

BLEACH

ブリーチ

Sourcebook



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INTRODUCTION

The BLEACH universe

Bleach (ブリーチ, Burīchi, romanized as BLEACH in Japan) is an ongoing manga series written and illustrated by manga artist Tite Kubo that has appeared in Weekly Shonen Jump magazine since August 2001.

Bleach follows the adventures of Ichigo Kurosaki, a high school student with the ability to see ghosts, and Rukia Kuchiki, a Shinigami (Soul Reaper or, literally, "death god"). The early parts of the story focus mainly on the characters. As events unfold, the story begins to delve deeper into the world of these gods of death.

The manga series has been adapted into an animated television series, two OVAs, two animated feature films, a rock musical, numerous video games and a TCG (Trading Card Game). Compilation volumes of the manga have sold over 40 million copies in Japan, and have reached the top of manga sales charts in the United States. The manga received the Shogakukan Manga Award in 2005, and the anime has been nominated for several American Anime Awards.

Characters

All Bleach characters are "souls". Living humans contain souls within their bodies, while disembodied souls, or spirits, have a form composed of particles of spiritual energy called ectoplasm (霊, reishi), which otherwise mimics human anatomy, aside from slowed aging. This form encompasses all of the spirit's being; there is no distinction between spirit and body. There are a variety of different types of spirits in Bleach, each with a different visual theme and approach to combat.

In addition to being a world of several species with supernatural ability, Bleach also has a great variety of characters, personalities, as well as power. At the beginning, the story focused largely on Ichigo and his beginnings as a soul reaper in his hometown of Karakura. Later on, the story centered around not only on Ichigo and his friends, but also a myriad of Shinigami. Unlike the modern description of a "death god," the Shinigami in Bleach have very eccentric characters with such variety that are only matched on how each of them look. Most of them play significant roles in Ichigo's quest to protect his loved ones as well as providing motives for Ichigo's increasing power to truly be his namesake; "the one who protects."

Setting

The planes of existence in the Bleach universe broadly correspond to the life and afterlife of human belief systems. The living humans of Bleach reside in a world resembling present-day Japan; buried souls live in a kind of Heaven called Soul Society; evil souls are sent to Hell. Once in Soul Society, a spirit is able to live longer than humans in the living world, with many aging into the thousands of years. Once a spirit dies in Soul Society, its soul is sent back to the living world and reborn as a new human. This provides the two worlds with balance.

Human world: The human world of Bleach is modern Japan, specifically; a fictional area of Western Tokyo called Karakura Town. In this world, Ichigo attends school and fights hollows. Places of note are the high school, the Urahara Shop, the river where Ichigo's mother was killed, the cemetery, Karakura Hospital, and Ichigo and Orihime's homes.

Soul Society: Soul Society consists of an expansive walled city Seireitei (霊庭, Court of Pure Souls), in the center and four regions, each with 80 districts, outside of it. The districts outside of the Seireitei are known as the Rukongai (乱魂街, Town of Wandering Spirits) and are the place where non-Shinigami and commoners live. The district number of the Rukongai (ranging from 1 to 80) also describes its conditions. District 1, the closest to Seireitei, is peaceful and orderly, while the most distant District 80 is filled with criminals and has the poorest living conditions. A king resides in another realm within Soul Society.

Hueco Mundo: Hueco Mundo is the area between the human world and Soul Society. Literally meaning "hollow world" (the word hueco can also mean "hole"), it is where hollows reside, and are undetectable as long as they remain inside. Entrances to Hueco Mundo are created by ripping the dimensional fabric between the two worlds. Hueco Mundo is divided into three sections. On the surface is a desert-like realm, held in perpetual nighttime and home to the strongest hollows and the Las Noches palace. Directly underneath is the Forest of Menos, home to general menos and almost all the Gillian. A third layer, below the Forest of Menos, is explored in the anime, but is only mentioned in the manga.

Bleach characters move from world to world by several means. Shinigami open passages between worlds by means of their Zanpakutō. Butterflies created during soul burial, called hell butterflies (地獄蝶, jigoku-chō), make these routes safe. Human souls usually cross between planes only through birth into the human world or soul burial by Shinigami. Living humans can also use special portals to move between worlds, but this is dangerous. While hollows are portrayed as able to move between planes at will by opening rifts in space, they usually remain in Hueco Mundo due to the risk of discovery in Soul Society or the human world. Encounters between characters crossing realms are a driving plot force in Bleach.

Recommended readings

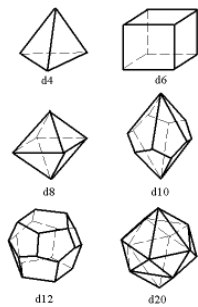
Of course all of Tite Kubo's work is an obvious place to start. Amongst Shonen; I would also recommend Oh Great! 's Tenjo Tenge.

The Oriental Adventures d20 supplement offers many interesting rules for expanding on the Bleach universe: from oriental weapons, to thematic spell lists and prestige classes. Onis also make for great premade Hollows and other Hueco Mundo denizens.



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BASE RULES



The d20 Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

Roll a d20.

Add any relevant modifiers.

Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

A player can at will reduce any roll by an amount determined before dice are rolled.

Dice

Dice rolls are described with expressions such as “3d4+3” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Races

Even if non-canon, any fantasy race can be used as a base for a character in Bleach d20. Most of the time, characters will be humans who have the following racial modifiers: +4 skill points and a bonus feat at first level, then +1 skill point per level.

Abilities

Each ability, after changes made because of race, has a modifier ranging from -5 to +X. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

The Bleach characters are heroes, fiends and other extraordinary figures. Therefore the creation points used for determining attributes are geared toward creating some high profile adventurers.

You get a 30 points allotment for raising your attributes starting from the standard 10 score.

The buy cost of an attribute equals it's corresponding modifier. You can gain more points by choosing to lower a certain attribute, gaining half its modifier as buy points (rounded up).

Example: buying a 16 score will cost you $1+1+2+2+3 = 9$ points. An abysmal score of 5 will yield $11/2=5$ points.

Spell Score

Users of Kido have a statistic that governs their usage of spells based on the type of spell they use. Healers generally rely on Wisdom, while those with more offensive spells generally rely on Intelligence or Charisma (See: *Spellcaster Feat*). Those who either have not taken the Spellcaster feat, or never do, have a default Spell Score equal to their Constitution, which effects their Shikai and Bankai just the same.

Reiatsu Rating

All spiritually aware beings in Bleach have a Reiatsu Rating. It is simple to figure out. It is $[\text{Spell Score} + \text{Intimidate Ranks} + 20] \times \text{Level}$. This is the number that is sensed using the Sense Motive Skill (See *Below*) and hidden by the Bluff Skill (See *Below*).



Table: Abilities

Score	Modifier	Cost
1	-5	+15 - +12
2-3	-4	+10 - +8
4-5	-3	+6 - +5
6-7	-2	+3 - +2
8-9	-1	+1 - +1
10-11	0	0-0
12-13	+1	1-2
14-15	+2	4-6
16-17	+3	9-12
18-19	+4	16-20
20-21	+5	25-30
22-23	+6	
24-25	+7	
26-27	+8	
28-29	+9	
30-31	+10	
32-33	+11	
34-35	+12	
36-37	+13	
38-39	+14	

Table: Character progression

Level	XP
1	0
2	1000
3	3000
4	6000
5	10 000
6	15 000
7	21 000
8	28 000
9	36 000
10	45 000
11	55 000
12	66 000
13	78 000
14	91 000
15	105 000
16	120 000
17	136 000
18	153 000
19	171 000
20	190 000

Hit points

All characters gain 6 hit points per level.

Feats

At first level, each character can select four feats. Each level thereafter, a character gains one feat. The selection of feats may alter above progression, or add particular features and powers to your characters. Feats are organised in feat trees and may require certain conditions before being selected. Feats gained in this manner do not supersede the normal feat progression beyond the increased feats gained at level 1. No matter how many feats you gain per level, you may never gain more than one Prestige Feat per level (unless noted otherwise)

Skills

Each character chooses any 3 base skills and 8 standard skills to be main skills. All other skills are secondary skills. Main skills ranks cost one skill point to raise. A character cannot have more ranks in a main skill than his character level +3.

Secondary skills ranks cost two skill points to raise. A character cannot have more ranks in a secondary skill than half his character level+3.

At first level, each character has 20 skill points. Each level thereafter a character gains 5 bonus skill points to raise skill ranks.

A character cannot carry over levels more unspent skill point than his intelligence bonus.

Action dice

Action dice give character the means to improve important rolls. A character starts each game session with 3d6 action dice.

These dice can be used on any roll the player makes during the game session, either one at a time are all stacked on one crucial roll. This can be a skill test, an attack roll, damage dices... anything.

DM can reward a player for a particularly heroic, daring or creative action or role-playing performance with an additional action dice. DM and players are encouraged to role-play the often over-the-top scenes and situations the use of action dice may provoke.



Last warning

There are a lot of criss-crossing factors between powers, Kido, feats and players wits, and a DM may sometimes feel like things are getting out of hands. While Zarak Kenpachi is always only a wrong turn away, one last rule is that no matter what happens; no character can deal in one action more damage than his own maximum hit points. Let's play!

SKILLS

Base Skills

Base skills are introduced in this system to replace the differentiated classes system. Base skills cover the base attack, save and magic proficiency of the characters.

COMBAT SKILLS



UNARMED STRIKE (DEX)

This is your Base attack bonus when using unarmed strikes.

Check: Roll a skill check against your target Armor class to hit.

Special: You gain an additional attack once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill.

WEAPON ATTACK (STR)

This is your Base attack bonus when attacking with close quarter weapons (including weapons with reach).

Check: Roll a skill check against your target Armor class to hit.

Special: You gain an additional attack once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill.

RANGED SHOT (WIS)

This is your Base attack bonus when using ranged weapons.

Check: Roll a skill check against your target Armor class to hit.

Special: You gain an additional attack once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill.

PROTECTION SKILLS

FORTITUDE SAVE (CON)

This skill measures your ability to stand up to physical punishment or attacks against your vitality and health.

Check: Whenever asked for a Fortitude save, roll a skill check against the given DC.

REFLEX SAVE (DEX)

This skill tests your ability to dodge area attacks. Your total Reflex save score + 10 is your base armor class

Check: Whenever asked for a Reflex save, roll a skill check against the given DC.

WILL SAVE (WIS)

This skill reflects your resistance to mental influence as well as many magical effects.

Check: Whenever asked for a Will save, roll a skill check against the given DC.



New Skill Uses

Bleach D20 skills have been rebalanced to capture more of a Bleach atmosphere.

BALANCE (DEX; ARMOR CHECK PENALTY)

Check: The spirit form allows characters to balance on air with ease if properly trained, and they react differently to small and unstable material. While in the spirit world, lower all DC by 10, and in Spirit form add the possibilities below.

Surface	DCs
Hair-thin	10
Liquid	10
Cloud	15
Air	20

BLUFF (CHA)

Bluff can also be used to hide your Reiatsu from prying eyes. Whenever you desire, you may attempt to mask your Reiatsu as a standard action. You can keep your Reiatsu hidden for as long as you wish, but you must wait five minutes after dropping your Reiatsu suppression before you may make another attempt to do so.

Check: While suppressing your Reiatsu, if someone makes a Sense Motive check to sense you, compare the respective results. If your Bluff check is higher, they fail to sense your Reiatsu entirely. The amount that they beat your check by is how well they judged your Reiatsu. By each one point they exceed your check, they uncover 10% of your apparent ability, so someone who only exceeds your check by 1 will sense you at only one tenth of your true power, whereas someone who exceeds your check by 10 or more will fully discern your level of power.

ESCAPE ARTIST (DEX)

Spiritual beings like Shinigami and Hollows have the ability to become immaterial to physical beings and obstacles while on the material plane. Some buildings and persons may be spiritually charged and may prove immune to immateriality.

Check: To bypass a resistance to immateriality, you must pass an Escape Artist skill check with a DC equals to the level of the creature or the hardness of the material you want to go through.

INTIMIDATE (CHA)

In addition to its normal function, Intimidate allows you to overwhelm foes with your Reiatsu. A Reiatsu surge can be initiated at any time as a standard action.

Check: Make an intimidate check against your foe, who makes either an opposed Intimidate or Level check (their choice). If you succeed, your opponent takes a -2 penalty on all rolls for as many rounds as you won the check by. Also, for every five points you exceed their roll by, they take another cumulative -2 penalty. If they defeat your roll, they throw off your surge by pushing back with their own Reiatsu, causing you to become dazed for rounds equal to $\frac{1}{2}$ the amount they defeated your surge by rounded down, to a minimum of 1.

JUMP (STR; ARMOR CHECK PENALTY)

While in spirit world, vertical jumps are 2 feet to every 1 on the die roll, horizontal jumps are 1 yard every 1 on the die roll.

SENSE MOTIVE (WIS)

Sense Motive can be used to feel Reiatsu, the spirit cords. Reiatsu allows you to locate souls with great spiritual energy, and functions much as a *detect evil* spell, but at greater range.

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

You may only summon Reiatsu once every five minutes.

SPELLCRAFT (INT; TRAINED ONLY)

Check: Spellcraft can be used to bypass incantation when casting Kido. The skill check DC is 15 + Kido spell level (see Kido chapter). If the check succeeds, you cast the spell as a free action, but your caster level is divided by three for determining spell effects and DC. If the check fails, the spell fizzles and spell points are wasted.

SWIM (STR; ARMOR CHECK PENALTY)

The Shinigami form allows them to ride air currents if properly trained.

Check: While in spirit form, they can actually fly and should make skill checks in case of difficult weather conditions:

Condition	DCs
Calm weather	10
Rough weather	15
Stormy weather	20
Hurricane	30

FEATS

Beyond all feats available through the d20 open gaming content (d20 SRD), here are proposed feats illustrating the many wondrous abilities the Bleach characters demonstrate. These feats are not intended to use outside of a classless system as many can be unbalanced or overpowered. Feats are at the core of the Bleach d20 customization system. They are presented as feat Paths and allow a large number of combinations. No one character is alike in the Bleach universe. *Note: A feat marked with a * cannot be selected as a bonus release feat.*

Base Feats

Base feats alter the basic character progression. They are a complement to the base skills system to replace the differentiated classes of the d20 rule-set.

BLOODED [GENERAL]

Benefit: You add your 1+Con bonus to your hit points gained per level. This feat applies retroactively. This feat can be taken multiple times, but then only adds +2 HP per level.

SEASONED [GENERAL] *

Benefit: You add your 1+Int bonus to your skill points gained per level. This feat can be taken multiple times, but then only adds +2 skill points per level.

ENLIGHTENED [GENERAL]

Benefit: You add your 1+Wis bonus to your spell points gained per level. This feat applies retroactively. This feat can be taken multiple times, but then only adds +2 spell points per level.

TALENTED [GENERAL] *

Benefit: Pick any three skills. These skills become class skills. This feat can be chosen multiple times.

HEROIC ATTRIBUTE [GENERAL]

Benefit: You gain +2 to an attribute of your choice. This feat can be chosen multiple times.

Special: This does not supersede the normal gain of 1 ability point per 4 character levels.

ACADEMIC KNOWLEDGE [GENERAL] *

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

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

SKILL MASTERY [GENERAL]

Prerequisites: Talented Student, Seasoned

Benefit: Select any three skills. When making a check with any of these skills, you may take 10 even if stress or distractions would normally prevent you from doing so. You cannot choose base skills as mastered skills.

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

SLIPPERY MIND [GENERAL]

Prerequisites: Will save 10+ ranks

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

DAMAGE REDUCTION [GENERAL]

Prerequisites: +5 Base Fortitude save

Benefit: Gain DR 1/- per 5 character levels.

Special: You may take this feat up to two more times. Choosing this feat a second time grants you DR 1/- per 2 levels, three times grants you DR 1/- per level.

SPELL RESISTANCE [GENERAL]

Prerequisites: any two save skills 10 ranks

Benefit: The character gains spell resistance equal to her current level + 10.

UNCANNY DODGE [GENERAL]

Prerequisite: Reflex save 7+ ranks

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

IMPROVED UNCANNY DODGE [GENERAL]

Prerequisite: Uncanny Dodge, Reflex save 10+

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

SNEAK ATTACK [GENERAL]

Prerequisite: Hide 4 Ranks, Move Silently 4 Ranks

Benefit: You gain the ability to strike at the vitals when catching your opponent unaware. You deal an extra 1d6 damage per 4 character levels. Whenever your opponent is either flanked or is denied their dexterity bonus to AC. Sneak Attack may be used with ranged attacks, but only if the target is within 30 feet.

Special: This feat may be taken a second time, raising your damage to 1d6 per 2 levels (maximum 10d6 at 20th level)

CRIPPLING STRIKE [GENERAL]

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

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

RAGE [GENERAL]

Prerequisites: Power Attack, Fortitude save 5+ ranks

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

GREATER RAGE [GENERAL]

Prerequisite: Fortitude save 7+ ranks, Rage

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

MIGHTY RAGE [GENERAL]

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

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

TIRELESS RAGE [GENERAL]

Prerequisites: Fortitude save 8+ ranks, Rage

Benefit: You no longer become fatigued after your rage.

IMPROVED RAGE [GENERAL]

Prerequisites: Rage, Fortitude Save 8+ Ranks

Benefit: You may Rage 2 more times per day.

Special: You may take this feat more than once, it's effects stack. You cannot take this feat again however, if you have not added any ranks to your Fortitude Save for the level you want to take it.

INSIGHT DEFENSE [GENERAL]

Prerequisites: Will save 7+ ranks

Benefit: You may add your WIS bonus to your base AC

FLURRY OF BLOWS [GENERAL]

Prerequisites: Unarmed attack bonus 5+

Benefit: Your character may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -3 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the character might make before her next action. The player must use a full attack action to strike with a flurry of blows.

GREATER FLURRY OF BLOWS [GENERAL]

Prerequisites: Flurry of blows, unarmed attack bonus 10+

Benefit: Your flurry of blows ability improves. In addition to the standard single extra attack you get from flurry of blows, you get a second extra attack at your full base attack bonus. All attacks still take a -3 penalty for the round.

IMPROVED FLURRY OF BLOWS [GENERAL]

Prerequisites: Flurry of blows, unarmed attack bonus 7+, See Special

Benefit: Your penalty to all attacks in a round in which you use Flurry of Blows is reduced to -2

Special: You may take this two more times, once when your unarmed attack bonus reaches +9 and again at +11. Reduce the penalty by 1 for each additional application of this feat.

IMPROVED CHANNEL DIVINITY [GENERAL]

Prerequisites: Channel Divinity prestige power(see supplement...), Wisdom 13+

Benefit: You gain 2 additional Channel Divinity points per day

Special: This feat may be taken multiple times, it's effects stack.

ANIMAL FORM [SOUL]

Prerequisites: Disguise 10+ ranks, Survival 5+ ranks

Benefit: The character gains the ability to turn herself into a chosen Small or Medium animal and back again once per day per three character levels. Her options for new forms include all creatures with the animal type. The effect lasts for 1 hour per level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The character gains the physical ability scores (Str, Dex, Con), natural weapons, natural armor, movement modes, and extraordinary special attacks of it's new form. Her hit points total is not modified by the new constitution score. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Any gear worn or carried melds into the new form and becomes nonfunctional. When she reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the character's feet. The form chosen must be that of an animal the character is familiar with.

SPELLCASTER [GENERAL]

Prerequisite: Spellcraft 5 Ranks, Any one knowledge skill 4 Ranks

Benefit: You gain the ability to cast spells from one spell list as approved by your GM. You gain a spellpoint reserve of 1 point per level. You gain access to a new spell level every even character level (spell level 1 at character level 2, spell level 9 at character level 18) You never have to prepare spells for the day, no matter the spell-casting class you take.



Character Feats

This feat path presents enhanced or extraordinary core abilities for your character.

SHINIGAMI [SOUL]*

Shinigami (死神, Shinigami, lit. "death god(s)") are a fictional race of beings in the anime and manga series *Bleach* created by Tite Kubo. In the English dub of the series, they are known as Soul Reapers. They are enforcers and psychopomps who all share similar supernatural powers. They are based on the Grim Reaper of Japanese belief associated with the same name.

Shinigami are departed human souls that have gained supernatural powers. As such, their bodies are composed of ectoplasm and they can only be seen by other spiritually aware entities, which exclude most humans. In the series, Shinigami, as well as most other types of spirits, are quite capable of influencing their environment. Additionally, they can be injured and die like regular humans, though it takes considerably greater injuries for the latter to occur than it would in regular humans.

Shinigami operations are based out of Soul Society, which is the afterlife in *Bleach*. Travel between the human world and Soul Society is extremely limited and monitored, but some Shinigami are stationed in the human world to carry out their duties and therefore must often travel between the two. In addition, it is a crime for a Shinigami to remain in the human world longer than a certain time limit. A Shinigami's duties include leading Pluses (ghosts) to Soul Society in a practice called soul burial (Konsō), and the cleansing of hollows (evil spirits). Later in the series, Shinigami duties are clarified further, and it is revealed that they are also responsible for governing the flow of spirits between the human world and Soul Society.

The most prominent supernatural power possessed by a Shinigami is their Zanpakutō, a supernatural sword generated from the Shinigami's soul. Shinigami also naturally give off spiritual energy, which varies greatly in magnitude with the strength of a Shinigami. A Zanpakutō is a physical manifestation of this force concentrated into a blade. While its appearance varies amongst Shinigami, its damage rating is only dependant on the Shinigami's spiritual strength.

Prerequisites: Exclusive of the Hollow, Bounto and Quincy feat.

Benefit: You possess a katana or wakisashi shaped Zanpakuto that deals 1d6 damage. Your Zanpakutō sharpens as your Reiatsu grows stronger. Each time you gain an additional attack from your Weapon attack skill ranks, your Zanpakutō damage increases by +1d6. You are automatically considered proficient with your Zanpakuto.

QUINCY [SOUL]*

Originally a mixture of survivors of hollow attacks and those who'd lost loved ones to hollows, the Quincy developed a variety of supernatural powers to hunt and kill hollows before they attacked humans (and to destroy those who already had), including the ability to control spiritual energy. The Quincy are nearly extinct due to extermination by the shinigami about 200 years before the main *Bleach* storyline.

The Quincy's weapon of choice is a bow. It is constructed from spiritual particles drawn from their surroundings. Quincy bows are summoned using an artifact called a Quincy Cross. The only limit to a Quincy's ability to create and fire arrows is their own stamina and ability to absorb ambient spirit particles.

Prerequisites: Exclusive of the Shinigami, Bounto and Hollow feat.

Benefit: You possess a Quincy cross that summons a spiritual bow dealing 1d6 damage. Your bow gets more powerful as your Reiatsu grows stronger. Each time you gain an additional attack from your Ranged attack skill ranks, your spiritual bow damage increases by +1d6. You are automatically considered proficient with your spiritual bow.

HOLLOW [SOUL]*

Hollows are former pluses (deceased human souls) that lose their hearts to despair or remain in the real world for too long. In the anime, nonhuman spirits (specifically, dogs) can also transform into hollows. Any spirit that is not guided to Soul Society by a Shinigami may eventually descend into a hollow. The process by which a soul becomes a hollow usually takes months (if not longer), reflected by the length of the soul's Chain of Destiny (鎖魂鎖, inga no kusari, Chain of Fate in the English dub), which resides in the center of their chest. The Chain of Destiny slowly corrodes over time, reflecting the degradation of the soul's ties to the living world. The process can be accelerated under certain conditions, such as being attacked by another hollow or through the use of certain spiritual powers. When the chain completely decays, the soul is warped into a unique and monstrous form with a vaguely skeletal mask and a large hole where their chain was once connected.

In Bleach, the majority of ghosts peacefully move on to Soul Society after their deaths. Some, however, stay in the living world to fulfill certain goals, such as looking after a loved one, protecting a particular location, or pursuing a grudge from beyond the grave. However, with only limited abilities to interact with the living, and by definition tied to their goals, many ghosts find they are unable to cope when their loved ones move on or old enemies forget them. At this point, some will become dangerously obsessed with fulfilling those goals, even if the means to fulfil them renders the soul empty: for example, killing anyone who comes near a loved one, in order to keep them from hurting that person. In doing so, the ghost warps into a hollow and, ironically, often makes the focus of their obsession into their first victim, such as Orihime's brother, Sora, does.

Once a soul becomes a hollow, it is driven to devour other souls, living or dead, to fill the void caused by its descent. While their former obsession often becomes their first target, most hollows will eventually become mindless creatures concerned only with finding the most potent souls to devour. Stronger and more evil hollows are often able to retain some of their intelligence in hollow form, making them more dangerous than the average hollow. While most hollows are evil, or at the very least mindless, at least a few are not. This is the case with Nel Tu and her hollow companions for example.

The most distinctive feature of a hollow, their mask, is formed to protect the naked instinct that is left in a being after the loss of its heart, and in some ways is the tangible form of the hollow's madness. The masks of different hollows can differ greatly in shape and form, but they are always white and skull-like. The masks also obscure the original identity of the hollows. The mask can be shattered, temporarily allowing the hollow to regain its original identity, but it will regenerate after a short period once the hollow takes over again.

Hollows have widely varying physical characteristics and powers, and few hollows ever appear the same (the few that do are often clones). In terms of appearance, hollows can range from furry (like mammals) or lizard-like in appearance to outright demonic. A hollow's abilities are often determined by their power. Weaker (and by definition less intelligent) hollows usually only attack in a melee style, whereas stronger hollows have a wide array of abilities with which to kill their quarry. Hollows also vary in size, though it tends to be fairly consistent amongst the various classifications of hollows. In Hueco Mundo, some hollows are no larger than common pets. Most common hollows are about twice the size of an adult human, though it can vary to a degree. Huge hollows, aptly named for their size, are as large as two-story buildings. Finally, gillian-class menos are even larger than the huge hollows, standing as tall as a common skyscraper.

Hollow Growth powers
Physical alterations
Increased size
Extra limb
Improved flight
Scent
Increased natural armor
Bite Attack
Combat maneuvers
Monstrous feat
Ground and Pound
Improved Grab
Swallow Whole
Crunch
Pounce
Trample
Supernatural abilities
Magic fang
Consumption
Supersonic Strike
Energy resistance
Spell resistance
Spell-like ability
Regeneration

Prerequisites: Exclusive of the Shinigami, Bounto and Quincy feat.

Benefit: you may choose one of the following Hollow Growth power.

Increased Size: Increase the Hollow's size category by one step. The hollow gains +5" reach, +4 strength, +2 constitution, and -2 dexterity.

Improved Grab: Select a natural attack the hollow possesses. If they hit with that attack, they can immediately initiate a grapple with any opponent up to one size category smaller than them as a free action without provoking an attack of opportunity.

Bite Attack: You gain a bite attack appropriate to your size (Medium: 1d4, Large: 1d6, etc)

Swallow Whole: This requires the Hollow to have the Improved Grab ability with its bite attack. You must have taken the bite attack physical alteration power before this. If it wins its first grapple check, it can establish a hold and attempt to swallow its target on the next round. A successful grapple check allows it to swallow any target at least two size categories smaller than it. Swallowed creatures take 2d8+4 points of bludgeoning damage, plus an additional +4 bludgeoning damage per size category greater than large the Hollow is (huge Hollow do 2d8+8, gargantuan Hollow do 2d8+12, colossal Hollow do 2d8+16). In addition, the target also takes 4 points of acid damage, +4 for each size category greater than large (huge Hollow do 8, gargantuan Hollow do 12, colossal Hollow do 16). A swallowed creature can cut its way out using a slashing or piercing weapon to deal 25 points of damage to the Hollow's gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The hollow can hold up to 2 creatures two size categories smaller than it, 4 creatures three size categories smaller than it, 8 creatures four size categories smaller than it, 32 creatures five size categories smaller than it, 128 creatures six size categories smaller than it, 512 creatures seven size categories smaller than it,

and 1,524 creatures eight size categories smaller than it in its gizzard at one time.

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

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

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

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

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

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

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

Consumption: Whenever a Hollow performs a *coup de grace* on an opponent, he can choose to consume the opponent's soul and gain a 10% XP bonus on the encounter. The Hollow is also healed up to its fallen enemy's constitution score in HP.

Supersonic strike: As the feat, Supersonic Strike. This ability counts as the feat for feat prerequisites.

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

Increased Natural Armor: The Hollow gains +2 natural armor.

Magic Fang: The Hollow gains a +1 enhancement bonus to any of their natural attacks. This ability can be taken multiple times, but no one natural attack can have more than a +5 enhancement bonus.

Energy Resistance: The hollow gains 10 resistance to either fire, cold, lightning, acid or sonic. This ability may be taken multiple times. Each time gives either a new resistance or stacks with an existing resistance.

Extra Limb: The hollow gains an extra limb. They can gain another leg, increasing their movement by 5 feet per extra leg, an extra arm, giving them another unarmed attack, a tail, giving them a tail attack, or a wing. One wing gives the hollow a wing buffet attack. Two wings also grant the hollow the ability to fly at twice their land speed with poor maneuverability.

Improved Flight: This requires wings for the hollow to take. Increase the hollow's base flight speed by 5 feet and its maneuverability by one step. If the hollow has perfect maneuverability, instead increase the flight speed by 10 feet.

Crunch: If the hollow hits with two or more unarmed attacks, the hollow may deal extra damage. This attack automatically deals an additional 2d6 +STR bonus points of damage.

Monstrous feat: The hollow gains a monstrous feat. See the Monster manual for more information.

Pounce: When a creature with this special attack makes a charge, it can follow with a full attack—including crunch and 'ground and pound' attacks if the creature has such abilities.

Spell-like ability: The hollow gains a spell-like ability usable once per day. The spell level must be equal to 1/3 of the character level + INT bonus or lower. This ability can be selected multiple times, adding a use per day, or a new spell-like ability.

Trample: As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1½ times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is 10 + ½ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Regeneration: Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a 1HP/3 levels per round.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation. Attack forms that don't deal hit point damage ignore regeneration. An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

Cero: This breath attack allows the Hollow to unleash a condensed burst of energy in a 60-foot line that deals 1d6 damage per character level. Targets may make a reflex save (DC 10+1/2 Hollow hit dice+Hollow constitution modifier) for half damage. This ability may be used once every 1d4 rounds. This power marks you as a Menos ranked Hollow, and a prey for any Hollow trying to climb the food chain.

Bizarre: The form of a Hollow with this power has become utterly bizarre and alien. Choose one of the following monster type to replace the basic humanoid type: Abberation, Construct, Elemental, Ooze, Plant, Undead, Vermin. Only type traits apply (ignore features).

Telepathy: A creature with this ability can communicate telepathically with any other Hollow within a 30 yards range. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Special: DM may allow particular powers emulating original effects.

Special:This feat can be taken multiple times. Each time, you may choose an additional Hollow Growth power.

ALIVE [GENERAL] *

Prerequisite: Only selectable at first level.

Benefit: You are one of the few Spiritually Aware beings to still have a living, breathing body. You gain a great measure of energy and motivation from this. Your action dices are d10 instead of d6.

Special: Your physical body lays dormant while you are in spirit form, which can attract unwanted attention. This is also a very dangerous weakness as your physical death will be your end as surely as your spiritual death. If you do not have the Alive feat, you are not alive, and are a spirit. If you

are of a race that states in their description that they are alive, you gain this as a bonus feat until such time as you are dead.

HOLLOW WITHIN [SOUL] *

Prerequisites: Constitution 13+, Must have been attacked by a Hollow, injured and survived.

Benefit: Your soul's awakening not only released your inner power but also a darker being that lurks behind your eyes. Whenever you are weakened enough, the creature, the Hollow Within, tries to take control of your actions to wreak havoc to your surroundings.

Whenever you are *disabled*, be it by hp loss, poison or magical effect, you must make a will save against a DC equal to your level+CHA bonus. If you miss the check, you are healed to 33% HP (if you were lower than this) and instantly flies into a *Berserker Frenzy* :

You gain +6 Str & an extra attack each round at highest bonus when making a Full Round Attack (which doesn't stack with Haste) for 3 +Constitution modifier rounds. During this time, you have a -4 penalty to AC. While Frenzying, you must attack if at all possible (including allies if there are no enemies left).

To end a Frenzy early requires a Will save vs. DC 20.If you take damage from an attack, trap, spell, etc.,you must make a Will save vs. DC (10 + damage taken since your last round) to avoid entering Frenzy if you have any left on your next round. Frenzying isa Free Action & its bonuses can stack with those from Raging.

At the end of the Frenzy, you are Fatigued for the rest of the encounter. If you also Raged, then when both are over, you are Exhausted.

Special : Once in the Vizard PrC, you no longer check for frenzy, but can choose to enter it or not.

HOLLOW RAGE [SOUL] *

Prerequisites: Hollow Within, Rage, Constitution 13+

Benefit: You have come more in touch with the darker part of your soul, and can now summon its destructive power. You can augment your Rage ability with a *Berserker frenzy*, all bonuses stack, as well as the risks to your surroundings. You are fatigued at the end of the combined rage instead of exhausted.

SOUL COMPANION [GENERAL] *

Prerequisites: Shinigami

Benefit: You are extremely well attuned to your Zanpakutō and benefit from this friendship in time of direst needs. Once per game session when all your standard action dices have been expended, your Zanpakutō's spirit might come forward offering support and tactical acumen. You gain a bonus action dice, which doesn't carry over game sessions.

ALTERNATE ZANPAKUTŌ FORM [SOUL]

Prerequisites: 1d6 Zanpakutō damage

Benefit: Your Zanpakutō differs from the traditional Katana or Wakisashi. For example, it might take the form of a double-weapon, a reach weapon, a lance, a spiked chain, etc. This gives it all of the properties the weapon itself, including changing the damage type appropriately.

This does not allow it to take the form of any ranged weapon, although it can gain some range via throwing-type enhancements. See the Stuff Section for some weapon statistics.

HERO'S COMEBACK [GENERAL] *

Prerequisites: Will save 8+, Fortitude save 8+

Benefit: You never back down, and never give up. Once per game session when all your standard action dices have been expended, You can summon your Reiatsu for some desperate last move. You immediately gain a bonus action dice, which doesn't carry over game sessions.

HAKUDO ADEPT [SOUL]

Prerequisites: Unarmed attack bonus 6+, Superior Unarmed Strike

Benefit: You've fused the pathes of Hakudo and Kido in one deadly technique. You may spend a spell point to gain +1d6 damage on your next unarmed strike. You cannot spend more spell points this way than 1+Str bonus.

ZANJUTSU MASTER [SOUL]

Prerequisites: Spellcaster, Weapon specialization: Zanpakutō

Benefit: You've fused the paths of zanjutsu and Kido in one deadly technique. You may spend 2 spell points to gain +1d6 damage on your next Zanpakuto strike. You cannot spend more spell points this way than 1+Str bonus.

KIDŌ ARTIST [SOUL]

Prerequisites: Shinigami, Spellcaster

Benefit: You've learned to direct the strength of your spirit not only in your sword, but also in your spells. Your damage dealing spells get a damage bonus equal to your Zanpakutō damage.



Flash Step Feats

This feats path presents abilities related to various applications of the flash step technique.

FLASH STEP [SOUL]

Prerequisites: Tumble 5 ranks

Benefit: You gain the ability to perform the flash step move action in combat (also known as Shunpo or Sonido) once per day per point of Dexterity Modifier. This action allows you to move faster than the eye can see in any direction, but doesn't allow you to bypass physical obstacles. Your flash step distance is determined by a Tumble skill check against a DC on the following chart:

DC	Distance
10	10yards
15	15yards
20	20yards
Ect	...

If you fail the test, you can still take a 6" move on that round. If you beat the DC by 10 or more, your move action is instead considered a free action.

Flash Step automatically fails if the character is more than lightly armored or encumbered.

IMPROVED FLASH STEP [SOUL]

Prerequisites: Flash Step

Benefit: You may Flash Step twice more each day.

Special: You may take this feat more than once, the effects stack.



INCREASED FLASH STEP [SOUL]

Prerequisites: Flash Step, Tumble 6+ Ranks

Benefit: You gain +10 bonus on the Tumble skill check for Flash step.

FAR STEP [SOUL]

Prerequisites: Flash Step, Increased Flash Step, Dex 18+

Benefit: Your Flash Steps are faster than most, You gain a +20 bonus on the Tumble skill check for Flash Step (This supersedes Increased Flash Step's bonus).

INCREDIBLE STEP [SOUL]

Prerequisites: Flash Step, Improved Flash Step, Dex 18+, Far Step

Benefit: You gain an additional use of Flash Step per Flash Step feat, including this one. Also, lower the DC of all Flash Steps by 5.

FLASH STEP DECOY [SOUL]

Prerequisites: Tumble 15+, dex 16+

Benefit: The character can evoke a *Mirror Image* (ex) effect as a move action. This uses one of your Flash step moves per day.

FLASH STEP EVASION [SOUL]

Prerequisites: Tumble 15+, Dex 16+

Benefit: You gain the Evasion special ability.

IMPROVED FLASH STEP EVASION [SOUL]

Prerequisites: Flash step evasion, Dex 18+

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

FLASH STEP DEFENSE [SOUL]

Prerequisites: Flash step decoy, Blurring Step, Dex 18+

Benefit: The character has become so skilled at using Flash step that he is covered by a

Displacement (ex) effect as long as he isn't prone or unconscious.

FLASH STEP INVISIBILITY [SOUL]

Prerequisites: Flash step decoy, Hide 10+, Move silently 10+

Benefit: Your mastery of the Flash step technique is now of legendary proportions. You can become *invisible* for 1 round per level per day, as long as you are able to move. This uses one of your Flash step moves per day.

POWERFUL FLASH STEP [SOUL]

Prerequisites: Strength 14+, Constitution 14+

Benefit: Your exceptional build allows you to use Flash Step while wearing medium armor or carrying medium load.

SUPERSONIC STRIKE [SOUL]

You've learned to meld Hakudo and Shunpo into deadly martial arts.

Prerequisites: Improved unarmed strike, flash step

Benefit: As your strikes get faster, your impact damage grows. Each time you gain an additional attack from your unarmed attack skill ranks, your unarmed damage increases by +1d6.

FLASH STEP SPRING ATTACK [SOUL]

Prerequisites: Increased Flash Step, Flash Step Decoy, Dodge, Mobility, Spring Attack

Benefit: You may use one of your uses of Flash Step to make a Spring Attack. This Spring Attack leaves your opponent flatfooted against the attack made with Flash Step Spring Attack. You must still successfully roll your Flash Step check, and if you fail to cover at least the distance to your target, this attack fails, and the use of Flash Step is wasted.

BLURRING STEP [SOUL]

Prerequisites: Reflex 12+ Ranks, Increased Flash Step, Combat Expertise.

Benefit: You've mastered the art of blending the Flash Step with normal movement. For one round per level per day, you may act as if you had the effects of the Blur spell cast upon you. Your miss chance for this effect is 15+Level% (IE: a Level 20 character with this feat would have a 35% miss chance). Using this feat uses one of your flash steps for the day.

Special: You may take this more than once, up to 4 total times, each time adding 5% miss chance to your maximum.

SENKA [SOUL]

Your mastery of Flash Step is of awesome proportions. You're so fast, people never see you coming.

Prerequisites: Flash Step, Flash Step Decoy, Blurring Step

Benefit: Using one use of Flash Step, you may make an opposed Tumble check against one opponent. Should you win, your next attack catches them flatfooted, even if they have Uncanny Dodge or the improved version.

FLASH STEP ANTICIPATION [SOUL]

Prerequisites: Flash Step, Senka

Benefit: If an opponent moves through a threatened square while they are using Flash Step, you may attempt an attack of opportunity. Unless you have Combat Reflexes, you can only make one such attack per turn, regardless of how many attacks of opportunity they incur.

TWIN FLASH STEP [SOUL]

You're so good, you can take people with you

Prerequisite: Flash Step, Improved Flash Step

Benefit: By spending a use of Flash Step, and adding 10 to the DC of your Flash Step, you may take someone with you, provided they do not exceed your maximum push/pull weight.

Reiatsu Feats

This feats path presents abilities related to the spiritual pressure that is the most defining attribute of Bleach characters. It is roughly measured through the Reiatsu base skill, which powers many of the applied uses of Reiatsu.

Reiatsu also define the nature, strength and shape of Shinigami's Zanpakutō's Release. Release powers stack with base character abilities, but never stack between different releases. See the Characters Section for examples of Release templates.

SHIKAI [SOUL]*

Prerequisites: 2d6 Zanpakutō damage or Quincy Cross damage

Benefit: One minute / character level + Con bonus / day, the Shinigami may call upon his Zanpakutō to perform Shikai. The total Shikai time per day may be spread over multiple uses. Shikai is a standard action.

To define a Shikai, choose for your character a set of powers from the Release powers table below. You have a base point allotment for choosing equal to your base total spell score. Natural increases to your spell score (Including Permanent Feat Bonuses) increase your point allotment by that amount.

Table: Release powers costs

Effect	Cost
+ 1 enhancement bonus	1 pt
Add an additional d6 of damage	1pt
Add an additional damage type (elemental, ranged, bludgeoning, piercing...)	1pt
Temporarily gain one fixed feat (bypass non feat related prerequisites)	2 pts
Area of effect : ½HD yards cone, line or burst diameter, ¼ HD emanation or 3 column diameter	3 pts
Per level of a psionic effect with Caster level equal to character level. No PP4 pts cost.	
DM may allow particular powers emulating original effects.	Special

Moreover, any of the following weapon special ability can be added to the release definition

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Defending: A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Critical Burst: A critical burst weapon explodes with elemental energy upon striking a successful critical hit. The energy does not harm the wielder. A critical burst weapon deals an extra 1d10 points of elemental damage on a successful critical hit. If the weapon's critical multiplier is x3, add

Table: Special Abilities costs

Special Ability	Cost
Defending	1
Ghost touch	1
Keen	1
Merciful	1
Mighty cleaving	1
Spell storing	1
Throwing	1
Thundering	1
Vicious	1
Critical burst	1
Poisoning	2
Speed	3
Brilliant energy	4
Dancing	4
Vorpal ²	5

an extra 2d10 points of damage instead, and if the multiplier is x4, add an extra 3d10 points of damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Poisoning: A poisoning weapon deals 1 point of attribute damage when it hits a creature. A critical hit does not multiply the attribute damage. Creatures immune to critical hits (such as plants and constructs) are immune to the attribute damage dealt by this weapon. Damaged attribute must be chosen when this power is selected.

BANKAI [SOUL]*

Prerequisites: Shikai, 3d6 Zanpakutō damage or Quincy Cross damage

Benefit: One minute per character level per day, the Shinigami may call upon his Bankai. The total Bankai time per day may be spread over multiple uses. Bankai is a standard action.

To define a Bankai, choose for your character a set of powers from the Release powers table above. You have a point allotment for choosing equal to twice your total spell score.

CONSTANT RELEASE [SOUL] *

Prerequisites: 2d6 base Zanpakutō damage, exclusive from shikai

Benefit: Your Zanpakutō can never be sealed. Its Shikai form becomes its normal state. You gain only half your total spell score for determining base Release points.

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

GREATER CONSTANT RELEASE [SOUL] *

Prerequisites: Constant Release, 3d6 Zanpakutō damage, exclusive from bankai

Benefit: Your spiritual pressure knows no bounds and cannot be sealed. You gain your total Reitsu score for determining base Release points.

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

EXPANDED RELEASE [SOUL] *

Prerequisite: 2d6 base Zanpakutō or Quincy Cross damage

Your physical might is visible in the power of your released Zanpakuto.

Benefit: You gain your Str bonus as additional release base points. This bonus modifies all your releases.

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

QUICK RELEASE [SOUL] *

Prerequisites: 3d6 base Zanpakutō or Quincy Cross damage

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

ALTERNATE RELEASE [SOUL] *

Prerequisites: 2d6 base Zanpakutō or Quincy Cross damage

Benefit: You can define a secondary release form for your Zanpakutō. You gain a point allotment equal to half your total spell score for determining its power.

Special: You can take this feat multiple times, each time you can design a new release.

VARIABLE RELEASE [SOUL]*

Prerequisites: 2d6 Zanpakutō or Quincy Cross damage

Benefit: You may design a secondary release with your full total spell score but only 1/4 of affected points may differ from your original power's design.

Special: You can take this feat multiple times, each time you can design a new release.

RENEWED RELEASE [SOUL]*

Prerequisites: 3d6 Zanpakutō or Quincy Cross damage

Benefit: Upon choosing this feat, you may completely redesign one of your releases. You may take this feat multiple times.

SACRIFICE RELEASE [SOUL] *

Prerequisites: 2d6 base Zanpakutō or Quincy Cross damage

Benefit: You can define a secondary release form for your Zanpakutō. You gain a point allotment equal to your total spell score for determining its power. When this power is used, your Zanpakutō's power is exhausted and it shatters. It will reform in 1d4 days during which you cannot use Release special abilities.



OVERBEARING REIATSU [SOUL]

Prerequisites: Skill focus: Intimidate

Benefit: You gain a +5 bonus on the Intimidate check for overbearing your opponent with your Reiatu. You can make this check as a free action and cannot be dazed by being pushed back.

REIATSU BURST

Prerequisites: Skill focus: Intimidate, Concentration 8 ranks

Benefit: Your Reiatu is so powerful that it can affect all persons in a 3 yard radius centered on you whenever you use it to overwhelm your foes. This ability doesn't discriminate allies from opponents.

IMPROVED REIATSU BURST

Prerequisites: Reiatu burst, Concentration 13 ranks

Benefit: You have a greater control on your Reiatu. You can choose which targets are affected when using Reiatu Burst.

REIATSU BULLRUSH

Prerequisites: Reiatu burst, Intimidation 13 ranks

Benefit: You can manifest your Reiatu as a physical force that rebuke all those standing close to you. As a full round action, you can force every creature in a 3 yard radius to pass a reflex save test. If the test fails, the creature is pushed back to the 3 yard radius limit and is knocked prone. If the creature succeeds, it is pushed back to the radius limit. All targets gain a +4 bonus by size category and additional pair of legs on their reflex save.

Special: You can add 1 yard of range to this power by spending 3 spell points. You cannot add more than 1+Wis bonus yards.

SHROUDED REIATSU [GENERAL]

Prerequisites: Bluff 10 ranks

Benefit: Your Reiatu is extremely well hidden and allows you to go unnoticed by all but the most perceptive souls. You gain a +5 bonus on bluff checks for masking your Reiatu.



REIATSU HEALING [SOUL]

Prerequisites: Heal 8 ranks

Benefit: You may concentrate your Reiatsu to perform a *Lay on Hands* -like action. Each day you can heal a total number of hit points of damage equal to your character level × spell score modifier. You may choose to divide the healing among multiple recipients, and don't have to use it all at once. Reiatsu Healing is a full-round action.

Special: You can add 1d6 hit points healed to this power by spending 3 spell points. You cannot add more than 1+Wis bonus dice.

ZANTEZUKEN [SOUL]

You've learned to focus your spiritual pressure in your Zanpakutō to give it an incredible sharpness.

Prerequisites: Shinigami, +2d6 Zanpakuto damage, Concentration 10 ranks

Benefit: You may concentrate your Reiatsu as a full round action 1+Cha bonus times per day. Roll a concentration check. If you beat a DC of 10+ opponent's level, on your next attack (not release special ability), you can suppress your concentration ranks' worth of the opponent's Damage reduction.

Special: You can suppress 2 more points of DR by spending 3 spell points. You cannot suppress more than 1+Wis bonus DR points.

KENTATE [SOUL]

You've learned to compress your Reiatsu in your Zanpakutō as a shield:

Prerequisites: Shinigami, +2d6 Zanpakuto damage, Concentration 10 ranks

Benefit: When using the total defense action, roll a concentration check. If you beat a DC of 10+ opponent's level, you add your constitution modifier as a natural armor bonus to your AC, and gains equal damage reduction which stacks with any other from other sources.

Special: You can add 2 more bonus points to your AC and Damage reduction by spending 3 spell points. You cannot add more than 1+Wis bonus AC and DR bonus points.

REIRAKU HUNTER [SOUL]

You can identify and track souls with an uncanny efficiency.

Benefit: To find Reikaku or to follow them for 1 mile requires a successful Sense motive check. You must make another check every time the Reikaku become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The basic DC for the tracking Souls is 15. The DM may impose from -10 to +10 modifiers based on time since the Soul left, your surroundings and the prevailing conditions in the area.

Fan Service Feats

Fan service feats are ways to add flavor and humor to your character through the reference to one of the many archetypes of comic relief manga characters. As those feats have balanced out modifiers, you can take one for free at character creation.

FOUR EYES [GENERAL]

You have glasses. While nobody strikes someone with glasses, you are considered a weakling and have a hard time getting your point heard.

Benefit: You gain a +2 imitative bonus, but suffer -2 to intimidate and detection rolls.

SIMPLETON [GENERAL]

You tend to see things in black and white, and take most everything at face value. You are straightforward and single-minded.

Benefit: You suffer a -2 to bluff, sense motive and gather information checks, but gain a +2 bonus to will saves.

WOMANIZER [GENERAL]

You are unable to resist the charms of the feminine genre. You style yourself a gallant man and a knight protector, while the appreciation for your efforts is far from universal.

Benefit: You have -2 to all charisma based skill checks with women, but gain a +2 bonus to armor class against them.

COWARD [GENERAL]

Your instinct of preservation is truly formidable.

Benefit: You have a -2 modifier on your check to resist intimidation Will saves and +2 bonus to reflex saves and Hide checks.

LOUDMOUTH [GENERAL]

You talk loud, you laugh loud, you walk tall, and you live large.

Benefit: You are big-mouthed and ill mannered. You have -2 to all diplomacy, Hide and move silently checks. You gain +2 bonus on intimidation and fortitude checks.

DARK HERO [GENERAL]

You are the grim, no-nonsense type of hero. You mean serious business and never seem to relax.

Benefit: You gain +2 bonus to initiative and suffer a -2 penalty to diplomacy, perform and sense motive checks.

PIRATE LOOK [GENERAL]

You have an eyepatch, and quite a few scars. You look badass but have poor depth perception.

Benefit: You have +2 bonus on intimidation and gather information checks. You suffer -2 to all ranged attack rolls.

SLACKER [GENERAL]

You are easygoing, lazy or just detached. You don't seem to take anything very seriously.

Benefit: All social skill rolls against you suffer a -2 penalty. You have a -2 modifier to initiative.

SENTAI [GENERAL]

You believe in friendship and teamwork. Some colorful uniform, rallying shout and combat pose might be in order.

Benefit: You have +2 bonus on all teamwork related rolls (flanking attacks, helping others, etc...). For each character amongst your allies that possess this feat, your bonus increases by +2.

WELL ENDOWED [GENERAL]

You are endowed with an extremely generous physique, which offers you several advantages when confronting the



gender of your choice

Prerequisites: Not a Eunuch.... or an Amazon

Benefit: Your distracting accouterments give you a +2 to charisma based checks against those that would find your appearance attractive

You suffer a -2 to charisma based checks against those that do not find your gender attractive.

As illustrated, this feat can be taken multiple times, its effects stack.

PRESTIGE PATHS

Prestige character progression introduces feat trees that allow players to customize their progression in a specialized path. These prestige paths often have steeper prerequisites than standard feats, but offer great power. They present special feats that must be taken in order of their listing in each path entry. Prestige feats cannot be taken outside the prestige path progression.

Captain

A Taichō (隊長, Taichō lit. Unit Commander), commonly referred to as Captain, are the leaders of the thirteen divisions (with the special case of the Commander-General). While "captain" is not an accurate translation of the rank, it's appropriate considering the size of the unit they lead. A single Gotei 13 'unit' (隊) is estimated at about 200-500 troops. Viz renders the units as 'companies' rather than 'divisions' because captains lead companies in real life. However, given that each Captain in Bleach leads a major part of a military wing or corps, they could be division commanders or Generals. Most literally, the name simply means 'unit commander', which could be practically any officer rank.

Captains are generally the most respected Shinigami in Soul Society, with the Central 46 Chambers, Demon Art Corps, and Special Forces leaders possibly being on equal status. With one exception (Kenpachi Zaraki), all captains are able to perform the Bankai of their Zanpakutō and are generally much more powerful than even their lieutenants. Knowing the Bankai gives captains an average of five to ten times the strength of Shinigami who are unable to perform it. They have also extensively trained, if not mastered, their Bankai, allowing them to actually use the enormous power effectively in battle. Most captains are also skilled in the use of Shunpō, Kidō, and generally have excellent knowledge of Shinigami history and battle tactics. All of these factors create a huge power-gap between captains and lower-ranked officers.

Prerequisites:

Feats: Leadership, Blooded, Talented student

Special: Completion of one of the following conditions:

- To take the captain proficiency test (隊長試験, taishu), which requires the ability to perform the Bankai. Presumably, most Shinigami become captains using this method. At least three existing captains, including the Commander-General, have to witness the test.
- To have personal recommendations from at least six captains and approval from at least three of the remaining seven.
- To defeat a captain one-on-one with at least 200 witnesses from the captain's division. Kenpachi Zaraki is the only known captain to have achieved his rank using this method.

1- PERFECT SHIKAI [PRESTIGE]

Benefit: Under the training of Sōtaichō Shigekuni Yamamoto-Genryūsai, you have perfected your Shikai. You now gain your character level as extra points for determining Shikai. This also augments your alternate, constant or final release, if any.

2- Any one Release or Reiatsu feat

3- ENDURING RELEASE [PRESTIGE]

Benefit: Your Shikai and your Bankai durations expands to two minutes per level per day.

4- Any one Release or Reiatsu feat

5- PERFECT BANKAI [PRESTIGE]

Benefit: You've reached the apex of Shinigami power and perfection. You now gain 2 times your character level in extra points for determining Bankai.



2nd Division Special Ops

Also called the Secret Mobile Unit/Corps or Covert Ops, the onmitsukidō (おんみつきどう, onmitsukidō lit. secret tactics, called the Stealth Force in the English dubbed version) has five divisions. The top rank is the Executive Militia (隊長, keigun), the second is the Patrol Corps (隊員, keiratai), and the fifth division is called the Reversal Counter Force or Correctional Force (隊員, riteitai). The other two division names or functions are unknown. There is little information about the operations of the Special Forces.

The Special Forces are currently run by Captain Soifon of the Gotei 13's 2nd Division. She succeeded Yoruichi Shihouin, who departed Soul Society 100 years before the start of the Bleach storyline.

Ranks

The head of the special forces is called commander-in-chief (総隊長, sōshireikan). The leaders of each on the five divisions are ranked as corps commander (隊長, gundanchō), the real-life equivalent being Lieutenant General. Although it is unknown how other ranks work in the Special Forces, like in Gotei 13, the leader of the forces generally also commands its top division, which is the Executive Militia, but unlike in the Gotei 13, the force commander has several bodyguards.

Uniforms

The Executive Militia uniform, as seen in the manga and anime respectively. Although the general Special Forces uniform appears to be the standard Shinigami uniform, the Executive Militia uniform is different from the Gotei 13. Overall, it resembles a ninja uniform. It has no visible white undergarments and the sash is dark as opposed to white. A headpiece covers the bottom part of the face and sometimes the top, but not the eyes; they wear no sandals, but long tabi boots, and tight bands are on the legs and arms to keep the clothes from moving too much, which both are presumably for silence of movement. In the anime, members of the Executive Militia also wear their head covering on the top, not just the bottom and wear a black sash instead of a white one.

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

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

Prerequisites:

Feats: Shinigami, Flash step, Sneak Attack, Seasoned, Skill mastery

Skills: Hide 10 ranks

Special Feats :

1- IMPROVED SNEAK ATTACK [PRESTIGE]

Benefit: Your Sneak attack damage is upgraded to d8.

2- Any one Reiatu or Flash step feat

3- DEATH ATTACK [PRESTIGE]

Benefit: If the Special ops studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (player's choice). While studying the victim, the character can undertake only movement actions and free actions as his attention stays focused on the target. If the victim of such an attack fails a Fortitude save (DC 10 + the character's level) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the attacker. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the attacker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.



If a death attack is attempted and fails (the victim makes her save) or if the attacker does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

4- Any one Reiatu or Flash step feat

5- SHUNKŌ [PRESTIGE]

Benefit: Greatest refinement of the Death Attack of the Special ops, Shunkō has only been used by its last two captains. At the Cost of 20 Kido points, you can cover yourself in a crackling aura that can be used to make a ranged death attack that bypass the 3 rounds study of the victim. Either paralysis or death can be chosen as the attack effect.

After using Shunkō, the character becomes fatigued for 5 rounds.

There is currently little information on the Kidō Corps (鬼道, kidōshū), except that it takes students from the Shinigami Academy that excel in demon arts and that its operations are executed in absolute secrecy.

The main mission of the Kidō Corps is marshalling the borders of the known spiritual realms, making sure no being or other extraordinary phenomenon enter or leave the dimension of the Soul society uncontrolled. They are also often sent on scouting missions to the new or unknown demiplanes that often pop up in the spiritual void between the realms.

The Kidō Corps is also responsible for opening the senkaimon (開門, senkaimon lit. world penetration gate) between the human world and Soul Society.

Prerequisites:

Feat: Shinigami, Kidō artist, Kentate

Skills: Knowledge (Kido) 10 ranks, Spellcraft 10 ranks, Concentration 10 ranks

Special Feats:

1- HANKI [PRESTIGE]

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

2- Any one Metamagic feat

3- SENKAIMON [PRESTIGE]

Benefit: Once per day you can open the Senkaimon, The Senkaimon acts as the Gate Spell that can only travel to the World of the Living and back to the Seireitei again and vice versa. If the area you are attempting to open a Senkaimon to is unknown to you, you have a small chance of having it be redirected to an area you do know.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familier	1 through 97	98 through 99	100	-
Studied Carefully	1 through 94	95 through 97	98 through 99	100
Seen Casually	1 through 88	89 through 96	95 through 98	99 through 100
Viewed Once	1 through 76	77 through 88	89 through 96	97 through 100
False Destination (1d20+80)	-	-	81 through 92	93 through 100

4- Any one Metamagic feat

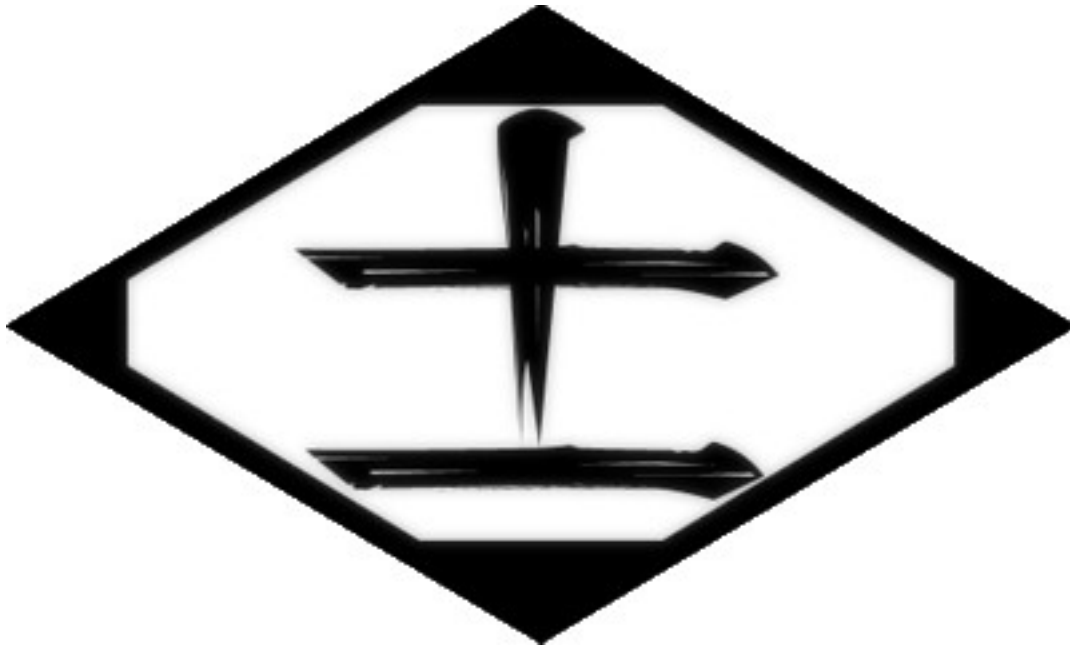
5- GATE OF JIGOKU [PRESTIGE]

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



11th Division Veteran

Amongst the Gotei 13, the 11th Division is the most violent. Its Taisho is one of the most terrifying fighters of the spirit world and his training is merciless. He sometimes singles out a warrior whose spirit, far from being tamed by pain and showing no fear of death, revels in bloodshed and the intoxication of putting one's existence on the line. For those few, Zaraki Kenpachi becomes a model, an inspiration, and its way of fighting, a way of living and dying.



Prerequisites:

+7 base attack bonus

Feat: Shinigami, Zantetsuken, Rage, Blooded

Special: Lost but survived a duel with current 11th division Captain, Zaraki Kenpachi.

1- VETERAN WARRIOR [PRESTIGE]

Benefit: Surviving the training of Taisho Zaraki Kenpachi was an epiphany, and has forged you in one of the most terrifying force of war in the Shinigami divisions. Once per day you can lose yourself in the fury of battle raising your Reiatsu to nearly uncontrollable levels. This Frenzy adds a +2 bonus to Strength, imposes a fixed -4 penalty to AC, and gives the Veteran a single extra attack at its highest Base Attack Bonus. The effects last 3 + Constitution modifier rounds, after which your character is fatigued for 5 rounds.

2- Any one Release or Reiatsu feat

3- GREAT WARRIOR [PRESTIGE]

Benefit: Your Frenzy bonus improves. It now adds a +6 bonus to Strength, imposes a fixed -4 penalty to AC, and gives the Veteran a single extra attack at its highest Base Attack Bonus. The effects last 3 + Constitution modifier rounds, after which your character is fatigued for 5 rounds.

4- Any one Release or Reiatsu feat

5- LEGENDARY WARRIOR [PRESTIGE]

Benefit: Your Frenzy bonus reaches its maximum. It now adds a +10 bonus to Strength, imposes a fixed -4 penalty to AC, and gives the Veteran two extra attacks at their highest Base Attack Bonus. The effects last 3 + Constitution modifier rounds, after which your character is fatigued for 5 rounds.

12th Division Scientist

If you ask one of its members, The Shinigami Research institute only calls to the brightest, unfettered minds. If you ask any other shinigami with half his mind, she'll tell you it's a den of Madlove, Frankenstein and Q -like scientist. Strangely, the two presentations aren't opposed. It's just that a bit too often, the later has to deal with the consequences of the former's failed (or successful) experiments.

Prerequisites:

Feat: Academic Knowledge, Seasoned

Skills: any 3 knowledges at 10 ranks

Special Feats:

1- FAMILIAR [PRESTIGE]

Benefit: The scientist has become adept at creating artificial and modified souls. As a result of his experiments, he gains a familiar.

A familiar is a normal animal that gains new powers and becomes a magical beast when infused with a specially created modsoul. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar. A familiar also grants special abilities to its master, as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves
¹ A raven familiar can speak one language of its master's choice as a supernatural ability.	
² Tiny viper.	

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's, whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master

before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not



understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

2- INVENTION [PRESTIGE]

Benefit: The GP and XP cost for creating magical items is halved for a particular class of items. For all others, it's lowered to $\frac{3}{4}$ of costs indicated in the DMG.

3- FORBIDDEN EXPERIMENTS [PRESTIGE]

Benefit: You have used your knowledge of Shinigami metabolism to step beyond the boundaries of traditional science. You may pick one *hollow growth* power per INT bonus point.

4- IMPROVED FAMILIAR [PRESTIGE]

Benefit: As a result of his scientific progress the Scientist familiar undergoes a fascinating transformation and emerges as a more powerful creature. You gain the *improved familiar* feat.

5- BRILLIANT ANALYSIS [PRESTIGE]

Benefit: When confronted to an unusual phenomenon or enemy, the Scientist can use her knowledge to protect herself from potential harm. After studying its target for 3 rounds, the scientist can ignore all its direct damage and harmful effects for 1d4+ Int modifiers rounds. While studying the attacker, the Scientist can undertake only movement actions and free actions as his attention stays focused on the target.

Once the immunity ends, the Scientist gains a permanent bonus AC and saving throws against this particular phenomenon or individual enemy. Equal to his Intelligence bonus

Reiatsukai are subtle manipulators and fine adepts of the mysterious ways in which Reiatu can influence hearts and souls. They use their power in very different ways, either for personal gain, tactical advantages for their allies or sometime even simple mischief. There is no formal teaching or codified techniques to become a reiatsukai. All one must demonstrate is a great talent to bend and weave Reiatu in himself and others.

Prerequisites

Feats: Overbearing Reiatu

Skills: Sense motive 10+, Bluff 10+, Intimidate 10+

1- REIATSU TERROR [SOUL]

Benefit: When you succeed in overwhelming your opponent with your Reiatu, he is affected as per the *Fear* spell. The character can resist this effect as per the spell description.

2- REIATSU INSPIRATION [SOUL]

Benefit: You may lend your spiritual strength to another character. To be affected, an ally must be in your line of sight. The effect lasts for 5+Cha bonus rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

3- REIATSU ENRAGE [PRESTIGE]

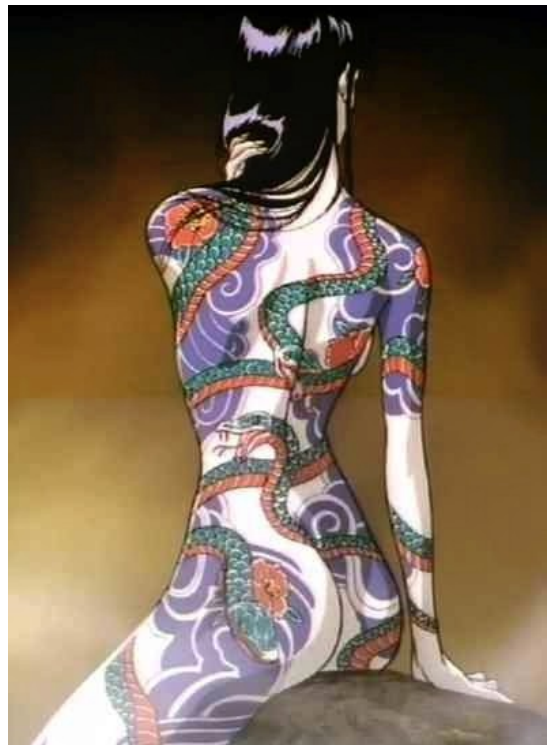
Benefit: When you succeed in overwhelming your opponent with your Reiatu, You can provoke him into attacking you recklessly without concern for personal safety or tactical options. The effect lasts for 5+Cha bonus rounds during which the character affected must move towards you or use the full attack action against you.

4- REIATSU INFLUENCE [PRESTIGE]

Benefit: When you succeed in overwhelming your opponent with your Reiatu, He is affected as per the *Charm person* spell. The character can resist this effect as per the spell description.

5- REIATSU HYPNOSIS [PRESTIGE]

Benefit: When you succeed in overwhelming your opponent with your Reiatu, he is affected as per the *Suggestion* spell. The character can resist this effect as per the spell description.



Since the tragedy that led Baishin and its lieutenants to their untimely death, some took over the notes he left behind and somewhat perfected its method of training. Referring to themselves as the Baishinisan (lit. Baishin's legacy) their school hasn't gained a formal sanction from the gotei13, but even the most traditional minded Captains and 46 central chamber members are willing to turn a blind eye on some of the embarrassment the Baishinisan create, as all grudgingly acknowledge the power that could come as their teachings perfect.

Prerequisites

Feat: Constant release, Soul companion, Fortitude save 10+ ranks

Special: 3d6 zanpakuto damage

1- SWORD FRENZY [PRESTIGE]

Benefit: In the First step on the path of Baishin, a Baishinisan learn to enter a state of unstable fusion with his zanpakuto. She gains a considerable boost in speed and stamina, but her mind is consumed by the power of her own blade. If the Baishinisan cannot get out of this state, she turns into a dangerous force that will need to be taken down by force.

Entering sword frenzy is a move action. Once in sword frenzy the Baishinisan gains his constitution modifier as a bonus to attack, damage, and natural armor class. The aspect of the Baishinisan often change to a somewhat metallic, armored look.

Each round, the Baishinisan receive 1d4 WIS temporary damage. To end the Sword Frenzy the character must succeed a Will save against a DC of his own character level. If the character fails to end the frenzy, she becomes *confused* until reduced to zero hit points or made unconscious. Once the character is healed, she recovers all lost WIS points.

In this state of fusion between spirit and blade, the character gains the Construct type (see below)

2 - NATURAL ARMOR [PRESTIGE]

Benefit: On his path to become one with the blade, the Baishinisan learns to become steel-like. At second level, he gains a +2 natural armor bonus. This bonus stacks with the bonus from the Sword Frenzy. The Ketsugo's skin often takes a slightly metallic sheen, with tints varying from one person to another.

3 - REIATSU DRAIN [PRESTIGE]

Benefit: The ability to fuel their frenzy at the expense of other's Reiatsu is one of the most ill perceived power of the Baishinisan. Upon reaching the third level, the character gains a special ability damage effect that allows them to fuel a power pool that will feed their frenzy for some time. The ability damage is a touch attack that will transfer 1d6 WIS points from the victim to a special point pool the Baishinisan can use to fuel her frenzy instead of receiving ability damage. Once this pool is exhausted, the Baishinisan loose WIS points as per basic Sword frenzy rule. Points in this pool cannot exceed the Ketsugo's character level, and cannot be stocked for more than one day.

4 - GREATER NATURAL ARMOR [PRESTIGE]

Benefit: At fourth level the natural armor bonus of a Baishinisan increase to +4. This bonus stacks with the bonus from the Sword Frenzy. At this stage some develop strange engravings or plates on their bodies.

5- PERFECT SWORD FUSION [PRESTIGE]

Benefit: The Baishinisan reach a state of harmonious fusion with his blade, and as his spirit is united, he is granted a special Constant release at full base points. If the character previously had a constant release, this power supersedes it. In this state of balance between spirit and blade, the character permanently gains the Construct type which lends the following benefits:

- Darkvision out to 60 feet.

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).



- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Not subject to critical hits, nonlethal damage, ability damage (excluding the Sword Frenzy WIS damage), ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.

The vizard are the antithesis to the arrancar; they are Shinigami who have obtained hollow powers and whose Shinigami powers remain dominant (although they do have to undergo a process and maintain their dominance over their hollow), while the arrancar are hollows that have obtained Shinigami powers and whose hollow powers remain dominant. Having begun as Shinigami, the vizard appear entirely human. Unlike the arrancar, they do not have holes or partial masks (common traits of transformed hollows) anywhere on their body, though they can produce masks on demand, and they carry zanpakutō like normal Shinigami. When using their hollow powers, a vizard's appearance does not change except for the mask on their face and the color of their eyes, with the whites of their eyes turning black and the irises gold. This process of donning one's hollow mask is referred to as "Hollowification" (卍, horō-ka).

The existence of Shinigami/hollow hybrids was first hinted fairly early in the manga. When Ichigo Kurosaki was training with Kisuke Urahara, Urahara severed Ichigo's Chain of Fate in order to force him to regain his lost Shinigami power. Ichigo was able to recover his Shinigami powers when his body began the process of turning into a hollow. Ichigo's transformation happened out of sequence, his mask forming first instead of his body breaking apart and reforming, a sign of his resistance. When he emerged as a Shinigami, he was also wearing a hollow's mask, which he broke off. After he arrived in Soul Society, the hollow mask reappeared on him on several occasions, even though he repeatedly discarded it. In the fight against Byakuya Kuchiki, Ichigo's hollow form reformed and his mask started to reform around his face. However, before he completely transformed, Ichigo was able to regain control and tear off the mask once again. Whether this process is uniform for all vizard or merely unique to Ichigo is unclear, though the later symptoms are hinted at being common.

Ichigo later discovers that there are other Shinigami who have acquired hollow powers besides himself. Shinji Hirako, a boy carrying a zanpakutō and a hollow mask, reveals that these renegade Shinigami call themselves the vizard. Shinji tries to convince Ichigo to join their group, saying that only he can teach Ichigo how to control his "hollow within" and keep it from taking over and destroying everything Ichigo cares about. Ichigo initially refuses Shinji's offer, but relents after realizing he can't control his inner hollow on his own. Ichigo insists that he's merely using them to learn how to control his inner hollow.

It is unclear what the motives of the vizard are. It is known, however, that vizard are considered criminals by Soul Society for committing the ultimate taboo of acquiring hollow powers. Hollows would also never accept a vizard, due to their former status as Shinigami. It is because of this that it can be presumed that the only side the vizard are on is their own. Regardless, they seem to be valuable allies-to-be in the battle against Sōsuke Aizen's army of arrancar, as Kisuke Urahara mentioned.

Unlike in Soul Society, where the rank is given accordingly to Shinigami within a division, or in Hueco Mundo, where a number is assigned to each arrancar reflecting their strength, the vizard have not yet revealed a structure based on hierarchy. However, Shinji Hirako does appear to be in some sort of leadership role.

Prerequisites:

Feat: Hollow Within, Will save 10+ ranks

Special: Must have faced and subdued the inner hollow.

1- MASKED WARRIOR [PRESTIGE]

When donning his hollow mask (a move action), the Vizards summon the Hollow Inside to use its power, much like when a Shinigami releasing his Zanpakutō.

While masked, the Vizard benefits from an enhancement bonus to strength and dexterity equal to his character level.

The Mask can be maintained for Character level+Con bonus/ rounds per day, and may be spread over multiple uses.

2- Any one Character or Reitsu feat



3- CERO [PRESTIGE]

The Vizard can unleash a condensed burst of energy in a 60-foot line that deals 1d6 damage per character level. Targets may make a reflex save (DC 10+1/2 character level + constitution modifier) for half damage. This ability may be used once every 1d4 rounds.

4- Any one Release of Flash step feat

5- ETERNAL MASK [PRESTIGE]

The Vizard learns to keep his mask downed for much longer. The Mask can be maintained for Character level+Con bonus/ minutes per day, and may be spread over multiple uses.

Adjuchas (アジュカス, ajūkasu, Spanish for "stone demon") are the medium class of menos in terms of power, and the second stage in the menos evolution. Adjuchas can vary radically in appearance, from bulky humanoids to the jaguar-like form of Grimmjow Jeagerjaques. Unlike the gillians, they are roughly human-sized. They are also much smarter than the gillians and have the power to match. It is likely they could fight evenly with at least a Shinigami lieutenant. They watch over the many gillian-class menos, and in the anime are also capable of controlling them, or at the least those put in charge by Aizen can.

Adjuchas-class menos are much smaller in population compared to the gillian class, due to the rarity of any one hollow being capable of overwhelming the many other hollows that comprise the body of a gillian. Furthermore, the adjuchas must continue to devour hollows, or its mind will be absorbed by the hollows comprising its form and it will revert back into a gillian. The subsequent lack of an individual will also preclude the reverted gillian from becoming an adjuchas again.

Prerequisites:

Attack bonus 12+, Cero and Consumption Hollow Growth powers

Special: must have eaten the flesh of another Adjucha



1- DEVOUR [PRESTIGE]

When you consume a fallen opponent, you gain a greater part of its strength. You gain temporary hitpoints 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.

2- Any one Flash step or Reitsu feat

3- SUMMON HOLLOW [PRESTIGE]

Once per day, you may summon a Hollow with no more than half your character level. The Hollow is summoned for one hour per Cha bonus points of the Adjucha. The DM has the final say as to the abilities and shape of the summoned creature. The Hollow obeys your every command for the duration of the summon. You cannot gain sustenance from Summoned Hollows.

4- Any one Flash step or Reitsu feat

5- HOLLOW SWARM [PRESTIGE]

This ability acts as the *Elemental Swarm* spell, but summons Hollows instead of elementals.

An Arrancar is a hollow that has removed its mask and gained Shinigami powers. The name Arrancar is a Spanish verb meaning "to remove" or "to rip off," a reference to an arrancar's removal of its hollow mask. In the manga, Arrancar is written using a kanji spelling meaning torn mask (面剥, yamen), but is pronounced as the Spanish Arrancar (アランカル, arankaru).

Few hollows have the potential to remove their masks normally, and even if they manage it the change is not significant. Sōsuke Aizen is able to artificially create Arrancar with the Orb of Distortion, which also unlocks much more of their potential than a natural transformation would. The process of turning a hollow into an Arrancar is called Shinigamification (面剥, Shinigami-ka).

Arrancar and ordinary hollows differ in two ways: the location of their holes and the near-total disappearance of their masks. When hollows become Arrancar, the chances of them retaining a humanoid form increase with their intelligence; only vasto lorde-class Arrancar will definitely assume a humanoid form. If powerful enough, an Arrancar can seal his or her excess power into the form of a Zanpakutō. Unlike with Shinigami, this Zanpakutō is simply the hollow's true form sealed into a sword. Therefore, an arrancar's release of their Zanpakutō is merely a temporary restoration of their former selves. An Arrancar release is called Resurrección (面剥, resurekushion, Japanese for "returning blade," Spanish for "resurrection"). Arrancar do not have a known second release.

Those Arrancar under Aizen's command also have a standard theme for their clothing. Their uniforms consist of a white jacket, black sash, white hakama, and black socks with white sandals; in essence, the uniforms are basically inverted Shinigami uniforms.

The *Números* (面剥, Numerosu, Japanese for "number holders," and Spanish for "numbers") are the combat specialists. They are assigned a two digit number at birth from 11 to 99 to indicate their age (Número 11 is the oldest, Número 99 is the youngest). The basic Número uniform consists of a white-collared jacket and robes held with a black sash. However, the uniform is customizable, giving each Número a sense of individuality. The fighting ability of Números is thought to be superior to all other Arrancar, except for the Espada (current and former).

The *Privaron Espada* (面剥, Puribaron Esupāda, Japanese for "ten fallen blades," Spanish for "deprived") are former Espada who have officially lost their rank and are assigned a three-digit number. Being former Espada, they are far stronger than the normal Números. They reside in Tres Cifras, which translates literally from Spanish as "three digits". As mentioned by Dordonii, these former "naturally created" Espada were rendered obsolete after Aizen began artificially creating Arrancar to meet his own standards.

The *Exequias* (面剥, Ekusekiasu, Japanese for "funerary attacking force," Spanish for "funeral") are Arrancar that are part of the execution division, apparently charged with termination of intruders and rebels. They are the equivalent of the Soul Society's Onmitsukidō.

Prerequisites:

Unarmed attack bonus 12+, Cero and Supersonic Strike Hollow Growth powers

Special : Must have had his mask removed either by exposition to the Orb of Distortion, or by his own free will after having feasted on the flesh of an Adjucha of maximum potential (Level 5, Hollow Level 18+ or Arrancar Level 1+)

1- SEALED FORM [PRESTIGE]

The Hollow powers acquired via the Hollow Growth ability are sealed in an arrancar's Zanpakutō. His natural weapons damage is now considered Zanpakuto damage for the purpose of feats prerequisites.

2- RESURRECCIÓN [PRESTIGE]

When Releasing his true Hollow form (a standard action), an Arrancar gains an immense boost to its Hollow powers. During Resurrección, the Arrancar benefits from an enhancement bonus to strength, dexterity and constitution equal to twice his number of Hollow Growth feats.

An Arrancar's Resurrección lasts for one minute per constitution bonus points per day. Its total time may be spread amongst as many uses as needed.

3- HIERRO [PRESTIGE]

The Arrancar adds her Constitution bonus (if any) to her AC as a natural armor bonus.

4- BALA [PRESTIGE]

An Arrancar can release a rapid volley of energy blasts. In game terms he can convert his natural weapons attacks to ranged attacks up to one time per Arrancar level per day. The maximum range

is character level in yards.

5- GARGANTA [PRESTIGE]

Once per day you may create a *Gate* as per the spell, with a spellcaster level equal to your character level, and the following restrictions. One of the Gate exits must be the Hueco Mundo, and the creature you can call through the Gate must be one of its denizens.

The Espada (十刃, *Esupāda*, Japanese for "ten blades," Spanish for "sword") are the top-ranked arrancar in Aizen's army. The Espada at the time of the group's introduction consists of nine males and one female. Each Espada member is chosen for their superior combat ability and then assigned a number from 1 to 10 that indicates their rank and relative power level, which is tattooed somewhere on their body (Grimmjow's is on his lower back, for instance). The Espada are given control over the Números and are regarded as the strongest arrancar in existence. Similar to the power gap between captains and lieutenants in the Gotei 13, the strength of the Espada far surpasses that of the average Número. As Aaroniero Arruruerie notes, all of the Espada except him were at least adjuchas-class menos before becoming arrancar.

Prerequisites:

Resurrección special ability

Special: must have defeated another Espada or have been chosen at the destruction of one.

1- GRAN REY CERO [PRESTIGE]

Once per day, an Espada may summon a devastating cero blast, both *empowered* and *maximized*, as a full round action.

2-BONUS FEAT: LEADERSHIP

The *Fracción* (副官, *Furashion*, Japanese for "subordinate officers," Spanish for "fraction") are a subsection of the Números that directly serve a specific Espada. The number of Fracción for any given Espada varies: Stark and Nnoitra Jiruga would seem to have just one, while Szayel Aporro Granz has at least a dozen.

3-Bonus Feat

4-Bonus Feat

5-Bonus Feat



KIDO

Kidō spells are used by Bleach characters of the Shinigami race for various purposes. Spells exist for attacking, binding, and healing. Like conventional magic, most of these spells require an incantation of some sort to activate their effect. They are performed through channeling spirit energy, which the incantation then focuses into a specific effect. As stated by Ganju Shiba, the principle behind Kidō and channeling spirit energy in general is a mental image of throwing oneself within a darkly-colored circle.

Most Kidō spells are sorted into two categories: binding spells (縛り, bakudō, literally "way of binding") and destructive spells (壊り, hadō, literally "way of destruction"). The former category is somewhat more generalized, referring to basically any technique designed to deter a target, including tracking and communication spells. Some binding spells, however, can be quite harmful to their targets, if not deadly. Destructive spells, on the other hand, are always intended to harm, usually consisting of some sort of directed energy blast.

With the exception of healing, which requires no incantation or even a name to perform (see Reiatu Feats section), Kidō spells consist of four distinct steps: reciting the incantation of the spell (which is usually long-winded), its category (binding or destructive), its number, and finally its name. The number of a spell determines the difficulty of casting it correctly and effectively (#1 is simple to cast, #99 is incredibly difficult). With sufficient training, the first step can be bypassed, allowing spells to be used in combat quickly. Doing so, however, lessens the spell's effect, the degree of which is dependent upon the skill of the caster. Bypassing the incantation is also more difficult for higher-numbered spells, as casting them is already fairly difficult even with the full verbal component (see Spellcraft in Skills section). The power of Kidō spells varies on the skill of the user; even a low-level Kidō spell can be utterly devastating when utilized by a sufficiently powerful user.

Shinigami don't have to prepare spells. They can cast any Kidō they know by spending the requisite number of spell points. Each spell costs a certain number of spell points to cast. The higher the level of the spell, the more points it costs:

Kidō level	Spell points cost
1st	1
2nd	3
3rd	5
4th	7
5th	9
6th	11
7th	13
8th	15
9th	17

Casters need not specially prepare metamagic versions of their spells—they can simply choose to apply the metamagic effect at the time of casting. Doing this does not increase the spell's casting time.

There is an additional spell point cost to any spell cast with a metamagic feat. Effectively, the character must pay for the spell as if it were a higher-level spell, based on the adjustment from the metamagic feat. If the metamagic effect(s) would increase the spell's effective level above what he is capable of casting, he can't cast the spell in that way.

Kidō Spellcasters regain lost spell points whenever they can rest or meditate for 6 uninterrupted hours. Without this period of rest and mental preparation, the caster's mind isn't ready to regain its power. Spell points are not divorced from the body; they are part of it. Using spell points is mentally tiring, and without the requisite period of rest, they do not regenerate. Any spell points spent within the last 8 hours count against a character's daily limit and aren't regained.



Here are two lists with all Kidō seen through the manga. These are not actual spell lists, but lists of the Kido seen through the manga. Choosing a Spell List with the Spellcaster feat is different than this, as noted by the “Reference Spell” column.

Bakudō	Description	Reference spell	Approximate level
1. Restrain (罫, <i>sai</i>)	Locks a target's arms in place behind their back.	Daze	2
4. Crawling Rope (罫, <i>hainawa</i>)	An energy rope entangles a target's arms.	Animate rope	1
9. Strike (罫, <i>geki</i>)	Engulfs a target in red light, completely paralyzing them.	Sepia snake sigil	3
58. Summoning of the Tracking Sparrows (罫, <i>kakushitsuijaku</i>)	Tracks and locates any spiritual force the user focuses on. To activate it, the user must draw a circle on the ground, cut into four parts with a specific character in each. The incantation animates the circle, causing various numbers to appear within until the specific set is found. The number set seems to be a variation on longitude and latitude.	Locate creature	4
61. Six Rods Prison of Light (罫, <i>rikujōkōrō</i>)	Summons six thin, but wide, beams of light that slam into a target's midsection, holding them in place.	Hold Person	3
75. Quintet of 1 kan Iron Pillars (罫, <i>gochūtekkkan</i>)	Summons five incredibly tall and thick pillars to pin a target to the ground.	Hold Monster	5
77. Heavenly Rickshaws in Silken Air (罫, <i>tenteikūra</i>)	Transmits messages to anyone within Soul Society. In addition to reciting the spell, the user must draw specific markings on their arms, which are animated by the spell to convey the messages.	Sending, mass	6
81. Splitting Void (罫, <i>danku</i>)	Creates an energy barrier in the form of a rectangular wall. It is capable of stopping destructive spells up to #89.	Prismatic wall	8
99, Part 1. Seal (罫, <i>kin</i>)	Binds the arms of a target with spiritual fabric and iron shafts.	Imprisonment	9
99, Part 2. Great seal (罫, <i>bankin</i>)	This spell covers a target from head to toe with spiritual fabric (first song), stabs them with numerous metal blades (second song), and then smashes them with an immense metal cube (final song).	Binding	8

Hadō	Description	Reference spell	Approximate level
1. Thrust (罫, <i>shō</i>)	Pushes the target away from the caster.	Gust of Wind	2
4. White Lightning (罫, <i>byakurai</i>)	Fires a concentrated bolt of lightning from the caster's forefinger.	Lightning bolt	3
31. Shot of Red Fire (罫, <i>shakkahō</i>)	Fires a ball of red energy at a target.	Fireball	3
33. Blue Fire, Crash Down (罫, <i>sōkatsui</i>)	Fires a burst of blue spiritual energy at a target in a similar manner to 31, but over a wider area and with more power.	Fireball (enlarged, Empowered)	6
54. Abolishing Flames (罫, <i>haien</i>)	Fires a blast of purple spiritual energy that will incinerate a target completely when it makes contact.	Disintegrate	6
63. Thunder Roar Cannon (罫, <i>raikōhō</i>)	Fires a massive wave of yellow energy at a target.	Prismatic spray	7
63. Twin Lotus Blue Fire, Crash Down (罫, <i>sōren sōkatsui</i>)	Essentially a doubled version of #33, this spell fires two shots of blue fire with greater potency than the single-shot variety.	Meteor swarm	9
90. Black Coffin (罫, <i>kurohitsugi</i>)	Forms a box of black energy around a target, which is then pierced by dozens of energy "spears", lacerating the one inside from head to toe.	Destruction	7

Learning new Kidō can only be done by spending time with a NPC caster, and as such, each DM as the final say as to which spell a player character will learn over the course of the campaign.

Alternative Kido spells may be chosen from many spell lists, from psionic powers to wizard spells, to more exotic shugenja spells from Oriental Adventure sourcebook. Priest spells should be reserved

to very special occasions (ie: Inoue Orihime).

STUFF

To aid in their missions, particularly when said missions involve more than simply dispatching a hollow, Shinigami have a number of unique items to assist them in their duties. In addition, it should be noted that all Shinigami captains and lieutenants have their spiritual energy reduced by about 80% when they enter the human world by use of a spiritual limit, represented by a seal resembling the symbol unique to their division, in order not to cause unnecessary influence while there. In extreme cases where their full power is needed, they can request a limit release.

Gigai

In certain circumstances, a Shinigami will need a way to stay in the human world for long periods of time, interact with the living, and/or recover their powers when the need arises, all of which they can't do in spirit form. Thus, the gigai was developed.

A gigai (虚体 lit. faux body) is an artificial body that allows Shinigami to remain in the human world for an extended period, either due to temporary loss of powers or extended missions. While the body is synthetic, it functions and operates exactly like a natural one, including but not limited to blood flow and the like. Unlike the normal Shinigami body, a gigai is detectable by humans who are not spiritually aware.

Artificial souls

Artificial souls (虚魂 gikongan), as the name suggests, are souls designed by Shinigami scientists to separate a Shinigami's spirit from a gigai, should they be inhabiting one, or to evict stubborn spirits from their corpses if necessary. When ingested, it forces the soul out of the body and takes control of it, operating in a pre-programmed manner until removed by the Shinigami. It is commonly called Soul Candy, as the Shinigami Women Organization complained that the name gikongan wasn't cute and had it changed. To fit with the more informal name, Soul Candy is contained in PEZ-like dispensers with cartoon characters on top. The souls themselves apparently have personalities to match the cartoon character in question; for example, Rukia's favorite version, Chappy the Rabbit, is a hyperactive character that tries to restrain Ichigo when given control of Rukia's gigai and even speaks in a cutesy baby talk manner.

Modified souls

Because there are far more hollows than Shinigami, the modified soul (mod soul) project was born in an attempt to even the gap. Modified souls (虚魂, kaizō konpaku) are artificial souls designed to enhance regular human physiology, making them capable of battling hollows equally. For example, one modsoul may be able to run many times faster than a regular human while another may be many times stronger than normal. Kon, a recurring modsoul, has enhanced leg-strength. The modsouls are condensed into tiny, candy-like orbs and placed into corpses to achieve their function as soldiers to combat hollows. They are also more independent to fit with their purpose.

The modsouls were exterminated after the experiment was halted due to ethical reasons, since they were intended to be used to reanimate human corpses to use as weapons against the hollows. Kon was somehow mixed into a batch of regular artificial souls (Soul Candy) and shipped to Kisuke Urahara's shop, where Rukia and Ichigo obtained him and unknowingly let him loose. Despite a standing order to dispose of all modified souls, they kept Kon and placed him into the body of a lion plushy. Rukia and Ichigo use Kon to possess Ichigo's body when his soul is expelled from his body to fight as a Shinigami.

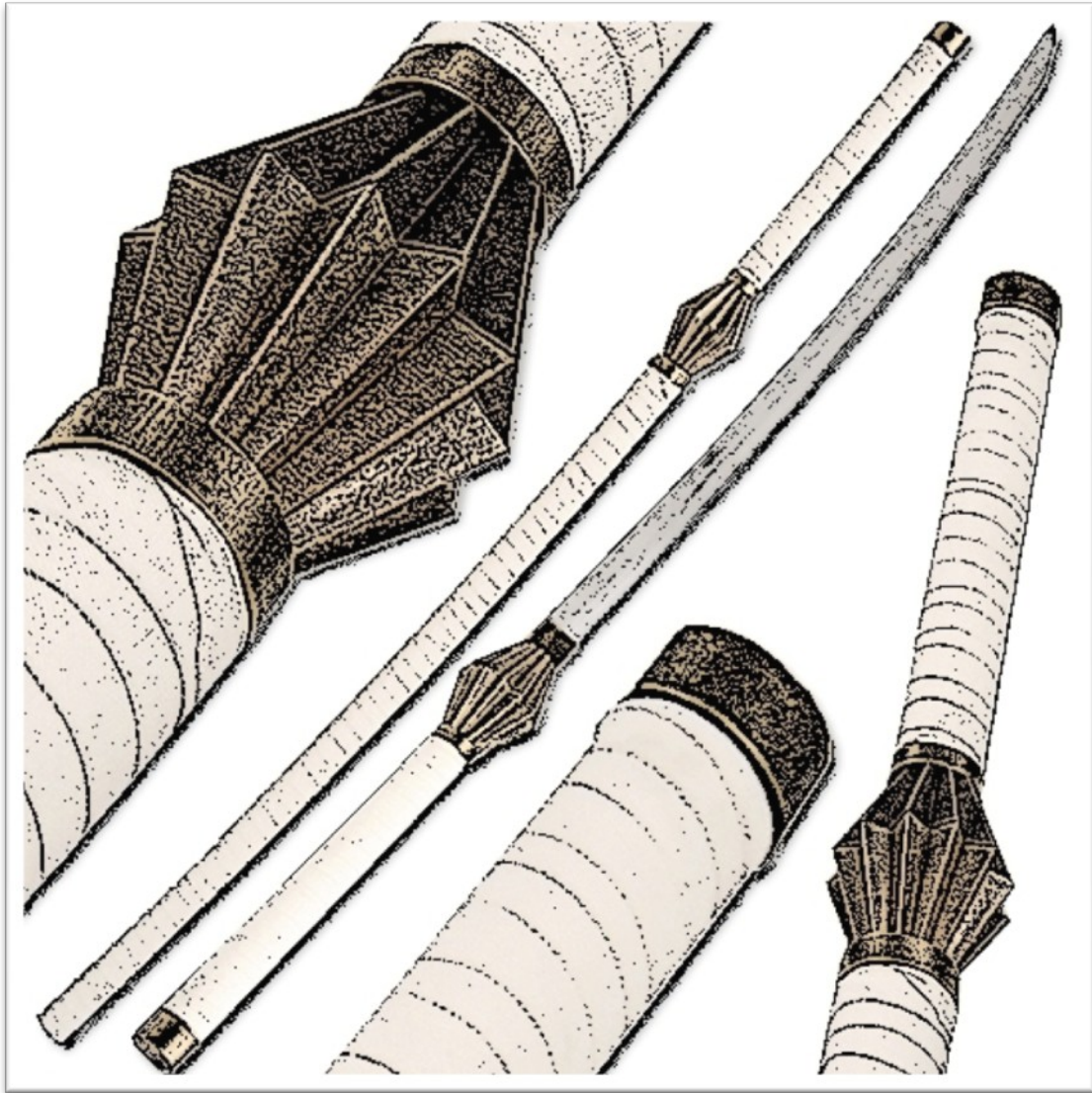
Memory replacement

In some cases, a human witnesses a Shinigami purify a hollow or affect his surroundings in a significant way. To keep the incident a secret, Shinigami perform memory replacement with an item called kikanshinki. In function, it operates almost exactly like the neuralizer in the Men in Black films. When used, a bird's head pops from the top of the device and produces a puff of smoke. The human it is used on is knocked unconscious and wakes up a while later with a new memory. However, the new memory that the human acquires is random and often based on the limits of what they themselves will believe. For example, Ichigo's family merely believed they slept through a truck crashing into their house when it was used on them. Conversely, Orihime Inoue, who has a much more active imagination, believed that her house was attacked by a gun-toting sumo wrestler (a Yakuza gunman in the manga).

Mobile phone

A vital tool for any Shinigami stationed in the real world, this variation on a mobile phone functions

both as a regular phone and as a communication line with Soul Society. It receives information about the time and exact location of a hollow's emergence via Global Positioning System (GPS). A Shinigami's kills are also recorded in the phone and can be used as currency (according to the bounty placed on each hollow).



Weapons

Here is a collection of oriental or exotic weapons that lends themselves quite well for Zanpakutō alternate forms.

Name	Damag e	Critical	Typ e	Special	Name	Damag e	Critical	Typ e	Special
Katana (sword)	1d10	19-20 x2	S	1 ½ handed	Sai (forked dagger)	1d4	x2	P	+4 to disarm
Wakisashi (shortsword)	1d6	19-20 x2	S		Chakram (thrown disc)	1d4	x3	S	Range 10m
Tessen (war fan)	1d6	x3	S		Nekode (bladed glove)	1d4	x2	P	Disarm immunity
Nagamaki (greatsword)	2d4	x3	S	2 handed	Naginata (lance)	1d10	x3	S	Reach 3m, 2 handed
Scythe	2d4	X4	S	2 handed	Spiked chain	2d4	x2	P	+2 to disarm, reach 3m
Great Sword	2d6	x2	S	2 handed	Two-bladed sword	1d8/1d8	19-20 x2	S	2 handed, trip attack Double weapon
War Hammer	1d8	X3	B		Quaterstaff	1d6/1d6	x2	B	Double weapon
Scimitar	1d6	18-20 x2	S		Heavy Flail	1d10	19-20 x2	B	2 handed
Trident	1d8	x2	P		Three-sections staff	1d8	X3	B	Double weapon
Whip	1d4	X2	B	Non-lethal					

CHARACTERS



+10d6+4 ranged piercing damage, 6 yards diameter burst

Ikkaku Madarame
Level 13

	Value	Bonus
STR	14	
DEX		
CON	ints	
INT	Class	
WIS	je	
CHA	ive	



Saves	Score
Fortitude	
Reflex	
Will	

Magic	Score
Spell list	
Spell level	
Spell points	

Combat	Score	Number	Damage
Weapon attack			
Unarmed strike			
Ranged shot			

Skill	Skill
Appraise (Int)	Knowledge (Int) :
Balance (Dex, A)	Listen (Sag)
Bluff (Cha)	Move silently (Dex,A)
Climb (For, A)	Perform (Cha) :
Concentration (Con)	Pick locks (Dex)
Craft (Int) :	Profession (Sag) :
Decipher script (Int)	Ride (Dex)
Diplomaty (Cha)	Rope use (Dex)
Disable device (Int)	Search (Int)
Disguise (Cha)	Sense motive (Sag)
Escape artist (Dex, A)	Sleight of hand (Dex, A)
First aid (Sag)	Speak language (-)
Forgery (Int)	Spellcraft (Int)
Gather information (Cha)	Spot (Sag)
Handle animal (Cha)	Survival (Sag)
Hide (Dex, A)	Swim (For,A)
Intimidation (Cha)	Tumble (Dex, A)
Jump (For, A)	Use magic items (Cha)

Feats

Shikai	Hōzukimaru 13 pts Alternate Zanpakutō form (Naginata), Alternate Zanpakutō form (Three section staff), +5 Speed
Bankai	Ryūmon Hōzukimaru 26pts Alternate Zanpakutō form (Double Axe), +9 Keen Wounding Speed Double Axe, Greater Rage, Mighty rage, Blooded x2, Damage reduction x2

Kuchiki Rukia
Level 9

	Value	Bonus
STR	12	+1
DEX	14	+2
CON	13	+1
INT	18	+4
WIS	16	+3
CHA	14	+2
		Value
Hit Points		72
Armor Class		
Damage Reduc.		
Initiative		

Saves	Score
Fortitude	
Reflex	X
Will	X
Magic	Score
Spell list	Kido
Spell level	4
Spell points	X

Combat	Score	Number	Damage
Weapon attack	X		
Unarmed strike			
Ranged shot			



Skill		Skill	
Appraise (Int)		Knowledge (Int) : <i>Shinigami</i>	x
Balance (Dex, A)	X	Listen (Sag)	
Bluff (Cha)	X	Move silently (Dex,A)	
Climb (For, A)		Perform (Cha) :	
Concentration (Con)		Pick locks (Dex)	
Craft (Int) :		Profession (Sag) :	
Decipher script (Int)		Ride (Dex)	
Diplomaty (Cha)		Rope use (Dex)	
Disable device (Int)		Search (Int)	
Disguise (Cha)		Sense motive (Sag)	x
Escape artist (Dex, A)		Sleight of hand (Dex, A)	
Heal (Sag)	X	Speak language (-)	
Forgery (Int)		Spellcraft (Int)	X
Gather information (Cha)		Spot (Sag)	
Handle animal (Cha)		Survival (Sag)	
Hide (Dex, A)		Swim (For,A)	
Intimidation (Cha)		Tumble (Dex, A)	X
Jump (For, A)	x	Use magic items (Cha)	

Feats	
Shinigami	Academic knowledge
Talented	Flash step
Seasoned	Shikai
Enlightened	Variable release
Spellcaster	Variable release
Heroic attribute (cha)	Kido artist
Heroic attribute (con)	Blooded

Shikai	Sode no Shirayuki : some no mai, tsukishiro 9 pts +5d6 cold 2m diameter cylinder
Variable	Sode no Shirayuki : tsugi no mai, hakuren 6+3pts +7d6 ranged cold damage
Variable	Sode no Shirayuki : san no mai, shirafune 6+3pts +5d6 cold 2m diameter emanation

Matsumoto Rangiku
Level 10

Value Bonus	
STR	
DEX	
CON	
INT	
WIS	
CHA	
Value	
Hit Points	
Armor Class	
Damage Reduc.	
Initiative	



Saves	Score
Fortitude	
Reflex	
Will	
Magic	Score
Spell list	
Spell level	
Spell points	

Combat	Score	Numb er	Dam age
Weapon attack			
Unarmed strike			
Ranged shot			

Skill s	Skill s
Appraise (Int)	Knowledge (Int) :
Balance (Dex, A)	Listen (Sag)
Bluff (Cha)	Move silently (Dex,A)
Climb (For, A)	Perform (Cha) :
Concentration (Con)	Pick locks (Dex)
Craft (Int) :	Profession (Sag) :
Decipher script (Int)	Ride (Dex)
Diplomaty (Cha)	Rope use (Dex)
Disable device (Int)	Search (Int)
Disguise (Cha)	Sense motive (Sag)
Escape artist (Dex, A)	Sleight of hand (Dex, A)
First aid (Sag)	Speak language (-)
Forgery (Int)	Spellcraft (Int)
Gather information (Cha)	Spot (Sag)
Handle animal (Cha)	Survival (Sag)
Hide (Dex, A)	Swim (For,A)
Intimidation (Cha)	Tumble (Dex, A)
Jump (For, A)	Use magic items (Cha)

Feats

Shikai	Haineko 13pts
+7d6 Brilliant energy ranged fire damage	

Zaraki Kenpachi
Level 18

	Value	Bonus
STR	?	
DEX	14	+2
CON	?	
INT	11	0
WIS	12	+1
CHA	12	+1
		Value
Hit Points		234
Armor Class		
Damage Reduc.		18/-
Initiative		+2

Saves	Score
Fortitude	X
Reflex	X
Will	X
Magic	Score
Spell list	
Spell level	
Spell points	X

Combat	Score	Numb er	Dama ge
Weapon attack	25	4	4d6+4
Unarmed strike	X		
Ranged shot			



Skills		Skills	
Appraise (Int)		Knowledge (Int) :	
Balance (Dex, A)		Listen (Sag)	X
Bluff (Cha)		Move silently (Dex,A)	X
Climb (For, A)		Perform (Cha) :	
Concentration (Con)	X	Pick locks (Dex)	
Craft (Int) :		Profession (Sag) :	
Decipher script (Int)		Ride (Dex)	
Diplomacy (Cha)		Rope use (Dex)	
Disable device (Int)		Search (Int)	
Disguise (Cha)		Sense motive (Sag)	X
Escape artist (Dex, A)		Sleight of hand (Dex, A)	
Heal (Sag)		Speak language (-)	
Forgery (Int)		Spellcraft (Int)	
Gather information (Cha)		Spot (Sag)	
Handle animal (Cha)		Survival (Sag)	X
Hide (Dex, A)		Swim (For,A)	
Intimidation (Cha)	X	Tumble (Dex, A)	X
Jump (For, A)	X	Use magic items (Cha)	

Feats	
Shinigami	Blooded
Weapon focus	Blooded
Weapon specialization	Zantzutken
Zanjutsu master	Talented
Power attack	Damage reduction
Rage	Damage reduction
Constant Release	Damage reduction
Veteran warrior	Flash step
Great warrior	Leadership
Legendary warrior	Heroic Attribute (con)
Perfect Shikai	Kentate
Greater constant release	Pirate look

Constant	XX pts
	Keen katana, Greater Rage, Mighty Rage, Long Rage, Tireless Rage, Heroic Attribute (str) x6, Heroic Attribute (con) x6.

Special: Kenpachi's Eye patch suppresses all the benefits from his greater constant release. Once removed and all-out raging, kenpachi's Str is 42 (+16 to hit and damage), Con 32 (360 HP) and he attacks 6 times per round while his AC drops by 6.

Kuchiki Byakuya

Level 16

	Value Bonus	
STR		
DEX		
CON		
INT		
WIS		
CHA		

	Value
Hit Points	
Armor Class	Score
Damage Reduc.	
Initiative	Score
Spell list	Kido
Spell level	8
Spell points	

Combat	Score	Number	Damage
Weapon attack			
Unarmed strike			
Ranged shot			



Skill	Skill
Appraise (Int)	Knowledge (Int) :
Balance (Dex, A)	Listen (Sag)
Bluff (Cha)	Move silently (Dex,A)
Climb (For, A)	Perform (Cha) :
Concentration (Con)	Pick locks (Dex)
Craft (Int) :	Profession (Sag) :
Decipher script (Int)	Ride (Dex)
Diplomaty (Cha)	Rope use (Dex)
Disable device (Int)	Search (Int)
Disguise (Cha)	Sense motive (Sag)
Escape artist (Dex, A)	Sleight of hand (Dex, A)
First aid (Sag)	Speak language (-)
Forgery (Int)	Spellcraft (Int)
Gather information (Cha)	Spot (Sag)
Handle animal (Cha)	Survival (Sag)
Hide (Dex, A)	Swim (For,A)
Intimidation (Cha)	Tumble (Dex, A)
Jump (For, A)	Use magic items (Cha)

Feats

Shikai	Senbonzakura 24 pts +15d6 Brilliant energy, Ranged slashing damage, +10 deflection bonus to AC
Bankai	Senbonzakura Kageyoshi 34 pts +20d6 12 yards Diameter Burst Positive energy damage, +4 deflection bonus to AC
Sacrifice	Shūkei: Hakuteiken 24 pts Zanjutsu Master, Reiatsu Focus, +20 Holy katana

Soifon

Level 14

Value Bonus	
STR	
DEX	
CON	
INT	
WIS	
CHA	
Value	
Hit Points	
Armor Class	
Damage Reduc.	
Initiative	

Saves	Score
Fortitude	

Skills		kill	Feats
Knowledge (Int) :			
Listen (Sag)			
Move silently (Dex, A)			
Perform (Cha) :			
Pick locks (Dex)			
Rope use (Dex)			
Search (Int)			
Sense motive (Sag)			
Sleight of hand (Dex, A)			
Speak language (-)			
Spellcraft (Int)			
Spot (Sag)			
Survival (Sag)			
Swim (For, A)			
Tumble (Dex, A)			
Use magic items (Cha)			

Combat	Score	Number	Damage
Weaponry (Cha)			
Disable device (Int)			
Disguise (Cha)			
Escape artist (Dex, A)			
Unarmed strike			
Ranged shot			
First aid (Sag)			
Forgery (Int)			
Gather information (Cha)			
Handle animal (Cha)			
Hide (Dex, A)			
Intimidation (Cha)			
Jump (For, A)			

Special	Suzumebachi 13pts
	Punching dagger +6 enhancement bonus, Lesser Vorpal (50% chance to kill on a natural 20)



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長月

Kurosaki Ichigo

Level 14

	Value	Bonus
STR	18	+4
DEX	14	+2
CON	16	+3
INT	12	+1
WIS	11	0
CHA	12	+1
		Value
Hit Points		168
Armor Class		20
Damage Reduc.		7/-
Initiative		+2

Saves	Score
Fortitude	13
Reflex	10
Will	11

Magic	Score
Spell list	
Spell level	
Spell points	

Combat	Score	Number	Damage
Weapon attack	22	4	4d6+6
Unarmed strike	12	2	1d3+4
Ranged shot	17	7	-



Skills		Skills	
Appraise (Int)		Knowledge (Int) : Hollows	5
Balance (Dex, A)	10	Listen (Sag)	
Bluff (Cha)		Move silently (Dex, A)	5
Climb (For, A)		Perform (Cha) :	
Concentration (Con)	10	Pick locks (Dex)	
Craft (Int) :		Profession (Sag) :	
Decipher script (Int)		Ride (Dex)	
Diplomacy (Cha)		Rope use (Dex)	
Disable device (Int)		Search (Int)	
Disguise (Cha)		Sense motive (Sag)	10
Escape artist (Dex, A)		Sleight of hand (Dex, A)	
Forgery (Int)		Speak language (-)	
Gather information (Cha)		Spellcraft (Int)	1
Handle animal (Cha)		Spot (Sag)	5
Heal (Sag)		Survival (Sag)	
Hide (Dex, A)	5	Swim (For, A)	
Intimidation (Cha)	10	Tumble (Dex, A)	10
Jump (For, A)		Use magic items (Cha)	1

Feats	
Alive	Soul companion
Shinigami	Hollow Within
Power Attack	Talented
Blooded	Masked Warrior
Constant release	Flash step
Alternate release	Hero's comeback
Bankai	Rage
Seasoned	Zantezuken
Expanded Release	Kentate
Reiraku Hunter	Loudmouth

Constant	Zangetsu 9 pts
	Bonus feats: Alternate Zanpakuto form, Blooded, Damage reduction, +1 keen enhancement bonus Greatsword
Bankai	Tensa Zangetsu 36 pts

	Heroic Attribute (dex)x3, Blooded x2, Damage reduction x2, Increased flesh step, Flash step decoy, Flash step evasion, Improved flash step evasion, +6 Defending Speed katana.
Alternate	Getsuga Tensho 9 pts
	+7d6 ranged Force damage

Orihime Inoue
Level 12

	Value	Bonus
STR	11	0
DEX	12	+1
CON	12	+1
INT	16	+3
WIS	18	+4
CHA	14	+2
		Value
Hit Points		72
Armor Class		
Damage Reduc.		
Initiative		+5

Saves	Score
Fortitude	7
Reflex	15
Will	15
Magic	Score
Spell list	Cleric
Spell level	6
Spell points	

Combat	Score	Number	Damage
Weapon attack	0	1	-
Unarmed strike	0	1	1d3
Ranged shot	11	2	-



Skill	Score	Skill	Score
Appraise (Int)		Knowledge (Int) :	
Balance (Dex, A)		Listen (Sag)	5
Bluff (Cha)	5	Move silently (Dex,A)	
Climb (For, A)		Perform (Cha) :	
Concentration (Con)	15	Pick locks (Dex)	
Craft (Int) :		Profession (Sag) :	
Decipher script (Int)		Ride (Dex)	
Diplomacy (Cha)	10	Rope use (Dex)	
Disable device (Int)		Search (Int)	
Disguise (Cha)		Sense motive (Sag)	15
Escape artist (Dex, A)	5	Sleight of hand (Dex, A)	
Heal (Sag)	10	Speak language (-)	
Forgery (Int)		Spellcraft (Int)	15
Gather information (Cha)		Spot (Sag)	5
Handle animal (Cha)		Survival (Sag)	
Hide (Dex, A)	5	Swim (For,A)	
Intimidation (Cha)		Tumble (Dex, A)	5
Lump (For, A)		Use magic items (Cha)	

Feats	
Alive	Seasoned
Talented	Seasoned
Talented	Enlightened
Spellcaster	Academic Knowledge
Empower spell	Improved initiative
Quiken spell	Slippery mind
Spell penetration	Insight defense
Maximize spell	Hero's comeback
Combat casting	<i>Buxom</i>

Special	Spellscience (Shun Shun Rikka)
	Santen Kesshun (三つ盾, lit. Three Sacred Links Shield): Spells from the Protection Domain
	Sōten Kisshun (二つ盾, lit. Twin Sacred Return Shield): Spells from the Healing Domain

Koten Zanshun (Koten Zanshun (kotenzanshun, lit. Solitary Sacred Cutting Shield): Spells from the War Domain

Spellscience (Shun Shun Rikka) also give access to spells of the Force Domain.

Yasutora "Chad" Sado

Level 13



	Value	Bonus
STR	16	+3
DEX	14	+2
CON	22	+6
INT	11	0
WIS	12	+1
CHA	12	+1
Value		
Hit Points	169	
Armor Class	28	
Damage Reduc.	6/-	
Initiative	+2	

Saves	Score
Fortitude	16

36

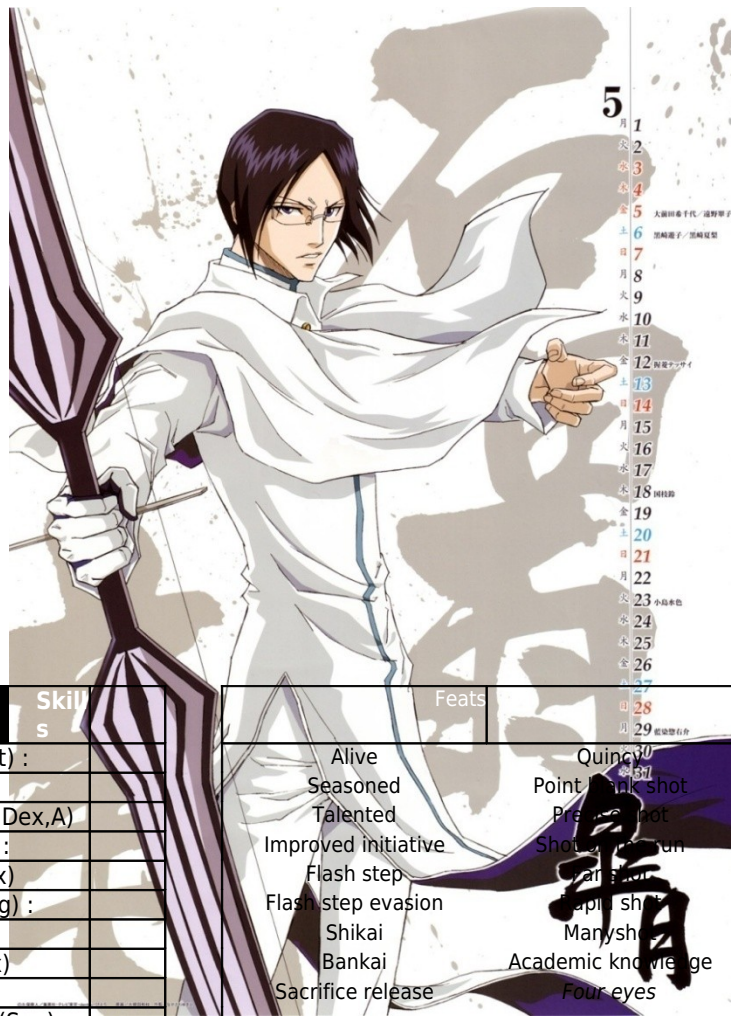
Saves	Score	Skill	Score	Skill	Score
Fortitude	16	Knowledge (Int) :			
		Listen (Sag)		x	
		Move silently (Dex,A)			
		Perform (Cha) :			
		Pick locks (Dex)			
		Sag :			
		Rope use (Dex)			
		Search (Int)			
		Sensory (Sag)			
		Sleight of hand (Dex, A)			
		Speak language (-)		x	
		Spellcraft (Int)			
		Spot (Sag)		x	
		Survival (Sag)		x	
		Swim (For,A)			
		Tumble (Dex, A)			
		Use magic items (Cha)			

Feats
Alive
Blooded
Improved unarmed strike
Flurry of blows
Improved flurry of blows
Hakudo adept
Hero's comeback
Heroic attribute (con)
Heroic attribute (con)
Hollow
Sealed form
Resurreccion
Alternate release
Expanded release
Hierro
Damage reduction
Damage reduction
Dark hero

Hollow Growth	
	Spirit claws, improved natural armor x2, Cero, Pounce, Increased size ?
Resurreccion	Brazo derecho del Gigante y Brazo izquierdo del diablo
Alternate	La Muerte 8pts
	+6d6 thundering ghost touch damage

Uryū Ishida

Level 13



	Value	Bonus
STR	11	0
DEX	14	+2
CON	12	+1
INT	18	+4
WIS	16	+3
CHA	12	+1
Value		
Hit Points	91	
Armor Class		
Damage Reduc.		
Initiative	+6	

Saves	Score
Fortitude	

Saves	Score	Skill	Skills	Feats
Magic	Score		Knowledge (Int) :	Alive
Spell list (Dex, A)			Listen (Sag)	Seasoned
Spell level (Cha)	Quincy		Move silently (Dex,A)	Talented
Spell level (A)	6		Perform (Cha) :	Improved initiative
Spell points (Con)	x		Pick locks (Dex)	Flash step
Combat	Score	Number	Sag) :	Flash step evasion
Weapon (Cha)				Shikai
Table device (Int)			Rope use (Dex)	Bankai
Disarm (Cha)			Search (Int)	Sacrifice release
Escape artist (Dex, A)			Sense motive (Sag)	x
Ranged shot	19	4	Sleight of hand (Dex, A)	4d6
First aid (Sag)			Speak language (-)	
Forgery (Int)			Spellcraft (Int)	
Gather information (Cha)			Spot (Sag)	x
Handle animal (Cha)			Survival (Sag)	
Hide (Dex, A)			Swim (For,A)	
Intimidation (Cha)			Tumble (Dex, A)	x
Jump (For, A)			Use magic items (Cha)	

Saves	Score	Skill	Skills	Feats
				Quincy
				Point blank shot
				Preempt shot
				Shotgun
				Shrapnel
				Manyshot
				Academic knowledge
				Four eyes

Shikai	Seele Schneider 12 points
	Alternate Zanpakutō form (Longsword), +5 Brilliant energy Longsword
Bankai	Sprenger 24 pts
	+15d6 6yards Burst Force damage
Sacrifice	Letz Stile (Quincy Final Form) 12 points

Quincy spells: Eizein, Gritz, Volcore, Ransōtengai

Urahara Kisuke

Level 17

	Value Bonus	
STR		
DEX		
CON		
INT		
WIS		
CHA		
Value		
Hit Points		
Armor Class		
Damage Reduc.		
Initiative		

Saves	Score
Fortitude	
Reflex	
Will	
Magic	Score
Spell list	Kido
Spell level	8
Spell points	

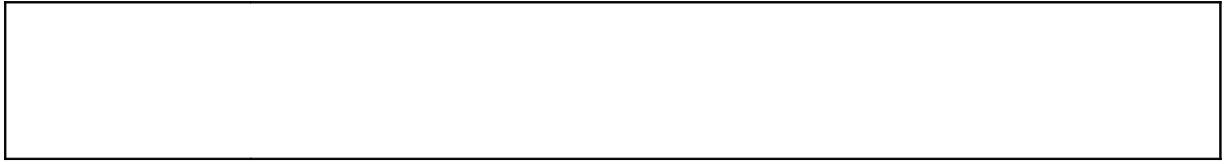
Combat	Score	Numb er	Dama ge
Weapon attack			
Unarmed strike			
Ranged shot			

Skill s	Skill s
Appraise (Int)	Knowledge (Int) :
Balance (Dex, A)	Listen (Sag)
Bluff (Cha)	Move silently (Dex,A)
Climb (For, A)	Perform (Cha) :
Concentration (Con)	Pick locks (Dex)
Craft (Int) :	Profession (Sag) :
Decipher script (Int)	Ride (Dex)
Diplomaty (Cha)	Rope use (Dex)
Disable device (Int)	Search (Int)
Disguise (Cha)	Sense motive (Sag)
Escape artist (Dex, A)	Sleight of hand (Dex, A)
First aid (Sag)	Speak language (-)
Forgery (Int)	Spellcraft (Int)
Gather information (Cha)	Spot (Sag)
Handle animal (Cha)	Survival (Sag)
Hide (Dex, A)	Swim (For,A)
Intimidation (Cha)	Tumble (Dex, A)
Jump (For, A)	Use magic items (Cha)

Feats

Special





Shihōin Yoruichi

Level 17



Value Bonus	
STR	
DEX	
CON	
INT	
WIS	
CHA	
Value	
Hit Points	
Armor Class	
Damage Reduc.	
Initiative	

Saves	Score
Fortitude	

Skill		Score	Score	Score	Score
Acrobatics (Dex)					
Appraise (Int)					
Magic					
Spell (Cha)					
Spell (Int)					
Spell (Wis)					
Spell (Con)					
Combat					
Weaponry (Cha)					
Disable device (Int)					
Disguise (Cha)					
Escape artist (Dex, A)					
Grapple					
Hide (Dex, A)					
Intimidation (Cha)					
Jump (For, A)					
Knowledge (Int) :					
Listen (Sag)					
Move silently (Dex,A)					
Perform (Cha) :					
Pick locks (Dex)					
Search (Int)					
Sense motive (Sag)					
Sleight of hand (Dex, A)					
Speak language (-)					
Spellcraft (Int)					
Spot (Sag)					
Survival (Sag)					
Swim (For,A)					
Tumble (Dex, A)					
Use magic items (Cha)					

Special

Resurreccion	Pantera
Alternate	Desgarrón

Resurreccion	Gamuza
Alternate	Lanzador Verde

Sōsuke Aizen

Level ??

	Value Bonus	
STR		
DEX		
CON		
INT		
WIS		
CHA		

	Value		
Hit Points			
Armor Class	Score		
Damage Reduc.			
Initiative	Score		
Spell list	Kido		
Spell level	9		
Spell points			
Combat	Score	Numb er	Dama ge
Weapon attack			
Unarmed strike			
Ranged shot			



Skill s		Skill s	
Appraise (Int)		Knowledge (Int) :	
Balance (Dex, A)		Listen (Sag)	
Bluff (Cha)		Move silently (Dex,A)	
Climb (For, A)		Perform (Cha) :	
Concentration (Con)		Pick locks (Dex)	
Craft (Int) :		Profession (Sag) :	
Decipher script (Int)		Ride (Dex)	
Diplomaty (Cha)		Rope use (Dex)	
Disable device (Int)		Search (Int)	
Disguise (Cha)		Sense motive (Sag)	
Escape artist (Dex, A)		Sleight of hand (Dex, A)	
First aid (Sag)		Speak language (-)	
Forgery (Int)		Spellcraft (Int)	
Gather information (Cha)		Spot (Sag)	
Handle animal (Cha)		Survival (Sag)	
Hide (Dex, A)		Swim (For,A)	
Intimidation (Cha)		Tumble (Dex, A)	
Jump (For, A)		Use magic items (Cha)	

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Shikai	kyōka suigetsu : kudakero 32 pts
	Greater Shadow Evocation

Ichimaru Gin

Level ??

Value Bonus	
STR	
DEX	
CON	
INT	
WIS	
CHA	
Value	
Hit Points	
Armor Class	
Damage Reduc.	
Initiative	

Saves	Score
Fortitude	
Reflex	
Will	
Magic	Score
Spell list	
Spell level	
Spell points	

Combat	Score	Numb er	Dama ge
Weapon attack			
Unarmed strike			
Ranged shot			



Skill s	Skill s
Appraise (Int)	Knowledge (Int) :
Balance (Dex, A)	Listen (Sag)
Bluff (Cha)	Move silently (Dex,A)
Climb (For, A)	Perform (Cha) :
Concentration (Con)	Pick locks (Dex)
Craft (Int) :	Profession (Sag) :
Decipher script (Int)	Ride (Dex)
Diplomaty (Cha)	Rope use (Dex)
Disable device (Int)	Search (Int)
Disguise (Cha)	Sense motive (Sag)
Escape artist (Dex, A)	Sleight of hand (Dex, A)
First aid (Sag)	Speak language (-)
Forgery (Int)	Spellcraft (Int)
Gather information (Cha)	Spot (Sag)
Handle animal (Cha)	Survival (Sag)
Hide (Dex, A)	Swim (For,A)
Intimidation (Cha)	Tumble (Dex, A)
Jump (For, A)	Use magic items (Cha)

Feats

Shikai	Ikorose, Shinsō + Xd6Ranged damage



Grand Fisher

Level 11

Value Bonus	
STR	
DEX	
CON	
INT	
WIS	
CHA	
Value	
Hit Points	
Armor Class	
Damage Reduc.	
Initiative	



Saves	Score
Fortitude	
Reflex	
Will	

Magic	Score
Spell list	
Spell level	
Spell points	

Combat	Score	Number	Damage
Weapon attack			
Unarmed strike			
Ranged shot			

Skill s	Skill s
Appraise (Int)	Knowledge (Int) :
Balance (Dex, A)	Listen (Sag)
Bluff (Cha)	Move silently (Dex,A)
Climb (For, A)	Perform (Cha) :
Concentration (Con)	Pick locks (Dex)
Craft (Int) :	Profession (Sag) :
Decipher script (Int)	Ride (Dex)
Diplomaty (Cha)	Rope use (Dex)
Disable device (Int)	Search (Int)
Disguise (Cha)	Sense motive (Sag)
Escape artist (Dex, A)	Sleight of hand (Dex, A)
First aid (Sag)	Speak language (-)
Forgery (Int)	Spellcraft (Int)
Gather information (Cha)	Spot (Sag)
Handle animal (Cha)	Survival (Sag)
Hide (Dex, A)	Swim (For,A)
Intimidation (Cha)	Tumble (Dex, A)
Jump (For, A)	Use magic items (Cha)

Feats

Hollow Growth

--

1Menos Grande

Level 10



	Value Bonus	
STR	24	+7
DEX	10	0
CON	26	+8
INT	12	+1
WIS	12	+1
CHA	11	0
Value		
Hit Points	150	
Armor Class		
Damage Reduc.	5/-	
Initiative		

Saves	Score
Fortitude	X
Reflex	
Will	
Magic	Score
Spell list	
Spell level	
Spell points	

Combat	Score	Numb er	Dama ge
Weapon attack			
Unarmed strike	X		
Ranged shot	X		

Skill s		Skill s	
Appraise (Int)		Knowledge (Int) :	
Balance (Dex, A)		Listen (Sag)	X
Bluff (Cha)		Move silently (Dex,A)	
Climb (For, A)		Perform (Cha) :	
Concentration (Con)	X	Pick locks (Dex)	
Craft (Int) :		Profession (Sag) :	
Decipher script (Int)		Ride (Dex)	
Diplomacy (Cha)		Rope use (Dex)	
Disable device (Int)		Search (Int)	
Disguise (Cha)		Sense motive (Sag)	X
Escape artist (Dex, A)		Sleight of hand (Dex, A)	
Heal (Sag)		Speak language (-)	
Forgery (Int)		Spellcraft (Int)	
Gather information (Cha)		Spot (Sag)	X
Handle animal (Cha)		Survival (Sag)	X
Hide (Dex, A)		Swim (For,A)	
Intimidation (Cha)	X	Tumble (Dex, A)	
Jump (For, A)		Use magic items (Cha)	

Feats	
Blooded	Damage reduction
Hollow growth	Damage reduction
Hollow growth	Skill focus : intimidation
Hollow growth	Reiatsu burst
Hollow growth	Reiatsu bullrush
-	Reiraku Hunter
-	-

Hollow Growth	5 + 4 powers
	Increased size x2, Spirit claws, Increased natura armor x2, Trample, Consumption, Cero, Telepathy

NPC TEMPLATE

NAME

Level

	Value Bonus	
STR		
DEX		
CON		
INT		
WIS		
CHA		
	Value	
Hit Points		
Armor Class		
Damage Reduc.		
Initiative		

Base skills	Score
Weapon attack	
Unarmed strike	
Ranged shot	
Spell list	
Spell level	
Spell points	
Spellsience	
Spellmight	
Reiatsu	

Skill s		Skill s	
Appraise (Int)		Knowledge (Int) :	
Balance (Dex, A)		Listen (Sag)	
Bluff (Cha)		Move silently (Dex,A)	
Climb (For, A)		Perform (Cha) :	
Concentration (Con)		Pick locks (Dex)	
Craft (Int) :		Profession (Sag) :	
Decipher script (Int)		Ride (Dex)	
Diplomaty (Cha)		Rope use (Dex)	
Disable device (Int)		Search (Int)	
Disguise (Cha)		Sense motive (Sag)	
Escape artist (Dex, A)		Sleight of hand (Dex, A)	
First aid (Sag)		Speak language (-)	
Forgery (Int)		Spellcraft (Int)	
Gather information (Cha)		Spot (Sag)	
Handle animal (Cha)		Survival (Sag)	
Hide (Dex, A)		Swim (For,A)	
Intimidation (Cha)		Tumble (Dex, A)	
Jump (For, A)		Use magic items (Cha)	

Feats

Special



CREDITS

Tite Kubo

Behold the Void

Giants in the Playground and Gleemax community

La Guilde des Brumes et les joueurs-testeurs

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Peter Kisner for the classless d20 inspiration

Edited by Dionon...

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BLEACH
ブリーチ

久保帯人