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## Soul Eater

**Description:** Often the result of a dark ritual performed by necromancers to create evil, formidable bodyguards, The Soul Eater is a dark warrior with the ability to absorb souls and use them to fuel their nefarious powers and abilities.

**Role:** The soul eater will be able to wield supernatural abilities fueled by the power of souls absorbed by fallen enemies and creatures around the soul eater. These abilities will include buffs for them and their party, as well as damaging abilities used for battle. The soul eater is a full BAB martial class with a supernatural twist that revels in the death around it.

**Alignment:** Any Evil

**Hit Die:** D10

**Starting Wealth:** 3D6X10 gp (Average 105 gp).

The Soul Eater class Skills are: Perception, Use Magic Device, Heal, Fly, Knowledge(planes), survival, Knowledge(arcana), Knowledge(religion), Intimidate, Linguistics

## Skill Ranks per Level:

Table: Soul Eater

Level	BA B	Fort	Ref	Will	Special				
1st	1	2	2	0	Bonded Item, Soul Channel				
2nd	2	3	3	0	Soul Power, Tongue of The Dead				
3rd	3	3	3	1	Soul Vision				
4th	4	4	4	1	Soul Channel +1, Soul Power, Tongue of The Dead				
5th	5	4	4	1	Soul Vision				
6th	6	5	5	2	Soul Power				
7th	7	5	5	2	Soul Vision				

8th	8	6	6	2	Soul Channel +2, Soul Power				
9th	9	6	6	3	Soul Companion				
10th	10	7	7	3	Soul Power				
11th	11/ 6/1	7	7	3	Soul Companion				
12th	12/ 7/2	8	8	4	Soul Channel +3, Soul Power				
13th	13/ 8/3	8	8	4	Soul Companion				
14th	14/ 9/4	9	9	4	Soul Power				
15th	15/ 10/ 5	9	9	5	Soul Companion				

16th	16/ 11/ 6/1	10	10	5	Soul Power				
17th	17/ 12/ 7/2	10	10	5	Soul Evolution				
18th	18/ 13/ 8/3	11	11	6	Soul Power				
19th	19/ 14/ 9/4	11	11	6	Undead Immunity				
20th	20/ 15/ 10/ 5	12	12	6	Ultimate Soul Power Dark Meditation				

**Proficiencies:** All simple weapons, One martial weapon of their choice, Light armor

### **Class Features:**

**Bonded Item:** The Soul Eater starts at level 1 with a bonded item of their choosing. This item can be any weapon or

object that is available to them at first level, once the item is chosen, the choice cannot be changed. The bonded acts as a vessel for the souls the soul eater absorbs, drawing from the souls stored inside and channeling it through their body to perform the supernatural abilities available to them, if the item isn't in their possession, they have no access to the souls needed to use their abilities and cannot absorb new souls. There is no limit to the amount of souls that can be stored in the bonded item.

If the SoulEater's bonded item becomes broken or destroyed, the soul eater must perform a ritual that takes 1d4 days to bond another item to their soul. The methodology of the ritual itself is at the GM's discretion. A broken bonded item frees all the souls stored inside it and renders the SoulEater's abilities useless until the ritual on a new item is completed. The broken item also damages the SoulEater by 1D6 per character level until 6<sup>th</sup> level, with a maximum of 6D6 of damage.

**Soul Channel:** Soul channel is a passive ability that allows the soul eater to absorb the souls of those that die near the soul eater into their Bonded Item, Each enemy that dies within a 30 foot radius near the Soul Eater adds 1 to their total amount of

souls in the bonded Item. The distance increases every 4 levels to a maximum of 120 ft at 12<sup>th</sup> level.

**Soul Vision:** At 3<sup>rd</sup> level, The Soul Eater gains the ability to see the souls of those around him. The souls of the living illuminate to them at a distance of up to 30 feet appearing like a small glowing ball of energy in the center of their chest, The Soul eater can see the souls through walls and objects as well, but cannot discern if they are friend or foe or any other kind of identifiable information, only that there are living creatures in the area. This ability also gives the Soul Eater Dark Vision up to 30 feet. At 5<sup>th</sup> level, the Soul Eater can make a DC 15 perception check to See the alignment of a creature by studying their soul, this can tell them if they are Good, Evil, or Neutral but not if they are lawful or chaotic. This cannot be done in battle or otherwise Stressful Situations. At 7<sup>th</sup> level the Soul Eater is able to see. The remaining hit points of a creature and their Dark Vision increases to 60 feet.

**Tongue of the Dead:** At 2<sup>nd</sup> level, The Soul Eater can speak to spirits of the recently deceased or of those lingering on in death. They can communicate with them as if they were alive and the spirit can understand them as well, regardless of any

languages they may or may not know. At 4<sup>th</sup> level they can communicate with undead as well in the same manner.

**Soul Companion:** At 9<sup>th</sup> level, The Soul Eater can use a portion of his soul to create a soul companion, once created this creature remains until the Soul Companion dismisses it, or it dies, The Soul Companion Has a Touch Attack that uses the Soul Eaters BAB that channels Negative Energy that's deals 6D6 of Damage.

The Soul Companion can take the form of any animal the Soul Eater wishes, However, most soul eaters go with smaller, flying animals that are often associated with death, like a crow. Since the Soul Companion isn't actually the animal portrays and is actually a piece of the Soul Eaters own soul.

The creature doesn't share any of the characteristics or stats of the animal it portrays other than its Appearance. The Soul Eater and their companion are bonded together and can feel and sense everything the other is experiencing. The Soul Eater is always aware of the exact location of their companion and can force the companion to teleport to their side at will. In the event the soul companion dies, the portion of the Soul Eater's soul used



to create it goes back to them any they are exhausted for 1D6 rounds. the soul eater must take a full round action to create another Soul Companion.

At 11<sup>th</sup> level, the Soul Eater Gains Fast Healing 5 while the Soul Companion is summoned. However, if the soul Companion dies Damage is dealt equal to the amount healed to a maximum of 50.

At 13<sup>th</sup> level the Soul Eater can Dismiss his Companion to teleport where their Companion Was Located at dismissal, after using this ability. The Soul Eater cannot summon their companion for 1D6 rounds.

At 15<sup>th</sup> level, The Soul Eater Gains A +2 to any Ability stat of their choice. This choice is made at Level 15 and cannot be changed. The Soul Eater can also cause his dismiss their companion and leave behind an explosion in the area of their dismissal in a 30' radius causing 6D6 of negative energy damage. After dismissing the Soul Companion in this way, The Soul Eater cannot summon their companion for 2D6 rounds, Additionally, once per day if the Soul Eater's Hit Points drop to 0 while the Soul Companion is summoned. The Soul Eater can dismiss their companion and teleport to their last location, reviving them with

the amount of Hit Points the Soul Companion Had at dismissal. The Soul Eater also can't summon their companion for 1D6 rounds after using this ability.

**Soul Evolution:** At 17<sup>th</sup> level, the Soul Eater can choose between The Flight and Speed Soul Powers. This power is now permanent and no longer requires souls to use.

**Undead Immunity:** At 19<sup>th</sup> level, Undead now see you as undead and are never hostile to you.

**Dark Meditation:** At 20<sup>th</sup> level The Soul Eater can attempt a DC 25 will save sit and meditate to steal souls from hell itself the meditation ritual requires 5 minutes of concentration or 2 and a half if in a safe area with no distractions, if concentration is broken for any reason while in this state, the Soul Eater must start the process over, if successful, the Soul Eater absorbs souls from hell equal to 2D6X10.

**Soul Powers:** At 2<sup>nd</sup> level the soul eater gains the ability to use Soul Powers, Supernatural abilities bestowed to the soul eater through the use of channeling the souls absorbed in the Soul Eater's bonded item. The Soul Eater Gains a new soul power every 2<sup>nd</sup> level ending with a final, ultimate soul power at level

20 Soul Powers vary in use from damaging attacks, to buffs for the Soul Eater and their allies. The amount of souls needed vary between abilities and more powerful powers require more souls. Unless stated otherwise, all Soul Powers take a standard action to use, and some powers may have level requirements.

### Soul Powers

Soul Strike – 1 soul.

The Soul Eater makes an unarmed melee touch attack expending the pure energy of 1 soul onto the target when the attack hits, dealing  $1D4+STR$  damage and an additional  $1D6$  of damage per Soul Eater level up to  $6D6$ .

Soul Blast- 1 soul.

You Unleash the Power of 1 soul for a ranged attack that deals  $1D6$  of Damage per Soul Eater Level up to  $6D6$ .

Empower Weapon – 1 soul. Level 3

The Soul Eater can transfer a soul into their weapon dealing an additional  $1D8$  of negative energy damage per Soul Eater Level until up to  $6D8$  for one successful melee attack.

Clarity – 3 souls. Level 3

The Soul Eater Gains a +20 to perception to find any hidden doors, traps or treasure.

Consume Soul - 1+ Souls. Level 5

You can Eat souls to gain  $1D10 + CON$  in hit points back per soul eaten.

Soul Puppet - 1+ Souls. Level 5

The Soul Eater can use souls to possess a humanoid, The amount of souls needed is equal to 1 soul per hit die of the humanoid for a number of minutes equal to the souls used, the soul eater can spend the same amount of souls to control the humanoid again when the soul eater has 1 minute of control left.

Soul Bomb - 5+ Souls. Level 5

The Soul Eater Uses 5 souls to throw a concentrated ball of soul energy that explodes on impact, dealing  $5D6$  of negative energy damage, additionally. The Soul Eater can use more souls to increase the damage by 1 additional damage die per soul used.

Life Drain - 3 souls. Level 3

This Power functions exactly like Soul Blast, except the damage dealt returns to you in hit points. The hit points gained cannot exceed your maximum hit points.

Flight – 3+ souls.

The soul eater can spend 3 souls to Grow large black feathered wings and gain the ability of flight for 1 minute, they can spend more souls to gain more flight time at a rate of 1 soul per minute.

Speed – 2 souls.

The Soul Eater increases their land speed by 20 feet for 1 minute

Soul Reflect – 5 souls. level 5

For 1 minute, all damage dealt to the Soul Eater is reflected back to the attacker

Double Strike – 1 Soul.

The Soul Eater can use the power of a soul to mimic a melee or ranged attack the moment after a successful melee or ranged attack has been made, this cannot be used for spells if the Soul Eater has any spell casting class levels, and cannot be used in

conjunction with any other soul power, if the melee or ranged attack in question has any elemental damage associated with it, the mimicked attack uses negative energy in place of that element using this ability is a swift action and remains in effect until your next successful melee or ranged attack.

### Soul Clone – 1+ souls. level 3

The Soul Eater can use souls to create illusions of themselves each clone created requires 1 soul to create, the clones cannot attack but can be controlled by the Soul Eater mentally and can move the clones when they take a move action any other actions, if reasonable are a free action and at the gm's discretion. The clones look exactly like the Soul Eater and can talk through the Soul Eater mentally and completely fools any enemy at least 15 feet away, if closer than 15 feet anybody fooled by the ability may make a DC 15 perception check to figure out its an illusion. The illusions last for 1 minute per Soul Eater Level and have 1 hit point.

### Dark Blessing – 1 soul

The Soul Eater Spends 1 soul to give themselves or an ally a +2 bonus to attack rolls or an enemy a -2 to attack rolls

Wake the Dead - 5 souls. Level 5

The Soul Eater lets loose 5 souls to animate recently deceased enemies or long dead forgotten corpses, this functions exactly like the animate dead spell except for the range and the hit die requirements to determine amount controlled, for this power the limit is 5. The souls released will scour for a host body in a 60' radius, if no bodies are found. The souls are released and no longer trapped by the Soul Eater.

### Ultimate Soul Powers

At 20<sup>th</sup> level, The Soul Eater gains access to their ultimate Soul Power, There are 5 to choose from and can only be done once per day, the Soul Eater picks one these abilities all are very powerful and Require ALL OF THE SOUL EATER'S SOULS some of the abilities might even require some of the Soul Eater's Hit Points, in addition to all of their souls and all require a minimum amount of souls to use as well.

**Aspect of Death:** The Soul Eater Spends a minimum of 50 souls and consumes them all to become a personification of Death itself They go up one size category and Lose all of their flesh and

become only bone. They become wrapped in hooded robes of writhing darkness and grow large black feathered wings, and a black scythe That channels negative energy and deals 12D8 of Damage and 6D6 of negative energy damage, Any Death near the Soul Eater while in this form instantly consumes their soul and heals the Soul Eater the dead creature's maximum hit point amount Additionally, the Soul Eater can revive ONE dead or dying ally to full hitpoints and completely cure any status effects or diseases they might have had this ability lasts for 5 minutes with an additional minute added for every 10 souls consumed at the activation of this power beyond the initial 50.

**Soul Crush:** The Soul Eater consumes a minimum of 50 souls to crush and destroy the souls of 1D10+1D6 for every 10 souls that exceed 50 at the time of activation enemies within a 60 foot radius and instantly kills them the enemies are not affected by soul crush if their maximum hit points exceed that of the Soul Eater's the souls that are crushed are utterly destroyed and thus cannot go to any form of afterlife, forcing the destroyed souls to exist in nothingness for all eternity.

**True Soul Clone:** Using no less than 25 souls, the Soul Eater can create clones of themselves exactly like the soul clone soul power



but they are improved upon with the ability to attack and starting with half of the soul eaters maximum hit points instead of 1. The base 25 souls spend give the soul eater 1D10 clones with another 1D6 clones per every additional 10 souls.

**Soul Beam:** This power requires a minimum of 100 souls and half of the soul eaters current hit points souls that consumes them all and concentrates them into a beam that strikes a single target. If the target has less than half the maximum hit points of the soul eater, they are instantly disintegrated. If they have more than half the soul eaters maximum hit points than the beam does 12D10 of damage with an additional D8 of damage added for every 20 souls beyond the initial 100.

**Miracle of the Soul:** Spending a minimum of 100 souls and half of your maximum hit points, the soul eater can perform 1D4 wish spells as if they are a level 20 sorcerer. If the Soul Eater does not have at least half of their maximum Hit Points. They cannot use this Power.

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