic below 0 to a maximum penalty of -5 to gain bonus points equal to the lowering.

What this means

With this variant, a +5 is equivalent to a 20 in the old system. Everything you would have gotten for having a 20 in a stat you gain for having a +5.

Gaining Stat Points

Every 4 levels you may increase 2 stats by 1 each with this variant. If you have the 3 points every 2 levels variant, you gain a +1 to three different stats every 3 levels instead.

Feat Changes

All feats with Statistic Prerequisites change to become the modifiers of the stats in the prerequisites. Example: Two Weapon Fighting now requires a +1 Modifier instead of a 13 Dexterity. Heroic Attribute now grants only 1 Statistic Point to one of your statistics instead of 2.

Ability Changes

Any ability that changes your Ability Scores sees that increase halved.

Skill Points

This system did away with skill points a long time ago in lieu of Trained and Untrained skills. This variant puts them back.

Developer's Note: Skill Points

This variant complicates the system a bit, making character creation take a small bit longer. It's recommended however, if you want a more DnD charm to your game.

Gaining Skill Points

At first level you gain a certain amount of Skill Points.

Skill Points at First Level: $(4 + \text{Intelligence Modifier}) \times 4$

Skill Points at each additional Level: $(4 + \text{Intelligence Modifier})$

Training Skills

All skills are trainable, meaning you can place up to $3 + \text{Level}$ into any skill you wish. If you don't have skill points in a skill, that skill is completely untrained and is reliant on your Ability modifiers to dictate your roll.

Feat Changes

The only feat that needs to change is Talented. In this system it grants you 2 more Skill Points per level (x4 for first level) retroactively. It also changes the Omnipotent Feat to add 4 Ranks to every skill, and ups your maximum ranks by 2. Prodigy and Savant grant you an additional Rank Maximum and one additional rank to the chosen skills.

Flaw Changes

The Stupid flaw takes away 2 skill points per level.

Variable Character Creation

In the original copy of the rewritten Bleach book, Character Creation was done via a point system. That system is reprinted here.

Developer's Note: Variable Character Creation

This variant combines other variants with its own original system. It also assumes you have some time on your hands because it takes a little longer and is more in depth than the normal character creation system.

Character Creation

At character creation you have 100 points to spend on your various abilities including Hit dice, Skill Points, Trained Skills, Feat Amount and Starting Action Dice. Each option costs a certain amount of points that must equal 100 or less. Points left over are lost.

Table: Prices

	Hit Dice	Cost	Skill Points	Cost	Trained Skills	Cost	Feat Number	Cost	Action Dice	Cost
Strong	1d12	30	8+Int	30	17	30	9	30	5	30
Moderate	1d8	20	6+Int	20	13	20	6	20	3	20
Weak	1d4	10	4+Int	10	9	10	3	10	1	10

Mark down each option you choose and its cost. Total it up and see if it's equal to or less than 100 points. If it is, you've created your character properly.

Explanations

- **Hit Dice:** You gain this many hit points per level (x4 at first level)
- **Skill Points:** You gain this many skill points per level (x4 at first level)
- **Trained Skills:** These skills are the skills you can place 3 + Level ranks in. All others can handle only half that.
- **Feat Number:** This is the number of feats you gain upon character creation
- **Action Dice:** This is your action dice pool at first level.

Stat Points, Wealth, Flaws and Reputation

Acquisition of these things do not change. You still begin with (20, 30 or 40), (2d4 + 1), (up to 2) and (1) respectively.

Quick Character Creation

To create a character quickly, take only the Moderate options. This gives you a character that is moderately powerful in all areas, and weak in none.

Universe Without...

Since we're delving into the realms of the possible, what about worlds without certain core races. Not the Expanded ones mind, but the core 5. What would the world be like without Shinigami, or without Quincy or Hollow. This variant is meant to show you.

Developer's Note: Universe Without...

This is a massive departure from the normal Bleach, as it postulates different worlds without core races.

What is a Core Race?

A race that is considered a Core Race is one that exists within the Bleach Manga. That is the most core you can get. The core races are

- Shinigami
- Quincy
- Fullbringer
- Soulcaster
- Hollow

All other races, including those portrayed in the Anime are expanded races and are not covered here.

A World Without the Shinigami

In a world without the Shinigami, you have to consider what race handles the Cycle of Reincarnation if it needs to be handled in the first place. Some universes have the Cycle run itself, such as the DBZ universe. Others have no cycle of reincarnation, once you die, if you're not brought back, you're dead forever.

A World Without Quincy

In a world without Quincy, not much changes, except the core storyline. There would have been no Quincy massacre, no Quincy Blood War. Did another race fill the role of the Quincy? Who defends the world of the living while the Shinigami patrols for the dead? Did humans never develop spiritual powers without outside intervention?

A World Without Fullbringers

In this type of world, the only thing that truly changes is the method of power acquisition. In a world without Fullbringers, Hollow attacks don't make people powerful or make their children powerful, they just happen. Also, in a world without Fullbringers certain elements of the Manga would be vastly different. Does Chad even exist? Did he get powers? If so what kind of powers? Were they strong enough to defeat the enemies he's defeated? Also, in a world without Fullbringers, you have to consider the ramifications it would have to the world after the Aizen fight. If there were no Fullbringers to bring the Shinigami back to restore Ichigo's powers, what differences would that have in the storyline?

A World Without Soulcasters

A World without Orihime's powers is a scary one indeed. With no way to bring back the dead, most of the Bleach Cast wouldn't be around to tell the tales of their victories. Granted, she hasn't saved that many people, but those she has saved went on to do great things. If Orihime had no powers, who did Aizen kidnap to lure Ichigo into Hueco Mundo? If Orihime had no powers, where would several characters be right now? Including Ichigo. She's an important part of his life whether he admits it or not. If he did get lured into Hueco Mundo, how did he live versus Ulquiorra, who was only defeated because Orihime cared so much about Ichigo that he defied death for it. Who restored the lives of Loly, Melony. How did Grimmjaw fair with only one arm and no way to get it back? There are more things to consider, too many to list here.

A World Without Hollow

In this strange world, the Shinigami and Quincy probably never went to war. I only say this because you have to see the ramifications of the actions Hollow have done. It was the presence of Hollows that inspired the first Quincy to take up arms and defend their homes. It was the presence of Hollow, and their death at the hands of Quincy that brought about the Quincy Blood War and the Quincy Massacre. Another thing to consider, is where do regretful spirits go? Do they just move on? Do Shinigami have no job to do?

Filling the Gaps

There are a lot of gaps to fill in the above scenarios. Many of them can be filled by Expanded Races. Examples include, Kami that send souls on because there are no shinigami. Relentless spirits driven to insanity becoming Oni instead of Hollow, Creatures such as the Yotogi bringing souls back into the cycle to counteract Quincy over aggression. Superhumans who evolved and fill the role of Fullbringers.

Old Friends, New Enemies

There are also relations to consider. For example: If there are no Hollow, do Quincy and Shinigami even have a rivalry? If restless spirits, say, become Oni instead of Hollow, would it not be Shinigami vs Oni? Who defends the living world? Could the Quincy and the Shinkoukenjin races have come to blows over that job? Would the Shinkoukenjin even stand for the Quincy's removal of souls from the cycle?

Final Notes

In the end, there is a lot to consider when trying to eek out which races could disappear, and a lot of work to do once one does. The above statements are just examples and questions, notes of consideration and postulations to get your minds working.

Extra Effort

Characters are sometimes called upon to perform feats beyond even their amazing abilities. This calls for extra effort. Players can use extra effort to improve a character's abilities in exchange for the character suffering some fatigue. The benefits of extra effort are not limited by level due to their extraordinary nature.

Developer's Note: Extra Effort

A good compliment to the Action Dice system, Extra Effort allows characters the ability to do truly amazing things.

Using Extra Effort

Players can have their Characters use extra effort simply by declaring they are doing so. Extra effort is a free action and can be performed at any time during the character's turn (but is limited to once per turn). A character using extra effort gains one of the following benefits:

Action

Gain an additional standard action during your turn, which can be exchanged for a move, swift or free action, as usual.

Bonus

Perform one check with a bonus (+5 circumstance bonus) or improve an existing bonus to a major bonus by multiplying it by 1.5. This bonus can also negate a temporary penalty permanently or ongoing penalty for our full-round.

Power

You can use extra effort to increase the benefits of one of your feats or abilities, doubling the benefit provided.

Resistance

Gain an immediate additional resistance check against an ongoing effect. If you're compelled or controlled, the fatigue from the extra effort doesn't affect you until you're free of the effect; this is so you can't resist yourself to exhaustion as a way of avoiding being controlled!

Retry

You may retry a failed check regardless of type.

Speed

Double your speeds until the start of the hero's next turn.

Strength

Double your Strength Modifier and Lifting and Carrying capacity for on full-round

Cost of Extra Effort

At the start of the turn immediately after using extra effort, the hero becomes fatigued. A fatigued hero who uses extra effort becomes exhausted and an exhausted hero who uses extra effort is incapacitated. If you spend an Action Dice at the start of the turn following the extra effort to remove the fatigue, the character suffers no adverse effects. In essence, spending an Action Dice lets you use extra effort without suffering fatigue.

Leverage Points

Whether it's luck, talent, or sheer determination, characters have something setting them apart from everyone else, allowing them to perform amazing feats under the most difficult circumstances. In this variant that "something" is Leverage Points. Spending a Leverage point can make the difference between success and failure in the game. When you're entrusted with the safety of the world, that means a lot!

Leverage Points allow players to "edit" the plot of the adventure and the rules of the game to a degree. They give characters the ability to do the amazing things characters do in the manga/anime, but with certain limits, and they encourage players to make the sort of choices characters do in the manga/anime, in order to get more Leverage Points.

Players start each game session with 1 Leverage Point. During the adventure they get opportunities to earn more Leverage Points. Players can use various tokens (poker chips, glass beads, etc.) to keep track of their Leverage Points, handing them over to the Gamemaster when they spend them. The Gamemaster can likewise give out tokens when awarding Leverage Points to the players.

Unspent Leverage Points don't carry over to the next adventure; the characters start out with 1 point again. Use them or lose them! Since Leverage Points are a finite resource, players need to manage them carefully, spending them at the most opportune times and taking chances to earn them through complications. Playing it "safe" tends to eliminate chances of getting more Leverage Points while taking risks, facing complications, and, in general, acting like a hero offers rewards that help them out later on.

Developer's Note: Leverage Points

A powerful option for any campaign, Leverage Points replace Action Dice in all functions including any other variants you're using.

Using Leverage Points

Unless otherwise noted, spending a Leverage Point is a reaction, taking no time, and you can spend as many Leverage Points as you have. You can spend Leverage Points for any of the following:

Edit Scene

You can "edit" a scene to grant your character an advantage by adding or changing certain details. For example, a character is fighting a villain with plant-based powers in a scientific lab. You deduce the villain may be weakened by defoliants, so you ask the GM if there are any chemicals in the lab you can throw together to create a defoliant. The Gamemaster requires a Leverage point to add that detail and says the right chemicals are close at hand. Now you just have to use them!

How much players are allowed to "edit" circumstances is up to the individual Gamemaster, but generally Leverage Points should not be allowed to change any event that has already occurred or any detail already explained in-game. For example, players cannot "edit" away damage or the effects of feats or abilities (Leverage Points already allow this to a limited degree, see the following). The GM may also veto uses of editing that ruin the adventure or make things too easy on the players. This option is intended to give the players more input into the story and allow their characters chances to succeed, but it shouldn't be used as a replacement for planning and cleverness, just a way to enhance them.

Heroic Feat

You can spend a Leverage point to gain the benefits of one feat you don't already have until the end of your next turn (see Feats). You must be capable of using the Feat. If the feat has any prerequisites, you must have them to gain the benefits of the feat as a heroic feat.

Improve Roll

One Leverage point allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the re-roll is always a result of 11-20). You must spend the Leverage point to improve a roll before the GM announces the outcome of your initial roll. You cannot spend Leverage Points on die rolls made by the GM or other players without the Luck Control Feat (See Below).

Inspiration

You can spend a Leverage point to get sudden inspiration in the form of a hint, clue, or bit of help from the GM. It might be a way out of the villain's fiendish deathtrap, a vital clue for solving a mystery, or an idea about the villain's weakness. It's up to the GM exactly how much help the players get from inspiration and how it manifests, but since Leverage Points are a very limited resource, the help should be in some way significant.

Instant Counter

You can spend a Leverage point to attempt to counter an effect used against you as a reaction. This is up to the GM as to how you counter the effects, but you can input suggestions that your character may have in their repertoire.

Recover

You can spend a Leverage point to recover faster. A Leverage point allows you to immediately remove a dazed, fatigued, or stunned condition, without taking an action. Among other things, this option allows you to use extra effort (previously) without suffering any fatigue. Spending a Leverage point to recover also lets you convert an exhausted condition into a fatigued condition.

Earning Leverage Points

In manga, characters often confront the villain(s) and deal with various setbacks. Perhaps the villain defeats or outwits them in the first couple scenes. Maybe one or more of the characters have to overcome a personal problem. The villain may have a secret the characters need to discover, and so forth. By the end of the story, the characters have overcome these challenges and they're ready to take on the villain. This game reflects this kind of story structure through the awarding of Leverage Points. The characters gain additional Leverage Points as an adventure progresses. When the going gets tough, the characters get tougher, because they get Leverage Points to help them overcome future challenges. Characters get Leverage Points from creative use of flaws, acts of heroism, and roleplaying.

Karma

There is no fate but what you make. It's a line that's been used to define defiance of fate, but in this variant, you have a fate, and as long as you work towards it, you gain bonuses. Strive against your fate, you receive penalties. There might be no fate but what you make, but sometimes, going down the path of least resistance isn't enough. That's Karma for you. This system replaces action dice. If you gain "Action Dice" from this variant, they function as normal.

Developer's Notes: Karma

A more storytelling variant, Karma sets a path for your character to follow, and a guide for the crafting of stories for your GM. If you've got the Redemption Karma, the GM should put at least one powerful character that can be turned from their dark path.

Base Description of Karma

Karma is the pull of destiny on your character. It grants bonuses and penalties for following or railing against your Karma. When you pursue your Karma, you gain one Karma Point. You can also gain a Karma Point for good roleplaying as long as you're not railing against your Karma. Only Heroic characters have Karma Points. Ordinary NPCs don't gain Karma Points. Whatever Karma has in store for them is only story based.

Choosing Karma

There are different manifestations of Karma, and at the start of the game, you may choose one. You may also choose a manifestation of Karma at any point within the game, as long as the GM approves and you don't have one yet. Alternatively, you do not need to choose a manifestation of Karma for yourself. You may allow the GM to choose one for you, and steer you towards it granting you bonuses and penalties as you try to figure out what your manifestation of Karma you have. Your GM should not choose a manifestation of Karma for your character without your permission.

A Character with a manifestation of Karma gains short term benefits when they make significant steps towards fulfilling their Karma, and gain short term penalties when they rail against it.

Karma Points

Karma Points are a resource that a character can use to fulfill their manifestation of Karma. A first level character with a Destiny gains one destiny point. At each additional level they gain an additional point of Karma. A Karma point allows a character to do nearly impossible tasks, or survive against all odds.

Spending Destiny Points

As a free action at any time, you may spend your Destiny Points for any of the following effects.

- Automatically Score a Critical Hit (No attack roll required)
- Automatically cause an attack made against you to miss (Even after the attack roll is resolved)
- Act out of Turn (Thus changing your place in the initiative order)
- Take damage that would otherwise effect another target within your reach
- Increase the effects of Feats and Abilities (Double their Numerical Bonuses or add 10 to their DC)
- Immediately gain 3 Action Dice
- Cheat Death (You are left at -1 and stable instead of outright dying)
- Make a missed attack a Critical Failure (Thus provoking an Attack of Opportunity)
- Make a missed defense roll a Critical Failure (Thus increasing your Critical Multiplier by 1)

Sample Manifestations of Karma

- Karma Bonus: When a character fulfills a goal or takes steps to clearly fulfill his Karma (GM's discretion) You gain a Short Term benefit.
- Karma Penalty: When a character does something that clearly moves a character away from his karma (GM's discretion) he suffers a short term penalty.
- Karma Fulfilled: When a character fulfills his destiny, he gains these permanent benefits, and possibly other benefits as well (Covered in the examples)

Corruption

Your karma is to corrupt a person, organization or location. There are many ways to do this. Egging someone on to remove souls from the cycle of reincarnation, or to pervert a otherwise good thing are expressions of corruption. Your Karma may be to become corrupted yourself, either by a person, organization or by a series of life-changing events. This corruption should be a long term goal, and not attainable in one or two sessions.

- **Karma Bonus:** For 24 hours, all allies within 100 feet of you gain a +4 bonus on Skill Checks and Ability Checks
- **Karma Penalty:** For 24 hours, you suffer a -4 penalty on Skill Checks and Ability checks
- **Karma Fulfilled:** Increase any 2 stats of your choice by 2 and change one of your allegiances to either Hatred, Power, Self or Evil.

Destruction

Your karma is to destroy a person or object, for good or evil. The target of this Karma should be something very difficult to reach, either because it's heavily guarded or well hidden.

- **Karma Bonus:** For 24 hours you and any allies within 100 feet gain a +8 bonus to damage rolls
- **Karma Penalty:** For 24 hours you and any allies within 100 feet suffer a -8 penalty to damage rolls
- **Karma Fulfilled:** Increase one of your ability scores by 4.

Discovery

Your karma is to discover a person, species, object or location that was either previously lost or unknown to civilization. This could be as simple as finding the body of a long-dead hero, or as complex as discovering an entirely new plane of existence.

- **Karma Bonus:** For 24 hours you and all allies within 100 feet gain a +4 bonus to all defenses (Defense, Fortitude, Reflex and Will)
- **Karma Penalty:** For 24 hours you suffer a -4 penalty to all defenses (Defense, Fortitude, Reflex and Will)
- **Karma Fulfilled:** You gain a permanent +2 bonus to all defenses (Defense, Fortitude, Reflex and Will)

Education

Your karma is to train or educate another being or group of beings in some way. The education that this entails must be long term, and must have great importance to the person and set the groundwork for them to attain their own Karma

- **Karma Bonus:** For 24 hours you and all allies within 100 feet of you gain a +4 bonus to skill checks and ability checks
- **Karma Penalty:** You take a -4 penalty to skill checks and ability checks for 24 hours
- **Karma Fulfilled:** Choose a skill. You permanently gain a +5 bonus with that skill

Redemption

Your karma is to redeem a character that has become evil in some way. Certain Shinkoukenjin believe that they can redeem their fallen brethren. Whether this is attainable or not, is up to karma to decide.

- **Karma Bonus:** You gain a bonus action dice that transcends game sessions until spent
- **Karma Penalty:** You lose one Action Dice. If you have no action dice remaining when this triggers, you take a -2 penalty to all d20 rolls for 24 hours
- **Karma Fulfilled:** The target of the redemption loses the Evil, Self, Power, Hatred or Oni Courts allegiance and it is replaced by the Friends/Family, Love, Good or Soul Society allegiances. Replace all that apply. They lose any Action Dice they haven't spent till the next game session. You gain 1 + The lost Action Dice increase to your permanent pool for Action Dice

Rescue

Your karma requires that you save a person from death, or an object from destruction. Often characters with this karma will not know which person or object they're meant to save, let alone how to do it. They simply must be in the right place at the right time. The hero might spend months travelling and doing other things, but they must be there to save the person

- **Karma Bonus:** For 24 hours you and all allies within 100 feet of you gain a +8 bonus on Damage Rolls
- **Karma Penalty:** You take a -8 penalty to damage rolls for 24 hours
- **Karma Fulfilled:** Increase 2 ability scores of your choice by 2.

Death and Karma

If you die in pursuit of your Karma, you can choose to inspire allies, demoralize enemies or alter the story in some way.

- **Inspire Allies:** If you die while attempting to fulfill your karma, all allies that witnessed the sacrifice gain a +4 bonus on all d20 rolls until your Karma is complete. Your Karma becomes one of the Karmas of all that gained the bonus.
- **Demoralize Enemies:** If you die while attempting to fulfill your Karma, all enemies that witnessed it take a -4 penalty to all d20 rolls for the next week
- **Alter the Story:** This is the most complex portion of this. You and the GM work to alter the story in some way that doesn't bring you back to life without outside interference. Perhaps you took the BBEG with you, or one of their chief lieutenants. Perhaps your sacrifice turned the tide of the battle, and caused your side to win. Perhaps you called down a goddess to help the party. Either way you cannot be brought back from the dead if you choose this.

You may only choose one of these bonuses to grant at one time.

Multiple Karma

You may have more than one karma, but you can never CHOOSE more than one. Sometimes one is thrust upon you by the GM, or another player. Should you have two or more Karma's, you gain bonuses and penalties based on all Karma's you have. Should you complete them all, you gain each bonus separately.

Karma Fulfilled

When you fulfill a Karma, you may choose another Karma, or allow the GM to bestow one upon you. Either way you may either keep any accumulated Karma, or split the karma among your allies. You cannot gain Karma Points again until you gain another manifestation of Karma.

Creating your own Karma

You can create your own Karma between you and your GM. You gain the following:

- 1 bonus that grants either a +4 bonus to select skills, a +2 bonus to all d20 rolls or +8 to Damage to grant allies within 100 feet for 24 hours as a Karma Bonus.
- 1 penalty that forces a penalty of -4 to select skills, a -2 to all d20 rolls or -8 to damage that you suffer for 24 hours as a Karma Penalty
- 1 Permanent Benefit that either grants a +2 bonus to 2 Ability, a +4 bonus to one Ability or one permanent action point or any other benefit that you can think up to gain on a permanent basis once the karma is fulfilled

Bleach Bloodlines

For those that want to stray into this territory, here are some Bloodlines for Bleach Races.

Developer's Note: Bleach Bloodlines

Not the greatest of variants, but it should be included here for completionist sake. Obviously, if you use this variant, you shouldn't also use the Oldblood and Heritage feats. Also having a Bloodline disqualifies you from having the Nobleblood feat.

Racial Feats and Bloodlines

Because even enemy races are playable in this system, you cannot have a bloodline that you have the racial feat for. Only Bloodlines for the 5 core races are presented. If a feat is presented it is gained regardless of prerequisite.

Table: Shinigami Bloodline

Character Level	Minor	Trait Gained Moderate	Major
1	-	-	Weapon Attack +2
2	-	Weapon Attack +2	Shinigami Skills
3	-	-	Strength +2
4	Weapon Attack +2	Shinigami Skills	Zanpakutou
5	-	-	Shinigami Affinity +2
6	-	Strength +2	Constant Release
7	-	-	Flash Step +2
8	Shinigami Skills	Zanpakutou	Greater Constant Release
9	-	-	Charisma +2
10	-	Shinigami Affinity +2	Doll Training Bankai
11	-	-	Shinigami Affinity +4
12	Strength +2	Constant Release	Fast Healing 2
13	-	-	Intimidate +2
14	-	Flash Step +2	Fast Healing 4
15	-	-	Constitution +2
16	Zanpakutou	Greater Constant Release	Fast Healing 6
17	-	-	Shinigami Affinity +6
18	-	Charisma +2	Fast Healing 8
19	-	-	Balance +2
20	Shinigami Affinity +2	Doll Training Bankai	Fast Healing 10

Table: Hollow Bloodline

Character Level	Minor	Trait Gained Moderate	Major
1	-	-	Unarmed Strike +2
2	-	Unarmed Strike +2	Bala HGP
3	-	-	Dexterity +2
4	Unarmed Strike +2	Bala HGP	Cero HGP
5	-	-	Hollow Affinity +2
6	-	Dexterity +2	Fast Healing HGP
7	-	-	Intimidate +2
8	Bala HGP	Cero HGP	Regeneration HGP
9	-	-	Strength +2
10	-	Hollow Affinity +2	Hollow Perfection
11	-	-	Hollow Affinity +4
12	Dexterity +2	Fast Healing HGP	Bonus Feat
13	-	-	Swim +2
14	-	Intimidate +2	Vastro Lorde Ability
15	-	-	Constitution +2
16	Cero HGP	Regeneration HGP	Bonus Feat
17	-	-	Hollow Affinity +6
18	-	Strength +2	Vastro Lorde Ability
19	-	-	Balance +2
20	Hollow Affinity +2	Hollow Perfection	Bonus Feat

Table: Quincy Bloodline

Character Level	Minor	Trait Gained Moderate	Major
1	-	-	Ranged Shot +2
2	-	Ranged Shot +2	Quincy Bow
3	-	-	Wisdom +2
4	Ranged Shot +2	Quincy Bow	W.A.S. Archive Access
5	-	-	Quincy Affinity +2
6	-	Wisdom +2	Master Shots
7	-	-	Flash Step +2
8	Quincy Bow	W.A.S. Archive Access	Senrai Training
9	-	-	Intelligence +2
10	-	Quincy Affinity +2	Vollständig
11	-	-	Quincy Affinity +4
12	Wisdom +2	Master Shots	Hirenkyaku
13	-	-	Kido Lore +2
14	-	Flash Step +2	Blut
15	-	-	Charisma +2
16	W.A.S. Archive Access	Senrai Training	Quincy: Skalverei
17	-	-	Quincy Affinity +6
18	-	Intelligence +2	Kocher von Einem
19	-	-	Martial Lore +2
20	Quincy Affinity +2	Vollständig	Flugel der Freiheit

Table: Fullbringer Bloodline

Character Level	Minor	Trait Gained Moderate	Major
1	-	-	Any One Attack +2
2	-	Any Attack +2	Bringer's Light
3	-	-	Str, Dex or Wis +2
4	Any Attack +2	Bringer's Light	50% Fullbringer
5	-	-	Fullbringer Affinity +2
6	-	Str, Dex or Wis +2	+2 Fullbringer Points
7	-	-	Any One Defense +2
8	Bringer's Light	50% Fullbringer	100% Fullbringer
9	-	-	Int, Con or Cha +2
10	-	Fullbringer Affinity +2	Pass Fullbringer
11	-	-	Fullbringer Affinity +4
12	Str, Dex or Wis +2	+2 Fullbringer Points	Fullbringer Mastery
13	-	-	Any One Reaction +2
14	-	Any Defense +2	High Fullbringer Mastery
15	-	-	Any Stat +2
16	50% Fullbringer	100% Fullbringer	DR +2/-
17	-	-	Fullbringer Affinity +6
18	-	Int, Con or Cha +2	Longinus Fullbringer
19	-	-	Any One Core Skill +2
20	Fullbringer Affinity +2	Pass Fullbringer	DR +4/-

Table: Soulcaster Bloodline

Character Level	Minor	Trait Gained Moderate	Major
1	-	-	Ranged Shot +2
2	-	Ranged Shot +2	Solitary Cutting Shield
3	-	-	Charisma +2
4	Ranged Shot +2	Solitary Cutting Shield	Twin Sacred Return Shield
5	-	-	Soulcaster Affinity +2
6	-	Charisma +2	Tri-Link Shield
7	-	-	Defense +2
8	Solitary Cutting Shield	Twin Sacred Return Shield	Shield of Four Heaven's Resistance
9	-	-	Wisdom +2
10	-	Soulcaster Affinity +2	Soulcaster's Flight
11	-	-	Soulcaster Affinity +4
12	Charisma +2	Tri-Link Shield	Regeneration 2
13	-	-	Reflex +2
14	-	Defense +2	Shield of Five God's Indictment
15	-	-	Dexterity +2
16	Twin Sacred Return Shield	Shield of Four Heaven's Resistance	Regeneration 4
17	-	-	Soulcaster Affinity +6
18	-	Wisdom +2	Six Heaven's Shaking Shield
19	-	-	Will +2
20	Soulcaster Affinity +2	Soulcaster's Flight	Regeneration 6

Explanations of Effects

The following abilities require special explanation:

- Shinigami Skills: You can use the Swim, Balance and Escape Artist skills as a Dead Race can.
- Bringer's Light: You can use the Swim and Balance skills as a Dead Race can.
- W.A.S. Archive Access: You gain access to the W.A.S. Archive as if you were a level 3 Character, gaining benefits from then on
- Master Shots: You gain access to Master Shots as if you were an level 8 character, gaining benefits from then on.

More than one Bloodline

You cannot have more than one bloodline. If you would ever be in the position to have a second bloodline, it supersedes the first instead of gaining the effect of both.

Bloodline Feats

The following feats are available only in this Variant

ADVANCED BLOODLINE [REIATSU, SOUL]

Prerequisites: Any Bloodline

Benefit: Your Bloodline becomes one stage higher without penalty. If you already have a Major Bloodline, you gain your abilities 2 levels faster.

Special: You may take this feat twice, once to make a Minor into a Moderate, and again to make a Moderate into a Major. If you already have a Major Bloodline you can only take this once.

BLOODLINE POWER [REIATSU, SOUL]

Prerequisites: Major Bloodline

Benefit: All numerical benefits of your Bloodline increase by +2. This means your final affinity is +8, your ability boosts are +4 as are your Skill Boosts.

Paragon Feats

There are those that exemplify their race. True Shinigami, Ect Quincy, Vastro Lorde, etc. Sometimes it's ok just to have the Noble Blood feat and call it a day, but there is also this variant that grants a bit more variety to royalty. This variant replaces the Noble Blood feat.

Developer's Note: Paragon Feats

An interesting way to decouple the Noble Blood feat into the different races, this variant takes the idea of Nobles and improves upon it.

Gaining a Paragon Feat

You may only gain a Paragon Feat if you are first level, do not have any Oldblood or Heritage feats, and have an 18 in a relevant statistic as noted by the race. If you are using the Bloodline Variant, you cannot gain a Paragon Feat if you have a Bloodline

Multiple Paragon Feats

It should be obvious, but you can never, in any way gain more than one Paragon Feat. If you ever gain an Oldblood from any source that can't be taken with Oldblood, you lose your Paragon Feat.

Example Paragon Feats

The following are the Paragon Feats for the 5 Core Races

PARAGON SHINIGAMI [REIATSU, PARAGON]

Prerequisites: 18+ Strength, Exclusive Oldblood

Benefit: You gain a +20 bonus to your Spellscore for Reiatu Calculation only. You are considered 2 levels higher for Shinigami Feats, Zanpakutou Feats and [BW] of Zanpakutou damage.

PARAGON HOLLOW [REIATSU, PARAGON]

Prerequisites: 18+ Dexterity, Exclusive Oldblood

Benefit: You gain a +20 bonus to your Spellscore for Reiatu Calculation only. You gain the Cero and Consumption Hollow Growth Powers. You are considered 2 levels higher for Hollow Feats and abilities.

PARAGON QUINCY [REIATSU, PARAGON]

Prerequisites: 18+ Wisdom, Exclusive Oldblood

Benefit: You gain a +20 bonus to your Spellscore for Reiatu Calculation only. You are considered 2 levels higher for Quincy feats, abilities and [BW] for your Quincy Weapon.

PARAGON FULLBRINGER [REIATSU, PARAGON]

Prerequisites: 18+ Constitution, Exclusive Oldblood

Benefit: You gain a +20 bonus to your Spellscore for Reiatu Calculation only. You are considered 2 levels higher for Fullbringer Feats and [BW] of damage with your Fullbringer Attack.

PARAGON SOULCASTER [REIATSU, SOUL]

Prerequisites: 18+ Charisma, Exclusive Oldblood

Benefit: You gain a +20 bonus to your Spellscore for Reiatu Calculation only. You are considered 2 levels higher for Soulcaster Feats and Abilities (Including Shield Ranks)

Creating a Paragon Feat

For most races, creating a Paragon Feat is simple. First, the race gains a +20 bonus to their Spellscore for their Reiatu Calculation only. Then they count as 2 levels higher for feats, abilities and in most cases [BW] damage for their racial weapon.

Test Based Prestige Paths

A few Prestige Paths in this system require role playing element to them. This variant makes that the norm.

Developer's Note: Test Based Prestige Paths

This forces the GM to have more work, as we're not writing out the tests for every prestige path.

Creating a Test for a Prestige Path

Certain prestige paths already have tests. Captain has the Captain's Proficiency Exam, Vizard has the defeating of your Inner Hollow. Creating a test for a prestige path is a complex process. When creating one, remember that you should always think about the flavor of the Prestige Path. Something like The Hero from Darkness and Starlight might force your character to defeat a higher level opponent in single combat or perhaps to become a Reiatricsukai you must have a certain Reiatricsu Score (Which you do) and must defeat a certain opponent. Not every roleplaying requirement forces you into combat. Something like the Soulcaster Grifter (From American Genesis) could require you to roleplay out each level of the prestige path as you rid yourself of your Shun Shun Rikka.

Passing or Failing

If the character passes the test, and has the other prerequisites, they now qualify for that Prestige Path. Should they fail, there should be some imposed time limit to when they can attempt again. If a test is lethal and the character fails, well they're probably dead, and unless are brought back, cannot retry. No Prestige Path should have a test that is so hard that it's impossible to pass.

What do to with other Prerequisites

The character still has to meet most other prerequisites. The only prerequisites removed in this system are the Skill Prerequisites. Everything else remains to balance this variant against the system at large.

Example Tests

2nd Division Special Ops: Test of the Night

Under the careful examination of a test proctor, the applicant must enter a dark building, navigate their way to a doll with bells on. This requires multiple Search Checks. You must pass 3, DC 25 Search Checks before you fail 2 DC 25 Search Checks. Once at the doll, you must steal all the bells without ringing any of them (DC 25 Sleight of Hand check) and make it out before the time limit without making a sound (DC 25 Move Silently Check). The time limit of this test is 2 minutes (20 rounds)

Adjuchas: The Hunt

You must hunt down and slay an already existing Adjuchas, using the Consumption Hollow Growth power on them. This should be difficult, but not extreme (With Tracking DC's in the teens and twenties)

Kyuujutsu Master: Chronicle of the Archer

The applicant must take an actual bow (Not their Quincy Bow), and 12 arrows. For this test, the bow you take deals damage as your Quincy Bow. With those 12 arrows, you must go into course of targets and fire all 12 arrows. You must get 8 Bullseyes out of the 12 shots (Defense 20)

Soulcasting Prodigy: Trial of the Healer

To pass this test you must go onto a battlefield, Block a target attack without taking damage (Deal 30 damage to the Shield, if it stands they pass, if it's broken they fail), heal a target back to consciousness (The target to be healed should be at death's door), and then defeat the enemy leader. The leader is always 2 levels higher than the Soulcaster.

Fullbring Master: Gauntlet of Fire

To pass this test, you must train for 8 hours a day for 1 week. At the end of the week, you must make an Constitution check with a DC of 25. You gain a bonus on this check equal to your level. Should you pass the Constitution check, you must spar a Fullbring Master and reduce their hit points by 2/3rds. Should you do this, you attain the rank of Fullbring Master

Removing Action Dice

In this system, Action Dice are an important resource. They allow truly momentous feats of power, even going so far as to spurn death itself. Removing them is a job, and here we go.

Developer's Note: Removing Action Dice

This is done with a heavy heart or a jubilant one as the Devs either love or hate Action Dice.

Removing Action Dice

This isn't hard. Firstly, you would restrict access to Action Dice to feats such as Red Wish, Red Star and Soul Companion. Feats that grant action dice still remain, and are accessible and do grant Action Dice.

Consequences

This means NPCs and PCs are going to die more often, not use abilities as often and certain abilities no longer function. Any ability that requires an Action Dice to use (Feats only) are converted to once per day abilities. Items from the Complete Dragonball are created at Maximum Action Dice invested.

Old Base Attack Bonuses/Defenses

In the Bleach d20 System, you gain your Base Attack Bonus from your ranks in 3 individual skills. You gain your defenses from the same thing. In this variant, we take that out, and input a system more like the old 3.5 where you gain an Attack Progression and Good and Bad saves.

Developer's Note: Old Base Attack Bonus/Defenses

This is a system that is good for those that don't want to deal with 7 different skills, each with a different attack/defense bonus.

Replacing the Base Skills

The first thing you have to do, is eliminate the Base Skills. The following Skills are eliminated:

- Unarmed Strike
- Weapon Attack
- Ranged Shot
- Fortitude
- Reflex
- Will
- Defense

The following Skills become Core Skills, which are renamed as just Skills

- Flash Step
- Initiative

What Replaces the Base Skills

There are three Base Attack Progressions, and three Base Save Progressions, and three Defense Progressions.

Base Attack Bonus Progressions

- **Poor:** $\frac{1}{2}$ Level Rounded Down
- **Moderate:** $\frac{3}{4}$ Level Rounded Down
- **Good:** 1x Level

Base Save Progressions

- **Poor:** $\frac{1}{3}$ Level Rounded Down
- **Moderate:** 1 + $\frac{1}{3}$ Level Rounded up
- **Good:** 2 + $\frac{1}{2}$ Level Rounded down

Defense Progressions

- **Poor:** 1 + $\frac{1}{4}$ Level Rounded Down
- **Moderate:** 2 + $\frac{1}{2}$ Level Rounded Down
- **Good:** 3 + Level

Each progression is worth a certain number of points. Poor Progressions are worth 1, Moderate Progressions are worth 2, and Good Progressions are worth 3. You must choose between the progressions for your character, but cannot spend more than 10 points. You must choose from each category for the following options. Points remaining are lost.

- Base Attack Bonus
- Fortitude Save
- Reflex Save
- Will Save
- Defense Bonus

What does this mean for Attack?

Your Base Attack bonus works as normal, but for all three attack forms. Once you hit +6, +11 and +16 Base Attack Bonus, you gain an additional attack at a cumulative -5 penalty (They always begin at +1)

What does this mean for Saves?

This is your Base Saving Throw for each of the three saves. Record your Base Save, add the appropriate Statistic and all other applicable modifiers.

What does this mean for Defense?

This is the number you add to your Intelligence or Dexterity (Whichever is higher) and all other applicable bonuses to determine the number you add to your Defense Rolls.

What can I do if I Suck?

At any time, you may take the following feats. These feats cannot be taken if all your Attack, Saves and Defenses are in the Good category.

ATTACK FOCUS [GENERAL, COMBAT]

Prerequisites: BaB +1

Benefit: Your Base Attack Bonus increases one step (Poor to Moderate, Moderate to Good)

Special: You may take this a second time if your Base Attack Bonus was Poor. It's effects stack.

SAVE FOCUS [GENERAL, COMBAT]

Prerequisites: All Saves +1

Benefit: Choose one Base Save that isn't in the Good category. It moves up one category (Poor to Moderate, Moderate to Good)

Special: You may take this multiple times. Each time either choose an additional base save, or increase another one as second time

DEFENSE FOCUS [GENERAL, COMBAT]

Prerequisites: Defense Bonus +1

Benefit: Your Defense Bonus increases one step (Poor to Moderate, Moderate to Good)

Special: You may take this a second time if your Defense Bonus was Poor. It's effects stack.

What does this change in the system?

- For feats, prestige feats and abilities that require a certain Ranged Shot, Unarmed Strike or Weapon Attack bonus, reduce those prerequisites by 3 unless it's a feat in this variant.
- For feats, prestige feats and abilities that require a certain Defense or Saving throw at a certain bonus, reduce those prerequisites by 5 unless it's a feat in this variant.
- Saving Throws for Abilities/Feats are reduced to $(10 + \frac{1}{2} \text{ Level} + \text{ Ability Modifier})$
- Saving Throws for Kido are reduced to $(10 + \text{ Kido Grade Bracket} + \text{ Ability Modifier})$
- [BW] damage is now calculated from your Base Attack Bonus, Starting at 1[BW] and increasing 1[BW] for each attack you gain after the first.

Alternate Rage/Whirling Frenzy Feats

The following variant replaces the Rage, Whirling Frenzy, Greater Rage, Greater Frenzy, Mighty Rage, Mighty Frenzy, Extra Rage and Extra Frenzy feats

Developer's Notes: Alternate Rage/Whirling Frenzy Feats

Rage/Whirling Frenzy offer moderate statistic bonuses, but these feats should be considered if you want a different style of bonus. They grant the basic bonuses of Rage/Whirling Frenzy without being statistic bonuses.

Alternate Rage/Whirling Frenzy Feat List

RAGE [BASE, GENERAL]*

Benefit: Once per encounter, when your hit points fall below one-half your maximum, you may choose to fly into a rage. Flying into a rage is a free action that can be done on either player's turn. When you fly into a rage, you gain the following benefits till the end of combat: +2 to Attack Rolls, Defense Rolls, Will Saves and +1[BW] damage. While raging you can recognize friend from foe. Once combat ends you are fatigued until you take a short (5 minute or so) rest.

Special: For each extra [BW] of damage you gain from leveling, you gain an additional +2 to all the above mentioned rolls. For every 2[BW] of damage you gain from leveling, you gain an additional +1[BW] damage while raging.

WHIRLING FRENZY [BASE, GENERAL]*

Benefit: Once per encounter, when your hit points fall below one-half your maximum you may choose to fly into a whirling frenzy. Flying into a whirling frenzy is a free action that can be done on either player's turn. When you fly into a whirling frenzy you gain the following benefits till the end of combat: +2 Attack Rolls, Defense Rolls, Reflex Saves and +1 attack at your full base attack bonus. While in a whirling frenzy you can recognize friend from foe. Once combat ends you are fatigued until you take a short (5 minutes or so) rest.

Special: For each extra [BW] of damage you gain from leveling, you gain an additional +2 to all the above mentioned rolls. For every 2[BW] of damage you gain from leveling, you gain an additional attack at your full base attack bonus while in a whirling frenzy.

ENHANCED FRENZY [BASE, GENERAL]

Prerequisites: Whirling Frenzy

Benefit: You are considered 5 levels higher when it comes to Whirling Frenzy

ENHANCED RAGE [BASE, GENERAL]

Prerequisites: Rage

Benefit: You are considered 5 levels higher when it comes to Rage

What this does for the system

Rage/Whirling Frenzy prerequisites aren't changed. If a feat requires Greater Rage/Frenzy or Mighty Rage/Frenzy they now require the Enhanced Rage/Frenzy feats. Feat bonuses to Rage/Frenzy such as the doubling of the Statistic Bonuses from Enraged Evolution are transferred to the base feat (Granting double the listed bonuses).

Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

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

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

Jusditz: For many of the Variant ideas and for help editing this document

Jeroitz: For helping edit this document and for various ideas for Variants.

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The Hypertext D20 SRD (Open Gaming Licence)

Peter Kisner for the classless d20 inspiration



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