D20 Classless System

Introduction

Bleach is a Japanese shōnen manga series written and illustrated by Tite Kubo. Bleach follows the adventures of Ichigo Kurosaki after he accidentally obtains the power of a Soul Reaper—a Japanese death personification similar to the Grim Reaper—from Rukia Kuchiki. Gaining these abilities forces him to take on the duties of defending humans from evil spirits and guiding departed souls to the afterlife.

Bleach has been continuously serialized in the Japanese manga anthology Weekly Shōnen Jump since August 2001, and has been collected in 43 tankōbon volumes as of October 2009[update]. Since its publication, Bleach has spawned a substantial media franchise. The manga has been adapted into an animated television series produced by Studio Pierrot which is still ongoing in Japan as it adapts the story from the manga. The series has also spawned two original video animations (OVAs), three animated feature films, seven rock musicals, and numerous video games, as well as prompted the release of many types of Bleach-related merchandise.

Viz Media licensed the manga for English-language publication in the United States and Canada and has released 30 volumes as of March 2010[update]. In addition, it has been publishing the chapters in Shonen Jump since November 2007. On March 15, 2006, Viz obtained foreign television and home video distribution rights to the Bleach anime. Cartoon Network began airing Bleach as part of its Adult Swim block on September 9, 2006, in the United States. The first film, Bleach: Memories of Nobody was released in North America on Region 1 DVD by Viz on October 14, 2008, with the second film Bleach: The DiamondDust Rebellion released in North America on Region 1 by Viz on September 15, 2009.

Compilation volumes of the manga have sold over 50 million copies in Japan and reached the top of manga sales charts in the United States. The anime adaptation has been similarly received, rating as the 4th most popular anime television series in Japan in 2006, and in the top ten anime for the US from 2006 to 2008. The series received the Shogakukan Manga Award for the shōnen demographic in 2005, and is among the best-selling manga properties in both Japan and the United States.

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 Reiryoku called Reishi (□□, Spirit Particles), which otherwise mimics human anatomy, aside from incredibly slowed aging (Rukia appears to be in her teens, yet is over 150 years old.). 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.

MAIN CHARACTERS

Ichigo Kurosaki

The primary protagonist of Bleach, orange haired high school freshman Ichigo Kurosaki is forced to become a Substitute Shinigami after unwittingly absorbing most of Rukia's powers. His cynical nature at first makes him ill-disposed towards the duty, but with the passage of time he comes to accept and welcome it, recognizing that even if he is not able to save everyone, he can at least use his skills to protect those close to him.

Rukia Kuchiki

Rukia Kuchiki is a Shinigami who was sent on a Hollow extermination patrol in Ichigo Kurosaki's home town. Though her physical appearance is that of a teenage girl, in reality she is over 150 years old. Rukia is forced to transfer her power to Ichigo and assume a temporary lifestyle as a regular human. She registers at the local high school and takes up residence in Ichigo's closet, while teaching him how to be a substitute Shinigami in her place.

Renji Abarai

Renji Abarai is an elite Shinigami bearing the rank of 6th Division Lieutenant, making him second in command of a sub-branch of the Shinigami armed forces. Although first introduced as a deadly enemy, he has conflicting loyalties between his job and Rukia, whom he grew up with. A brash and driven man, he holds both a deep respect and animosity towards his immediate superior, 6th Division Captain Byakuya Kuchiki.

Yasutora Sado

Yasutora Sado, better known as Chad, is one of Ichigo's few friends at school. He is a biracial (Japanese/Mexican) student who towers over his classmates. Despite his imposing appearance he is quite meek, and refuses to fight unless it is for the sake of another. He does not have awareness of ghosts at first, but can still touch Hollows, and eventually is able to see them when he witnesses a group of children being attacked by a Hollow. He later discovers a unique ability that strengthens and armors his right arm, enabling him to fight hollows.

Uryū Ishida

Though on the surface nothing more than the solitary class genius, Uryū Ishida is actually a Quincy, descendant of a line of priest-like Hollow-hunting archers. He bears a deep grudge against all Shinigami, including Ichigo, but comes to view Ichigo differently over time, eventually becoming an ally and friendly rival. His father refuses to have anything to do with Quincies, so he receives training from his grandfather, until his grandfather is killed. He wears a special glove that helps to focus and strengthen spirit particles. However, it is never to be taken off, for while you would temporarily gain unparalleled power, one loses all his

or her Quincy powers. Ishida does take it off by breaking it to defeat a powerful enemy while trying to save Rukia, but the enemy escapes, and Ishida is left powerless. He is surprised when his father show's his Quincy powers and offers to restore Ishida's as long as he promises to no longer deal with Shinigami. He regains his Quincy powers the only way possible:While mentally and physically exhausted, he is shot with a medium strength Quincy arrow 17 millimeters to the left of his heart

Orihime Inoue

Orihime Inoue is a long-time classmate of Ichigo, closely linked to him by mutual friend Tatsuki Arisawa. She is effectively an orphan, as she and her elder brother Sora ran away from their abusive home at a young age, and her brother later died. Though initially devoid of spiritual powers, she begins to develop spiritual awareness and later obtains one of the most powerful healing abilities in the Bleach universe, able to completely restore a body to its previous state regardless of how severely it is wounded. It is not technically a healing ability, however. She has the ability to "reject" or "deny" what happened to an object or area, making it as if nothing ever happened. It can also restore power, as witnessed when she healed an Arrancar, Grimmjow. After healing his marking, he defeated with ease an opponent who had usurped his position through battle previously.

CHARACTER TYPES

Human: The humans of Bleach are much like the residents of modern Japan, and most cannot see or sense disembodied spirits in any way. Spirits can, however, inhabit artificial human bodies called Gigai which are visible to ordinary humans. One in 50,000 Humans is a medium with some awareness of nearby spirits, but only a third of these are able to see them clearly, and only the strongest of mediums are able to speak with or touch spirits.[2] Certain unique Humans naturally have both the power to sense and the strength to fight with spirits. Ordinary Humans can gain the ability to interact with spirits by spending time around a large source of spirit energy.[3]

Plus: Benign spirits in Bleach are known as Pluses (wholes in the official English editions). A plus is the spirit of a person who has died.[4] A chain, known as the Chain of Fate (□□□□, inga no kusari), protrudes from the chest and binds the plus to a location, object or person that they felt close to in life.[5] The soul can move about freely if the chain is broken, but this also causes the chain to corrode.[5] Normally, Pluses are sent to Soul Society by Shinigami in a ritual called Soul Burial (□□, konsō) before this corrosion becomes significant. If the Chain of Fate is corroded entirely before a soul burial can be performed, a hole will form in the chest of the soul where the chain was once anchored. Such souls are driven mad and become evil spirits known as Hollows.[5] If the Chain of Fate is torn out deliberately, this also leads to spiritual degradation.[6]

Shinigami: Shinigami (Soul Reaper in the official English editions, Death Gods in most subtitled versions) are the psychopomps of Bleach. They are souls with inner spiritual power, recruited from the ranks of the residents and nobility of Soul Society. Like all spirits, they cannot be detected by normal Hhumans. Shinigami use their Zanpakutō, supernatural swords that are the manifestation of their owners' power, to perform soul burials on pluses.[4] Shinigami also use Zanpakutō and magic known as Kidō to fight their arch-rivals, the hollows.[4] A group of Shinigami known as the Vizards have obtained Hollow powers, gaining removable masks and access to certain Hollow abilities.

Hollow: Hollows are the central antagonists of the Bleach franchise. They are evil spirits that reside in Hueco Mundo, but travel to the Human World to feed on the souls of the living and dead alike. Like Shinigami, Hollows are made of spiritual matter and cannot be detected by ordinary Humans. While the majority of Hollows can be overcome by the average Shinigami, there are some which surpass even the most elite Shinigami in strength. All normal Hollows wear white masks,[5] but a small group of hollows have broken them, becoming Arrancar. By shattering their masks, these Hollows regain the ability to reason, sometimes obtain a humanoid form, and gain access to Shinigami powers.[7]

Quincy: The Quinces are a clan of spiritually aware Humans who once fought against the Hollows, using weapons composed of spiritual energy to slay them.[8] As opposed to Shinigami, Quinces absorb and channel energy from their surroundings to fight.[9] Unlike the Shinigami method of killing Hollows which allows the Hollow to enter Soul Society, the Quincy technique simply destroys the Hollow's soul entirely.[8] This method has the propensity to shatter the balance of the universe, because when souls are destroyed, the number of souls entering and leaving Soul Society cannot remain equal.[10] This issue prompted the Shinigami to conduct a campaign to exterminate the Quincy about 200 years before the main storyline.[11] At least two Quincies still remain.

Artificial soul: Artificial souls (also known as Modified Souls, or Mod Souls) are a type of soul mass-produced by the Shinigami.[12] Issued in pill form, they are used to force Shinigami out of their Gigai during protracted stays in the living world, and also to evict pluses that refuse to leave their bodies after death.[12] They come with a pre-programmed personality that animates the host body until the owner returns.[12] In addition to the mundane versions, a series of experimental souls authorized and created by Shinigami researchers exists.[13] Known as modified souls, these were meant to hunt Hollows by possessing soulless human bodies and supercharging a particular aspect of them (for example, strength or speed).[13] The Shinigami decided to scrap the project due to the inhumanity of forcing dead bodies to fight, and ordered the destruction of all modified souls.[13] Only one modified soul exists in the manga, but there are three more such characters in the anime.

Bount: They are a vampiric like race created when an experiment in Soul Society (conducted by Ran'Tao) goes horribly wrong, and the Bount souls get mixed up with normal souls which causes Bounts to be born from normal

Humans and because of the Bounts powers they where despised by Humans as well. Because of their massive Reiatsu they where easy prey for Hollow which cause the Soul Society to take action in exterminating the Bount which happened when the Bounts battled the Quincies the Soul Society used the opportunity to destroy the Bounts.

Enhanced Humans: Not all humans are blissfully unaware of the power and terror that lurks around them. Though Quincy were once the most prevailant, there are other types of spiritually aware humans.

Superhumans: Those that have become spiritually awakened, and have had that awakening vastly increase their power, and abilities. Sado and Tatsuki are examples of Superhumans.

Soulcasters: Some spiritually awakened become able to channel vast power through trinkets that are part of their souls. These beings are called Soulcasters, as their power comes from their very will. Orihime is the only revealed example of a soulcaster in bleach.

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 (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 (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 desert-like area between the human world and Soul Society. Literally meaning "hollow world" (the word hueco can also mean "empty"), it is where hollows reside when not hunting in the human world, where they are undetectable. Entrances to Hueco Mundo are created by ripping the dimensional fabric between the two worlds (Garganta).

Hell: Hell is the destination of those who committed unforgivably evil acts during their lives in the human world. When a hollow whose mortal soul is too wicked to enter Soul Society is slain by a Zanpakutō, the gates of hell (giant doors held by skeletons) appear and begin to open. A giant, laughing spiritual being with a blade spears the wicked spirit and drags it down into hell.

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, 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.

Base Rules

THE 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.

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.

d%

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.
Modifiers

A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

STACKING

In most cases, modifiers to a given check or roll stack (combine for a cumulative effect) if they come from different sources and have different types (or no type at all), but do not stack if they have the same type or come from the same source (such as the same spell cast twice in succession). If the modifiers to a particular roll do not stack, only the best bonus and worst penalty applies. Dodge bonuses and circumstance bonuses however, do stack with one another unless otherwise specified.

MODIFIER TYPES

ABILITY MODIFIER

The bonus or penalty associated with a particular ability score. Ability modifiers apply to die rolls for character actions involving the corresponding abilities.

ALCHEMICAL BONUS

An alchemical bonus is granted by the use of a nonmagical, alchemical substance such as antitoxin.

ARMOR BONUS

An armor bonus applies to Armor Class and is granted by armor or by a spell or magical effect that mimics armor. Armor bonuses stack with all other bonuses to Armor Class (even with natural armor bonuses) except other armor bonuses. An armor bonus doesn't apply against touch attacks, except for armor bonuses granted by force effects (such as the mage armor spell) which apply against incorporeal touch attacks, such as that of a shadow.

CIRCUMSTANCE MODIFIER

A circumstance bonus (or penalty) arises from specific conditional factors impacting the success of the task at hand. Circumstance bonuses stack with all other bonuses, including other circumstance bonuses, unless they arise from essentially the same source.

COMPETENCE MODIFIER

A competence bonus (or penalty) affects a character's performance of a particular task, as in the case of the bardic ability to inspire competence. Such a bonus may apply on attack rolls, saving throws, skill checks, caster level checks, or any other checks to which a bonus relating to level or skill ranks would normally apply. It does not apply on ability checks, damage rolls, initiative checks, or other rolls that aren't related to a character's level or skill ranks. Multiple competence bonuses don't stack; only the highest bonus applies.

DEFLECTION BONUS

A deflection bonus affects Armor Class and is granted by a spell or magic effect that makes attacks veer off harmlessly. Deflection bonuses stack with all other bonuses to AC except other deflection bonuses. A deflection bonus applies against touch attacks.

DODGE BONUS

A dodge bonus improves Armor Class (and sometimes Reflex saves) resulting from physical skill at avoiding blows and other ill effects. Dodge bonuses are never granted by spells or magic items. Any situation or effect (except wearing armor) that negates a character's Dexterity bonus also negates any dodge bonuses the character may have. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses. Dodge bonuses apply against touch attacks.

ENHANCEMENT BONUS

An enhancement bonus represents an increase in the sturdiness and/or effectiveness of armor or natural armor, or the effectiveness of a weapon, or a general bonus to an ability score. Multiple enhancement bonuses on the same object (in the case of armor and weapons), creature (in the case of natural armor), or ability score do not stack. Only the highest enhancement bonus applies. Since enhancement bonuses to armor or natural armor effectively increase the armor or natural armor's bonus to AC, they don't apply against touch attacks.

INSIGHT BONUS

An insight bonus improves performance of a given activity by granting the character an almost precognitive knowledge of what might occur. Multiple insight bonuses on the same character or object do not stack. Only the highest insight bonus applies.

LUCK MODIFIER

A luck modifier represents good (or bad) fortune. Multiple luck bonuses on the same character or object do not stack. Only the highest luck bonus applies.

MORALE MODIFIER

A morale bonus represents the effects of greater hope, courage, and determination (or hopelessness, cowardice, and despair in the case of a morale penalty). Multiple morale bonuses on the same character do not stack. Only the highest morale bonus applies. Nonintelligent creatures (creatures with an Intelligence of 0 or no Intelligence at all) cannot benefit from morale bonuses.

NATURAL ARMOR BONUS

A natural armor bonus improves Armor Class resulting from a creature's naturally tough hide. Natural armor bonuses stack with all other bonuses to Armor Class (even with armor bonuses) except other natural armor bonuses. Some magical effects (such as the barkskin spell) grant an enhancement bonus to the creature's existing natural armor bonus, which has the effect of increasing the natural armor's

overall bonus to Armor Class. A natural armor bonus doesn't apply against touch attacks.

PROFANE MODIFIER

A profane bonus (or penalty) stems from the power of evil. Multiple profane bonuses on the same character or object do not stack. Only the highest profane bonus applies.

RACIAL BONUS

A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature. If a creature's race changes (for instance, if it dies and is reincarnated), it loses all racial bonuses it had in its previous form.

RESISTANCE BONUS

A resistance bonus affects saving throws, providing extra protection against harm. Multiple resistance bonuses on the same character or object do not stack. Only the highest resistance bonus applies.

SACRED MODIFIER

A sacred bonus (or penalty) stems from the power of good. Multiple sacred bonuses on the same character or object do not stack. Only the highest sacred bonus applies.

SHIELD BONUS

A shield bonus improves Armor Class and is granted by a shield or by a spell or magic effect that mimics a shield. Shield bonuses stack with all other bonuses to AC except other shield bonuses. A magic shield typically grants an enhancement bonus to the shield's shield bonus, which has the effect of increasing the shield's overall bonus to AC. A shield bonus granted by a spell or magic item typically takes the form of an invisible, tangible field of force that protects the recipient. A shield bonus doesn't apply against touch attacks.

SIZE MODIFIER

A size bonus or penalty is derived from a creature's size category. Size modifiers of different kinds apply to Armor Class, attack rolls, Hide checks, grapple checks, and various other checks.

ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

MULTIPLYING

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (×2) and a double (×2) applied to the same number results in a triple (×3, because 2 + 1 = 3).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of ×4), rather than as 3 squares (adding 100% twice).

Character Creation

CHARACTER CONCEPT AND CREATION BASICS
The design of a new character for Bleach d20 should involve a thoughtful collaboration between the player and the GM. Your objective is to create a character who is fun to play, has plenty of reason to adventure, and who fits into the GM's campaign. In Bleach d20, you can choose to spend as little as ten minutes designing a character or upwards of an hour. The difference lies in the amount of detail and individuality given to your character. At no time during an RPG campaign do you have more control over the destiny of your character than during the creation process. If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin character creation.

DICE AND NOTATIONS
Like all d20 System games, Bleach d20 uses polyhedral (multisided) dice at various points in the game. This typically includes dice with the following number of sides: 4, 6, 8, 10, 12, and 20. When a random number needs to be generated through a dice roll, the exact dice to be rolled will be indicated by the formula XdY+Z, where:
- X is the number of dice rolled
- d represents the word "dice"
- Y is the type of die rolled (number of sides)
- Z is a fixed value added to the roll (omitted for a zero)

For example, 2d8+4 indicates you should roll two eight-sided dice and add 4 to the generated value. Similarly, 5d6 indicates a roll of five sixsided dice, while 2d10-2 means roll two 10-sided dice and subtract two from the result.

GM DISCUSSION
You and the other players should discuss the nature of the upcoming game with the GM. Before any characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. As a player, you should listen closely to the GM's descriptions since it will impact directly on the character you wish to create. It is not useful if you decide to create a computer hacker character should the GM set the game in late Seventh Century Japan.

Ask for clarification of any rule modifications the GM plans to use as well as any background restrictions on your character. If you have any game preferences involving issues such as combat intensity, maturity level, or drama versus comedy ratio, let the GM know about them. Help the GM create the game that you all want to play.

CHARACTER LEVEL VS CLASS LEVEL
Since there are no classes in the Bleach D20 system, you should find no distinguishing between Character and Class levels, as they are one in the same here.

BEGINNING HIGHER THAN 1ST LEVEL
One of the most important things that the Game Master should discuss with his or her players is the starting character Level. While characters traditionally start at 1st Level in most d20 System games, the GM and players may want to adventure with more experienced and thus more powerful and capable.
Characters that begin higher than 1st Level gain all the benefits and special abilities granted from 1st Level to their current Level and begin the game with an appropriate number of Experience Points (see the Dungeons and Dragons Player's Handbook for more information on Experience Points). This includes the additional Feats and Ability Score increases presented later in this chapter.

ABILITY SCORES
A character's core, base abilities are determined by six values known as Ability Scores. These values describe the character's innate, natural aptitude at interacting with the world. The six Ability Scores are:
- Strength (Str)
- Dexterity (Dex)
- Constitution (Con)
- Intelligence (Int)
- Wisdom (Wis)
- Charisma (Cha)

The values of these abilities range from 0 to infinity, with a normal human range from 3 to 18. The normal human maximum is 24, but superhuman or supernatural characters may have higher ratings. A value of none for an Ability Score, which is different from 0, is a special case appropriate for specific character ideas (discussed below).

ZERO RATING AND "NONE" ABILITY SCORES
It is possible for some constructs or alien creatures to have a score of "None." None is not the same as a score of 0. A score of none means that the creature does not possess the Ability at all. The modifier for a score of none is +0.
A character's Ability Score can never drop below 0.
Strength 0 means that the character cannot move at all. He or she lies helpless on the ground.
Dexterity 0 means that the character cannot move at all. He or she is motionless and helpless.
Constitution 0 means that the character is dead.
Intelligence 0 means that the character cannot think and is in a coma-like stupor, helpless.
Wisdom 0 means that the character is withdrawn in a deep sleep filled with nightmares, helpless.
Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

ABILITY MODIFIERS
Each Ability has a modifier that is the number you add to or subtract from the die roll when your character tries to accomplish something related to that Ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.
DEFINITION OF ABILITY SCORES
STRENGTH
Strength is a measure of the characterÕs physical power. Strength provides a modifier to:
- Damage rolls in melee combat
- Strength-based Skill checks.
- Strength checks.

Any creature that can physically manipulate other objects has at least 1 Point of Strength. A character with no Strength score cannot exert force, usually because it has no physical body or because it doesn't move. Such a creature automatically fails Strength checks. .

DEXTERITY
Dexterity is a measure of the characterÕs hand-eye co-ordination, agility, reflexes, and balance. Dexterity provides modifiers to:
- The characterÕs Armour Class (see page 96).
- Dexterity-based Skill checks.
- Initiative rolls.
- Reflex saving throws.
- Dexterity checks.

Any creature that can move has at least 1 Point of Dexterity. A creature with no Dexterity score canÕt move, but if it can act, it applies its Intelligence modifier to Initiative checks instead of a Dexterity modifier (for example, an artificially intelligent computer that has no moving body adds its Intelligence modifier to Initiative rolls). A creature with no Dexterity fails all Reflex saves and Dexterity checks.
Dexterity always provides a +0 modifier to ranged attack rolls, regardless of the characterÕs Dexterity rating.

CONSTITUTION
Constitution determines your characterÕs health and stamina.
Constitution provides modifiers to:
- Hit Points earned per Level (though the value can never be reduced below 1 Ñ a character always gains at least one Hit Point per Level).
- Fortitude saving throws.
- Constitution-based Skill checks.
- Constitution checks.

Any living creature has at least 1 Point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects.
The creature is also immune to Ability damage, Ability drain, and energy drain, and always fails Constitution checks.

INTELLIGENCE
Intelligence is a measure of the characterÕs reason and ability to learn. Intelligence provides modifiers to:
- The number of Skill Points gained at each Level (though the value can never be reduced below 1 Ñ a character always gains at least one Skill Point per Level).

- Intelligence-based Skill checks.
- Intelligence checks.

Any creature that can think, learn, or remember has at least 1 Point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

WISDOM

Wisdom is a reflection of the characterÕs willpower, common sense,intuition, perception, and life experience. Wisdom provides modifiers to:

- Will saving throws.
- Wisdom-based Skill checks.
- Wisdom checks.

Any creature that can perceive its environment in any fashion has at least 1 Point of Wisdom. Anything without a Wisdom score is an object, not a creature. Additionally, anything without a Wisdom score also has no Charisma score, and vice versa.

CHARISMA

Charisma describes the characters strength of persuasion, personality, and the characterÕs appearance. Charisma provides modifiers to:

- Charisma-based Skill checks.
- Charisma checks.

Any creature capable of telling the difference between itself and things that are not itself has at least 1 Point of Charisma.

GENERATING ABILITY SCORES

When you begin the game, you must generate abilities scores. This is a basic point buy process, but there are multiple power levels that can be maintained by different point allocations.

Firstly, we must dispose of the conceit that point costs between individual numbers goes up as the number gets higher. This is only done when because it is an attempt to control min maxing.

In the Bleach D20 system, all of your statistics start at human base-line; each score begins at 10.

In a low powered game, a GM would give you 10 points to then split between the scores on a one point for one point basis. One basic score package that follows this line is:

14, 13, 12, 11, 10, 10

In a moderate power level game, a GM would give you 20 points to then split between the scores on a one point for one point basis. One basic score package that follows this line is:

16, 14, 14, 12, 12, 12

A High power level game entices a GM to hand out 30 points to then be split between the scores on a one for one point basis. One basic score package that follows this line is

18, 18, 16, 14, 12, 12

A GM may be tempted to give out many more points. For example a 40 point game would bring quite high scores. *18, 18, 18, 16, 16, 14* is a score package for that total. This is not recommended as no score can begin the game above an 18 (Unless you take the feat *Heroic Attribute*)

MOVING ON

Once that's finished, move onto Adding it Up below. It explains the remainder of character creation using a simple A, B, C, approach that is easy for beginners or experienced roleplayers

STATISTIC BONUSES AND PENALTIES

Score	Modifier	Score	Modifier	Score	Modifier	Score	Modifier
1	-5	16	3	32	11	48	19
2	-4	18	4	34	12	50	20
4	-3	20	5	36	13	52	21
6	-2	22	6	38	14	54	22
8	-1	24	7	40	15	56	23
10	0	26	8	42	16	58	24
12	1	28	9	44	17	60	25
14	2	30	10	46	18	>60	+1/+2

HIT POINTS

All characters begin the game with 30 hit points and gain 5 hit points per level.

FEATS

At first level, each character can select six 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 4 base skills and 8 standard skills to be favored skills. All other skills are non-favored skills. Favored Skills have ranks equal to your level + 3. Non-Favored Skills have half those ranks.

ACTION DICE

Action dice give character the means to improve important rolls. A character starts each game session with 3(d6) action dice plus 1 per 5 levels.

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.

Also, a GM can grant Action Dice for exceedingly good role playing, good dramatic moments, or in lieu of experience. The GM may also remove dice from your Action Pool if he feels you are dragging something longer than it should be, or acting so uncharacteristically without reason that it warrants punishment.

Action dice may also used to regain ¼ your Reiatsu rating, Trade 2 per extra use of a once per day ability, spend 1 to remove fatigue or 2 to remove exhaustion, 1 may be rolled and gain that many more rounds of racial ability (like shikai or evolutions)

Level	Experience Needed
1	0
2	1000
3	3000
4	6000
5	10000
6	15000
7	21000
8	28000
9	36000
10	45000
11	55000
12	66000
13	78000
14	91000
15	105000
16	120000
17	136000
18	153000
19	171000
20	190000
+1 level	+1000x previous level in xp

Leveling Up

As you level up you receive the following. If something is listed on two lists for your level, you receive both.

FIRST LEVEL
At first level, you receive your choices from your character creation process. You receive the following.

- Statistics as per your Point Buy
- 30 Hit Points
- Your 4 Favored and 8 Non-Favored Skills *(See Skills Section above)*
- Your Starting 6 Feats. *(See Feats Section above)*
- 3 Action Dice per game session
- Damage Reduction 1/-

EVERY LEVEL
At every level after first, you receive the following.

- One Feat
- 5 Hit Points
- +1 all Favored Skills
- +1/- Damage Reduction

EVERY SECOND LEVEL

- +1 all Non-Favored Skills

EVERY THIRD LEVEL
At level 3 and every third level afterward you receive the following

- One Additional Feat

EVERY FOURTH LEVEL
At level 4 and every fourth level afterward you receive the following

- 2 Statistic Points to distribute

EVERY FIFTH LEVEL
At level 5 and every fifth level afterward you receive the following

- An additional Action Dice

EVERY TENTH LEVEL
At tenth level and every ten levels afterward your receive the following

- 1 Statistic Point to each of your statistics.

Other Rules

SPECIAL DAMAGE RULE
No matter how much damage you are capable of dealing, you cannot deal more damage than your current maximum hit points.

SPECIAL RULE ZERO
The GM reserves the right to make any decision he sees fit to make the game a more enjoyable and playable experience for the players and himself.

WEAPON DAMAGE MULTIPLIER RULE.
If a feat or ability increases the damage of your weapon by adding a dice of damage, it adds the weapon's damage again instead. For example, if you wielded a Greatsword which does 2d6 damage, if you got another attack through the Weapon Attack skill, it would increase to 4d6 instead. Another example, if you were unarmed, and had the supersonic feat and the advanced unarmed strike feat, your dice of damage would increase from 1d8 to 2d8. Only the BASE damage of the weapon is multiplied. Effects that add dice of damage as after effects (Such as magical enhancements and shikai abilities) do not multiply the base damage again, only adding their own dice of damage to the attack.

SPELL SCORE
Users of Kido have a statistic that governs their usage of spells based on the type of spell they use. Any character who has the Spellcaster Feat may choose the statistic that they use. Those who either have not taken the Spellcaster feat, or never do, have a default Spell Score equal to their Charisma.

REIATSU RATING
All spiritually aware beings in Bleach have a Reiatsu Rating. It is simple to figure out. It is [Spell Score + Intimidate Ranks + 20] x (Level+1 per reiatsu feat.) This is the number that is sensed using the Sense Motive Skill (See Below) and hidden by the Bluff Skill (See Below). If you expend your Reiatsu for any reason, it regenerates after 8 hours of uninterrupted rest. If your Reiatsu rating drops to 0 you fall unconscious till you gain 8 hours or uninterrupted rest.

VORPAL
In normal DnD vorpal means instant death. In Bleach d20, it merely raises the critical multiplier of your weapon by 5 on a natural 20.

SPIRIT MILES
Spirit miles are equal to 22,000 normal miles

SAVE DCS
The save DC against any ability is (15 + Requisite Modifier + other Relevant modifiers.)

SPELL SAVES
The save DC against a spell is (15 + Spell Level + Requisite Modifier)

Feats

Feats represent advantages your character possesses over the normal person walking down the street. Be it more hit points, the ability to fly into a rage, or the ability to get out of the way of an attack with more efficiency, feats represent your style of play.

Here is the format for feat descriptions.
FEAT NAME [FEAT TYPE]
Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.
A character can gain a feat at the same level at which he or she gains all the prerequisites.
A character can't use a feat if the character has lost a prerequisite.
Benefit: What the feat enables a character to do.
Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.
Special: Additional facts about the feat.

Base Feats

Base feats change the progression of your character in some respect, or grant your character an ability that becomes intrinsic to the character's nature.

ACADEMIC KNOWLEDGE [BASE, 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.

ANIMAL FORM [BASE, 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 Animal Form, 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.

BLOODED [BASE, GENERAL]
Benefit: You add your Con bonus to your hit points gained per level (minimum 1/level). This feat applies retroactively. This feat can be taken multiple times, but then only adds +2 HP per level.

CRIPPLING STRIKE [BASE, 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 its effects stack.

DAMAGE REDUCTION [BASE, GENERAL]
Prerequisites: Fortitude 5+ Ranks
Benefit: Gain +2/- Damage Reduction
Special: You may take this feat multiple times. It's effects stack.

ENLIGHTENED [BASE, GENERAL]
Benefit: You add your Wis bonus to your spell points gained per level (minimum 1/level). This feat applies retroactively. This feat can be taken multiple times, but then only adds +2 spell points per level.

FLURRY OF BLOWS [BASE, 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 [BASE, 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.

GREATER RAGE [BASE, 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 Defense roll penalty remains at -2.

GREATER FRENZY [BASE, GENERAL]
Prerequisite: Reflex Save 7+ Ranks, Whirling Frenzy
Benefit: Your bonuses to strength and dexterity in a frenzy increase to +6 and your bonus to Defense rolls and Reflex saves is increased to +3, your attack penalty is still -2.

HEROIC ATTRIBUTE [BASE, GENERAL]
Benefit: You gain +2 to an attribute of your choice. This feat can be chosen multiple times.

IMPROVED CHANNEL DIVINITY [BASE, SOUL]
Prerequisites: Channel Divinity prestige power(see supplement...), Wisdom 13+
Benefit: You gain 2 additional Channel Divinity points/day
Special: This feat may be taken multiple times, it's effects stack.

IMPROVED FLURRY OF BLOWS [BASE, 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 RAGE [BASE, 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,but only once per level it's effects stack.

IMPROVED UNCANNY DODGE [BASE, 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.

IMPROVED WHIRLING FRENZY [BASE, GENERAL]
Prerequisites: Whirling Frenzy, Reflex Save 8+ Ranks
Benefit: You may Frenzy 2 more times per day.
Special: You may take this feat more than once,but only once per level it's effects stack.

INSIGHT DEFENSE [BASE, GENERAL]
Prerequisites: Will save 7+ ranks
Benefit: You may add your WIS modifier to your Defense rolls as well as you dex mod.

INTELLIGENT DEFENSE [BASE, GENERAL]
Benefit: You may add your INT bonus to your Defense skill as well as your dex modifier.

MIGHTY RAGE [BASE, 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 Defense roll penalty remains at -2.

MIGHTY FRENZY [BASE, GENERAL]
Prerequisites: Reflex save 12+ ranks, Whirling Frenzy, Greater Frenzy
Benefit: Your bonuses to strength and dexterity in frenzy increase to +8, and your bonus to Defense rolls and Reflex saves increases to +4. Your attack penalty remains at -2.

OLDBLOOD [BASE, SOUL]
Prerequisites: Not the race selected, Only at first level
Benefits: Choose a race other than your own, you count as that race for feats and prestige paths

RAGE [BASE, 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 Defense rolls. 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.

SEASONED [BASE, GENERAL]
Benefit: You add your Int bonus (min 1) to your favored non-base skills, and one half that (min 1) to your non favored non-base skills.

SLIPPERY MIND [BASE, GENERAL]
Prerequisites: Will save 10+ ranks
Benefit: If you make and fail a Will save, 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.

SKILL MASTERY [BASE, GENERAL]
Prerequisites: Talented, 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.

SNEAK ATTACK [BASE, 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)

SPELLCASTER [BASE, 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 and you may choose your spell score from your mental statistics.

SPELL RESISTANCE [BASE, GENERAL]
Prerequisites: any two save skills 10 ranks
Benefit: The character gains spell resistance equal to her character level + 10.

TALENTED [BASE, GENERAL]
Benefit: Pick any three skills. These skills become favored skills. This feat can be chosen multiple times.

UNCANNY DODGE [BASE, GENERAL]
Prerequisite: Reflex save 7+ ranks
Benefit: Retain your dexterity bonus (if any) to Defense even if caught unaware. However, the dexterity bonus is still lost if the character is immobilized.

TIRELESS RAGE [BASE, GENERAL]
Prerequisites: Fortitude save 8+ ranks, Rage
Benefit: You no longer become fatigued after your rage.

TIRELESS FRENZY [BASE, GENERAL]
Prerequisites: Reflex save 8+ ranks, Whirling Frenzy
Benefit: You no longer become fatigued after your frenzy.

WHIRLING FRENZY [BASE, GENERAL]
Prerequisites: Reflex 5+ Ranks, Lightning Reflexes
Benefit: Once per day When a character with whirling frenzy enters a said frenzy, he temporarily gains a +4 bonus to Strength and Dexterity and a +2 dodge bonus to Defensive Rolls and on Reflex saves. While in a whirling frenzy, the character may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 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 his next action.

Character Feats

Character feats represent extraordinary or enhanced capabilities of your character.

ADVANCED HOLLOW WITHIN [CHARACTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior, Improved Hollow Within
Benefits: Your bonuses given by Improved Hollow Within improves to read as follows. +6 to Strength, +3 to Protection Skills, +1/3 your level to Damage Reduction.

ALIVE [CHARACTER, 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 dice are d10s instead of d6s.
Special: 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.

CALMED HEART [CHARACTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior, Improved Hollow Within.
Benefits: You may end your hollow within improvements voluntarily, you may also make a DC 30 Concentration check to activate it while you do not meet the prerequisites. If activated in this manner, it lasts 3 + Constitution Modifier in rounds, and you are fatigued afterward until the end of combat.

GREATER HOLLOW WITHIN [CHARACTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior, Improved Hollow Within, Advanced Hollow Within
Benefits: Your bonuses given by Advanced Hollow Within improve to read as follows. +8 to Strength, +4 to Protection Skills, +1/2 your level to Damage Reduction.

HAKUDO ADEPT [CHARACTER, SOUL]
Prerequisites: Unarmed attack bonus 6+, Advanced Unarmed Strike
Benefit: You've fused the paths of Hakudo and Kido into 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.

HERO'S COMEBACK [CHARACTER, 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 dice 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.

HOLLOW RAGE [CHARACTER, 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.

HOLLOW WITHIN [CHARACTER, 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, your 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 15+your level+CHA bonus. If you fail this check, you are healed to 33% HP (if you were lower than this) and instantly fly into a *Berserker Frenzy* :
You gain +6 Str & an extra attack each round at highest bonus when making a Full Attack Action (which doesn't stack with Haste) for 3 + Constitution modifier rounds. During this time, you have a –4 penalty to Defense rolls. 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 is a 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 or Geist Der Rache Prestige Classes, you no longer check for frenzy, but can choose to enter it or not.
Special: The GM should assign a proper amount of Hollow Growth powers to the Hollow Within which are released when it completely takes over.

IMPROVED HOLLOW WITHIN [CHARACTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior
Benefit: While you have your hollow mask activated you gain the following benefit. Whenever your hit points drop below one half your maximum, this feat activates. You gain +4 to Strength and a +2 bonus on protection skill rolls. You also increase your damage reduction by one quarter of your level (rounded down). There is no limit to the number of times per day this is activated, and you cannot end this effect voluntarily, but it is deactivated if you rise above one half hit points, go unconscious, combat ends or you die.

KIDŌ ARTIST [CHARACTER, 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's base damage.

LIVING SHINIGAMI [CHARACTER, SOUL]
Prerequisites: Alive Feat, Shinigami Feat
Benefit: When in human form, you can gain part of your shinigami abilities.
Special: If you are in human form, you can use your shinigami powers, but your effective weapon attack ranks for determining Zanpakuto damage, flash step ranks, and any other ability that their saves and damage are dependent on level, are halved. rounding down on uneven level. You Zanpakuto is not with you at all times, and in order to use your Zanpakuto (and it's abilities), you must spend a move action that provokes an attack of oppritunity to summon it from your soul. It materializes in your hand.

MIND OF THE BEAST [CHARACTER, SOUL]
Benefit: The character can grant human-like sentience to trees or animals. This sentience lasts a maximum of one day, and the sentient tree or animal obeys the character's commands to the best of its ability. The character can affect up to one creature per three levels at once, but no more than that number each day. All must be within the character's line of sight when first affected.

PERFECT HOLLOW WITHIN [CHARCTER, SOUL]
Prerequisites: Hollow Within, Alive, Masked Warrior, Improved Hollow Within, Advanced Hollow Within, Greater Hollow Within
Benefits: Your bonuses given by Greater Hollow Within improve to read as follows. +10 to Strength, +5 to Protection Skills, and an amount of Damage Reduction equal to your level.

SOUL COMPANION [CHARACTER, SOUL]
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 dice 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.

SPIRITUALLY AWARE [CHARACTER, SOUL]
Prerequisite: Exclusive of any racial feat
Benefit: You may use your Reiatsu as a character with a racial feat.

ZANJUTSU MASTER [CHARACTER, SOUL]
Prerequisites: Spellcaster, Weapon skill specialization: Weapon Attack
Benefit: You've fused the paths of zanjutsu and Kido in one deadly technique. You may spend 1 spell point to gain +1d6 damage on your next Zanpakuto strike. You cannot spend more spell points this way than 1+Str bonus.

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.

ANTHROMORPHIC [FAN-SERVICE, GENERAL]
You appear as an animal in a humanoid body
Benefit: Considered an animal, Large instead medium, -2 Gather information and Will Saves.

CHILD [FAN-SERVICE, GENERAL]
Your instinct of preservation is truly formidable.
Benefit: You are small instead of medium with gives you a -2 modifier on your check to resist intimidate Will saves and +2 bonus to reflex saves and Hide checks.

COWARD [FAN-SERVICE, GENERAL]
Your instinct of preservation is truly formidable.
Benefit: You have a -2 modifier on your check to resist intimidate Will saves and +2 bonus to reflex saves and Hide checks.

DARK HERO [FAN-SERVICE, 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.

FOUR EYES [FAN-SERVICE, 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 initiative bonus, but suffer -2 to intimidate and diplomacy rolls.

LOUDMOUTH [FAN-SERVICE, 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 intimidate and fortitude checks.

PIRATE LOOK [FAN-SERVICE, GENERAL]
You have an eyepatch, and quite a few scars. You look badass but have poor depth perception.
Benefit: You have +2 bonus on intimidate and gather information checks. You suffer -2 to all ranged attack rolls.

SENTAI [FAN-SERVICE, 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.

SLACKER [FAN-SERVICE, 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.

SIMPLETON [FAN-SERVICE, 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.

WELL ENDOWED [FAN-SERVICE, GENERAL]
You are endowed with an extremely generous physique.
Benefit: Your distracting accouterments give you a +2 bonus to charisma based checks against those that would find your appearance attractive. You suffer a -2 penalty to charisma based checks against those that do not find your gender attractive. This feat can be taken multiple times, its effects stack.

WOMANIZER [FAN-SERVICE, 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 Defense rolls against them.

Flash Step Feats

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

BLURRING STEP [FLASH, SOUL]
Prerequisites: Flash Step 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 requires a DC 25 Flash Step Check
Special: You may take this more than once, up to 4 total times, each time adding 5% miss chance to your maximum.

FAR STEP [FLASH, SOUL]
Prerequisites: Flash Step 8+ ranks, Increased Flash Step, Dex 18+
Benefit: Your Flash Steps are faster than most, You gain a +20 bonus to Flash Step checks (This supersedes Increased Flash Step's bonus.)

FLASH STEP AFTERIMAGE [FLASH, SOUL]
Prerequisites: Flash Step 15+ Ranks, Dex 16+, Flash Step Decoy
Benefits: By paying in multiples of 10 reiatsu while using flash step, you may create one afterimage of yourself per 10 points spent. These afterimages force a will save (DC 15 + Character Level + Spell Score Modifier) or your attacker attacks a duplicate destroying it.. This may continue until you yourself are attacked, or all the afterimages are destroyed. Doing this makes flash step a standard action.

FLASH STEP ANTICIPATION [FLASH, SOUL]
Prerequisites: Flash Step 12+ Ranks, 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.

FLASH STEP DECOY [FLASH, SOUL]
Prerequisites: Flash Step 15+ Ranks, Dex 16+
Benefit: The character can evoke a *Mirror Image* effect as a move action. This effect requires a DC 25 Flash Step Check.

FLASH STEP DEFENSE [FLASH, 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 for 3 + spell score modifier rounds after making a DC 30 Flash Step check once per day per point of dexterity mod.

FLASH STEP EVASION [FLASH, SOUL]
Prerequisites: Flash Step 15+ Ranks, Dex 16+
Benefit: You take one quarter damage on a passed reflex save. On a failed save you still take normal damage.

FLASH STEP INVISIBILITY [FLASH, SOUL]
Prerequisites: Flash step decoy, Hide 10+Ranks, Move silently 10+ Ranks
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 requires a DC 23 Flash Step Check.

FLASH STEP SPRING ATTACK [FLASH, SOUL]
Prerequisites: Increased Flash Step, Flash Step Decoy, Dodge, Mobility, Spring Attack
Benefit: You may use 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.

IMPROVED FLASH STEP [FLASH, SOUL]
Prerequisites: Flash Step 4+ Ranks
Benefit: Your Flash Step skill gains synergy bonus with Jump and Tumble.

IMPROVED FLASH STEP EVASION [FLASH, SOUL]
Prerequisites: Flash step evasion, Dex 18+
Benefit: You still take one quarter damage on a succeeded Reflex save, but if you fail the Reflex save you instead only take half damage.

INCREASED FLASH STEP [FLASH, SOUL]
Prerequisites: Flash Step 6+ Ranks, Tumble 6+ Ranks
Benefit: You gain +10 bonus on Flash Step checks

INCREDIBLE STEP [FLASH, SOUL]
Prerequisites: Flash Step 12+ Ranks, Improved Flash Step, Dex 18+, Far Step
Benefit: Lower the DC of all Flash Steps by 5.

POWERFUL FLASH STEP [FLASH, SOUL]
Prerequisites: Strength 14+, Constitution 14+
Benefit: Your exceptional build allows you to use Flash Step while wearing medium armor or carrying medium load.

SENKA [FLASH, SOUL]
Your mastery of Flash Step is of awesome proportions. You're so fast, people never see you coming.
Prerequisites: Flash Step 9+ Ranks, Flash Step Decoy, Blurring Step
Benefit: You may make a Flash Step check opposed by a Spot check against one opponent. Should you win, your next attack catches them flatfooted, even if they have Uncanny Dodge or the improved version.

SUPERSONIC STRIKE [FLASH, SOUL]
You've learned to meld Hakudo and Shunpo into deadly martial arts.
Prerequisites: Unarmed Strike 4+ Ranks, Flash Step 6+ Ranks
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 +1[BW].

TWIN FLASH STEP [FLASH, SOUL]
You're so good, you can take people with you
Prerequisite: Flash Step 6+ Ranks, Improved Flash Step
Benefit: You may take someone with you, provided they do not exceed your maximum push/pull weight. Add 10 to the DC of your Flash Step when attempting to use this feat. Failure means neither character moves, and the action is wasted. Twin Flash Step cannot be performed as a swift action.

General Feats

ABILITY FOCUS [GENERAL, SPECIAL]
Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.
Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

ADVANCED COMBAT MARTIAL ARTS [GENERAL, COMBAT]
Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, Unarmed Strike 11+ Ranks.
Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.
Normal: An unarmed strike critical hit deals double damage.

ADVANCED UNARMED STRIKE [GENERAL, COMBAT]
Prerequisites: Unarmed Strike Skill 9+ Ranks
Benefit: Increase the base damage you deal with your Unarmed Strike by one die size *(1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.)*
Normal: Unarmed Attacks deal 1d6 damage

AGILE RIPOSTE [GENERAL, COMBAT]
Prerequisites: Dexterity 13, Dodge.
Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.
Special: Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round unless you take this feat more than once.

ARMOR PROFICIENCY [GENERAL, ITEM]
Benefit: Choose an armor type you are not proficient with, beginning with Light. You gain proficiency with that type of armor.
Special: You must move up the armor categories from Light to Medium to Heavy. In this manner you may take this feat multiple times.
Special: You may specify a specific armor type to be proficient with instead of a category. If you do, the Max Dexterity Bonus is counted as one higher, the Skill Check penalty is one lower, and the armor grants you a bonus +1 to armor class. You must be proficient in the category of armor before you may specify an armor type.

BLIND-FIGHT [GENERAL, COMBAT]
Benefit: In melee, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit.
An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Defense rolls, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.
You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.
Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to Defense rolls. The speed reduction for darkness and poor visibility also applies.
Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

BLINDSIGHT, 5FT Radius [GENERAL, SPECIAL]
Prerequisites: One attack skill 7+ Ranks, Blind-Fight, Wisdom 19.
Benefit: Using senses such as acute hearing and sensitivity to vibrations, you can detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though you cannot discern incorporeal beings. (Except for the decreased range, this feat is identical to the blindsight special ability.)
Special: This feat can be taken multiple times. Each time increases you Blindsight range by 5 feet.

CLEAVE [GENERAL, COMBAT]
Prerequisites: Str 13, Power Attack.
Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

COMBAT CASTING [GENERAL, SOUL]
Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

COMBAT EXPERTISE [GENERAL, COMBAT]
Prerequisite: Int 13.
Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Defense rolls. This number may not exceed your relevant attack skill ranks. The changes to attack rolls and Defense rolls last until your next action. A relevant attack skill is the skill you are using to attack that round.
Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Defense Rolls.
Special: You may take this feat multiple times. Each time add +5 to the max penalty and bonus you garner from this feat.

COMBAT MARTIAL ARTS [GENERAL, COMBAT]
Prerequisite: Unarmed Strike 4+ Ranks.
Benefit: When fighting unarmed, the character gains a +1 dodge bonus to Defense rolls and a +1 expertise bonus to

the unarmed strike skill. They then receive an additional +1 to each per 5 character levels.

COMBAT REFLEXES [GENERAL, COMBAT]
Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
With this feat, you may also make attacks of opportunity while flat-footed.
Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

COMBAT THROW [GENERAL, COMBAT]
Prerequisite: Defensive Martial Arts.
Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

DEFENSIVE MARTIAL ARTS [GENERAL, COMBAT]
Benefit: The character gains a +1 dodge bonus to Defense against melee attacks. At every fifth level, you receive an additional +1 dodge bonus against melee attacks.
Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

DEFENSE SKILL FOCUS [GENERAL, COMBAT]
Choose one of your Base Defense Skills
Prerequisites: Weapon Attack or Unarmed Strike 4+ Ranks
Benefit: You gain a +1 bonus plus an additional +1 per 4 character levels on all rolls you make using the selected skill. This feat is used instead of Skill Focus for Base Defense Skills.

DEFENSEIVE SKILL SPECIALIZATION [GENERAL, COMBAT]
Prerequisites: Chosen Base Defense Skill 7+, Defensive Skill Focus with Selected defensive skill
Benefit: Once per day, when you are to roll a check with the chosen skill, you may expend one action dice to auto succeed the roll instead of rolling normally. You are fatigued after using this feat.
Special: This feat may be taken multiple times, but until you have Defensive Skill Specialization with all three base defense skills, you cannot stack the ability of this feat. Once you have all three Defensive Skills specialized, each taking of this feat, allows one more use per day of one of the feats (You must choose when you take the feat, this choice cannot be changed)

DEFLECT ARROWS [GENERAL, COMBAT]
Prerequisites: Dex 13, Unarmed Strike 4+ Ranks.
Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed.
Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

DIEHARD [GENERAL, COMBAT]
Prerequisite: Endurance.
Benefit: When reduced to negatives hit points less than one half of your maximum hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.
When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, swift actions, or immediate actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach half your maximum hit points in negative hit points, you immediately die.
Normal: A character without this feat who is reduced to negative hit points is unconscious and dying.

DODGE [GENERAL, COMBAT]
Prerequisite: Dex 13.
Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defense rolls per 4 character levels against attacks from that opponent. You can select a new opponent on any action.
A condition that makes you lose your Dexterity bonus to Defense rolls (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.
Special: You may take this feat multiple times to gain the ability to designate one additional target per acquisition.

ELUSIVE TARGET [GENERAL, COMBAT]
Prerequisites: Dexterity 13, Defensive Martial Arts.
Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target to character –8.
Special: An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting the character.

ENDURANCE [GENERAL, COMBAT]
Benefit: You gain a +4 bonus +1 per 5 character levels on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.
Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

EXOTIC WEAPON PROFICIENCY [GENERAL, ITEM]
Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Prerequisite: Weapon Attack 4+ Ranks (plus Str 13 for bastard sword).
Benefit: You make attack rolls with the weapon normally.
Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.
Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword has an additional prerequisite of Str 13.

EYES IN THE BACK OF YOUR HEAD [GENERAL, COMBAT]
Prerequisites: One attack skill 6+ ranks, Wis 19.
Benefit: Attackers do not gain the usual +2 attack bonus when flanking you.

FAR SHOT [GENERAL, COMBAT]
Prerequisite: Point Blank Shot.
Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1½). When you use a thrown weapon, its range increment is doubled.

FLEET OF FOOT [GENERAL, COMBAT]
You can turn corners without losing momentum.
Prerequisite: Run.
Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing medium or heavy armor, or if you're carrying a medium or heavy load.
Normal: Without this feat, you can run or charge only in a straight line.

GREAT CLEAVE [GENERAL, COMBAT]
Prerequisites: Str 13, Cleave, Power Attack, Unarmed or Weapon Attack 4+ Ranks.
Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

FLYBY ATTACK [GENERAL, COMBAT]
Prerequisites: Fly speed or 4+ Ranks in Swim
Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

GREAT FORTITUDE [GENERAL, SPECIAL]
Benefit: You get a +2 bonus on all Fortitude saving throws. For each 5 character levels you gain, you get an additional +1 bonus to all Fortitude Saving throws.

HEROIC SURGE [GENERAL, SPECIAL]
Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day equal to their level divided by 4 (round up), but never more than once per round.

HOLD THE LINE [GENERAL, COMBAT]
Prerequisites: Combat Reflexes, one attack skill 5+ ranks.
Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.
Normal: You only get an attack of opportunity against a character that exits a square you threaten

IMPROVED AGILE RIPOSTE [GENERAL, COMBAT]
Prerequisites: Dex 13, Dodge, Agile Riposte
Benefit: You may use your Agile Riposte more than once per round if you have Combat Reflexes. This still applies once per opponent.

IMPROVED BULL RUSH [GENERAL, COMBAT]
Prerequisites: Str 13, Power Attack.
Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.
Special: You may take this feat multiple times to increase the bonus to Bull Rushing by an additional +4

IMPROVED CHANNEL DIVINITY [GENERAL, SOUL]
Prerequisites: Channel Divinity Prestige Power, Wisdom 13+
Benefit: You gain 2 more Channel Divinity points per day
Special: This feat may be taken more than once, it's effects stack

IMPROVED COMBAT MARTIAL ARTS [GENERAL, COMBAT]
Prerequisites: Combat Martial Arts, Unarmed Strike 6+ Ranks.
Benefit: The character's threat range on an unarmed strike improves to 19–20.
Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

IMPROVED COMBAT THROW [GENERAL, COMBAT]
Prerequisites: Defensive Martial Arts, Combat Throw, Unarmed Strike 7+ Ranks.
Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if he or she is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.
Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

IMPROVED COUNTERSPELL [GENERAL, CASTING]
Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.
Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

IMPROVED CRITICAL [GENERAL, COMBAT]
Prerequisite: Proficient with weapon, Relevant Attack Skill 11+ Ranks.
Benefit: Choose one type of weapon. When using the attack form you selected, your threat range is doubled.
Special: You can gain Improved Critical multiple times. You may choose a different type of weapon gain the base benefits of this feat.
This effect doesn't stack with any other effect that expands the threat range of a weapon.

IMPROVED DISARM [GENERAL, COMBAT]
Prerequisites: Int 13, Combat Expertise.
Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.
Special: You may take this feat multiple times, gaining an additional +2 to the opposed attack roll.
Normal: See the normal disarm rules.

IMPROVED FEINT [GENERAL, COMBAT]
Prerequisites: Int 13, Combat Expertise.
Benefit: You can make a Bluff check to feint in combat as a move action.
Normal: Feinting in combat is a standard action.

IMPROVED GRAPPLE [GENERAL, COMBAT]
Prerequisites: Dex 13, Unarmed Strike 4+ Ranks.
Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks.
Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.
Special: You may take this feat multiple times to gain an additional +2 to your grapple checks.

IMPROVED KNOCKOUT PUNCH [GENERAL, COMBAT]
Prerequisites: Unarmed Strike 9+ Ranks, Knockout Punch.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

IMPROVED MASSIVE DAMAGE THRESHOLD [GENERAL, SPECIAL]
Prerequisites: Constitution 15+, Character Level 6+
Benefit: Your Massive Damage Threshold increases by 15
Normal: Your massive damage threshold is 50 points of damage.
Special: You may take this feat multiple times, it's effects stack.

IMPROVED NATURAL ARMOR [GENERAL, SPECIAL]
Prerequisites: Natural armor 1+, Con 13+
Benefit: The creature's natural armor bonus increases by 1.
Special: A creature can gain this feat multiple times, once per 5 levels. Each time the creature takes the feat its natural armor bonus increases by another point.

IMPROVED NATURAL ATTACK [GENERAL, COMBAT]
Prerequisites: Natural weapon, base attack bonus +4.
Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: *1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.* A weapon or attack that deals 1d10 points of damage increases as follows: *1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.*
Special: This feat may be taken multiple times, once every five levels, it's effects stack when necessary.

IMPROVED OVERRUN [GENERAL, COMBAT]
Prerequisites: Str 13, Power Attack.
Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.
Special: You may take this feat multiple times, you gain an additional +2 to your overrun attempts
Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

IMPROVED SPEED [GENERAL, SPECIAL]
Prerequisite: Run, Constitution 13+
Benefit: Increase your base land speed by 5ft
Special: You may take this feat multiple times, it's effects stack.

IMPROVED SUNDER [GENERAL, COMBAT]
Prerequisites: Str 13, Power Attack.
Benefit: When you strike at an object held or carried by an opponent, you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Normal: You provoke an attack of opportunity when you strike at an object held or carried by another character.

IMPROVED TRIP [GENERAL, COMBAT]
Prerequisites: Int 13, Combat Expertise.
Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.
If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.
Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

INCREDIBLE DEFENSE [GENERAL, COMBAT]
Prerequisites: Intelligence 17+, Dexterity 17+
Benefit: Once per day, you may use this feat to negate the damage of one attack action used against you. Effects other than damage still occur.

IRON WILL [GENERAL, SOUL]
Benefit: You get a +2 bonus on all Will saving throws, +1 per 5 character levels.

JUDGE OPPONENT [GENERAL, SOUL]
Prerequisite: Sense Motive 6+ Ranks
Benefit: The character can judge his or her opponent's approximate Attack Bonuses and weapon Skill Rank from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Hit Points. For both of these advantages, the GM may decide to provide descriptive indications such as your enemy is much better than you with a sword, but if you connect a few times with your energy blast, it will drop him, rather than saying the enemy's relevant attack skill ranks are +10, with a specialty in Weapon Attack, and he has 60 Hit Points remaining.

KNOCK-DOWN [GENERAL, COMBAT]
Prerequisites: One attack skill 5+ ranks, Improved Trip, Str 15.
Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you may make a trip attack as a free action against the same target.

KNOCKOUT PUNCH [GENERAL, COMBAT]
Prerequisites: Unarmed Strike 4+ Ranks.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

LEADERSHIP [GENERAL, SPECIAL]
Prerequisite: Character level 6th.
Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.
Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed.
Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.
Cohorts earn XP as follows: The cohort does not count as a party member when determining the party's XP.
Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort). Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.
If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.
Number of Followers by Level: The character can lead up to the indicated number of characters of each level.
Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.
Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)
Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score, see Table: Reputation.
Other modifiers may apply when the character tries to attract a cohort, see Table: Attracting Cohorts.
Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the modifiers that apply on Table: Attracting Followers.

LEAP ATTACK [GENERAL, COMBAT]
Prerequisites: Dexterity 13+, Relevant Attack Skill Ranks 3+
Benefit: The character can make leaping attacks, delivering additional damage due to momentum. Any time the character has a higher Initiative than his or her opponent, he or she may attempt a leaping attack. If the strike is successful (it hits and the target fails a defense) the character gets an extra +2 bonus to damage and may additionally add his or her Jump Skill Ranks to the damage. If the character fails to hit, however, or the opponent succeeds with his or her defense, the character is off balance and receives a -4 penalty to any further defense checks until his or her turn to act in the following round.

LIGHTNING REFLEXES [GENERAL, SOUL]
Benefit: You get a +2 bonus on all Reflex saving throws plus an additional +1 per 5 character levels.

MANYSHOT [GENERAL, COMBAT]
Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, Ranged Shot 9+ Ranks
Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).
For every five points of ranged shot ranks you have above +9, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +19. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).
Damage reduction and other resistances apply separately against each arrow fired.
Special: Regardless of the number of arrows you fire, you

apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

MOBILITY [GENERAL, COMBAT]
Prerequisites: Dex 13, Defensive Skill Focus (Reflex).
Benefit: You get a +4 dodge bonus to Defense rolls against attacks of opportunity. Dodge bonuses stack with each other, unlike most types of bonuses.

MULTIATTACK [GENERAL, COMBAT]
Prerequisites: Three or more natural attacks.
Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty. This instead of the normal -5 penalty.

NATURAL SPELL [GENERAL, CASTING]
Prerequisites: Wis 13, Animal Form
Benefit: You can complete the verbal and somatic components of spells while in a animal form. You substitute various noises and gestures for the normal verbal and somatic components of a spell.
You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in an animal form.

NERVE PINCH [GENERAL, COMBAT]
You can incapacitate foes with a vicelike pinch.
Prerequisites: Unarmed Strike 4+ Ranks.
Benefit: You make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 10 + one-half your character level + your Strength modifier) or be paralyzed for 1d4+1 rounds.
Special: This ability does not work on creatures without nervous systems or discernible anatomies.

OVERBEARING ATTACK [GENERAL, COMBAT]
Prerequisites: Dexterity 17+, Charisma 17+
Benefits: Once per day per point of dexterity modifier, you may make an attack roll when attacked in melee by a weapon, unarmed strike or natural attack. If your attack succeeds, the attack against you misses whether it would have hit or not. If your attack succeeds by 10 or greater, the next attack you make against your opponent catches them flatfooted. This attack deals damage as normal.

OVERWHELMING DEFENSES [GENERAL, COMBAT]
Prerequisites: Strength 17+, Constitution 17+
Benefit: Once per day you may make a bull rush attempt against a creature that just hit you with an unarmed or melee attack and hit. Double the distance moved.

POINT BLANK SHOT [GENERAL. COMBAT]
Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet. In addition, you gain an additional +1 to attack and damage rolls per 3 character levels to ranged weapons at ranges of up to 30 feet.

POWER ATTACK [GENERAL]
Prerequisite: Str 13.
Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your relevant attack skill ranks. The penalty on attacks and bonus on damage apply until your next turn.
Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. You may treat it as a two-handed weapon by attacking only with one end.)

PRESCICE SHOT [GENERAL, COMBAT]
Prerequisite: Point Blank Shot.
Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee by taking a -2 Penalty, -1 per 4 character levels to a minimum of 0, rather then the normal –4 penalty.

QUICKEN SPELL-LIKE ABILITY [GENERAL, SPECIAL]
Prerequisite: Spell-like ability at caster level 10th or higher.
Benefit: Choose one of the creature's spell-like abilities. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).
Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.
The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -4. For a summary, see the associated table. In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.
Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

RAPID SHOT [GENERAL, COMBAT]
Prerequisites: Dex 13, Point Blank Shot.
Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

REIATSU RECOVERY [GENERAL, SPECIAL]
Prerequisites: Constitution 13+
Benefit: Your reiatsu recovery per day doubles to 2 points per point of spell score per day and at 4 points per point of spell score for full bed rest per day. (See Reiatsu Rules)

RETREAD [GENERAL, COMBAT]
Benefit: You may re-choose a one time choice you have made.
Special: You may take this feat more than once, each time re-choose another choice you have made.

RUN [GENERAL, SPECIAL]
Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.
Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

SHARP-SHOOTING [GENERAL, COMBAT]
Prerequisites: Point Blank Shot, Precise Shot, one attack skill 6+ ranks
Benefit: Your targets only receive a +2 bonus to Defense rolls due to cover. This feat has no effect against foes with no cover or total cover.
Normal: Cover normally gives a +4 bonus to Defense.

SHOT ON THE RUN [GENERAL, COMBAT]
Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, Ranged Shot 7+ Ranks.
Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Special: You may take this feat more than once. If you do, add 10 to your base speed only for purposes of this feat, and gain a +1 bonus to Attack Rolls, Damage Rolls and Armor Class.

SKILL AFFINITY [GENERAL, SPECIAL]
Benefit: Choose 2 Skills that are related (At GM's Discretion), gain a +2 untyped bonus to both skills.
Special: You may choose this feat multiple times, each time it pertains to 2 different skills.
Special: You cannot use these with Base skills.

SKILL FOCUS [GENERAL, SPECIAL]
Choose a skill.
Benefit: You get a +3 bonus on all checks involving that skill.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill. You may not use this feat with Attack or Defensive skills. Use Weapon Skill Focus and Defense Skill Focus for this purpose.

SNATCH ARROWS [GENERAL, COMBAT]
Prerequisites: Dex 15, Deflect Arrows, Unarmed Strike 4+ Ranks.
Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

SPELL FOCUS [GENERAL, CASTING]
Choose a school of magic.
Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

SPELL MASTERY [GENERAL, CASTING]
Prerequisite: Spellcaster level 6th.
Benefit: Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. Reduce their spell point cost by 1 to a minimum of 1.

SPELL PENETRATION [GENERAL, CASTING]
Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. You gain an additional +1 bonus for every 5 character levels.

SPRING ATTACK [GENERAL, COMBAT]
Prerequisites: Dex 13, Defensive Skill Focus (Reflex), Mobility, Main attack skill 4+ ranks.
Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.
You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.
When you gain your relevant melee skill reaches 11+ ranks you can use spring attack against an additional target.
When your relevant melee skill reaches 16+ ranks you can use spring attack against a third target.
Special: You may take this feat more than once. If you do, add 10 to your base speed only for purposes of this feat, and gain a +1 bonus to Attack Rolls and Armor Class.

STUNNING FIST [GENERAL, COMBAT]
Prerequisites: Dex 13, Wis 13, Unarmed Strike 11+ Ranks
Benefit: Once per day per character level, you may declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal

creatures, and creatures immune to critical hits cannot be stunned.

STREETFIGHTING [GENERAL, COMBAT]
Prerequisites: Unarmed Strike 4+ Ranks.
Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d6 points of damage.

SUPERIOR EXPERTISE [GENERAL, COMBAT]
Prerequisites: Int 13, Combat Expertise, one attack skill 9+ ranks.
Benefit: When you use the Combat Expertise feat to improve your Defense, the number you subtract from your attack and add to your Defense can be any number that does not exceed your attack skill ranks. This feat eliminates the +5 maximum for the Combat Expertise feat.

TRACK [GENERAL, SPECIAL]
Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks 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 DC depends on the surface and the prevailing conditions, as given on Table: Track DC.
Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most stream beds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).
Several modifiers may apply to the Survival check, as given on Table: Track DC Modifiers.
If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.
Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

TRAMPLE [GENERAL, COMBAT]
Prerequisites: Size Category or Virtual Size Category one higher than your target.
Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

TWO-WEAPON DEFENSE [GENERAL, COMBAT]
Prerequisites: Dex 15, Two-Weapon Fighting.
Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your Defense rolls. See the Two-Weapon Fighting special attack.
When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Special: You gain an additional +1 shield bonus to Defense rolls when wielding a double or two weapons per 4 character levels. In addition, every 6 character levels your total defense action bonus increases +2
TWO-WEAPON FIGHTING [GENERAL, COMBAT]
Prerequisites: Dexterity 13+
Benefit: When fighting with two weapons, you reduce the penalties to attacks by 2. You make as many attacks with your off-hand as you do with your primary hand.
Normal: You receive a -6/-10 penalty to your attack when fighting with 2 weapons. The first number is your primary hand, the second your off-hand.
Special: You may take this feat multiple times. Each time, you reduce the penalty by a further 2. Once you reach 0, you may no longer take this feat.

UNBALANCE OPPONENT [GENERAL, COMBAT]
Prerequisites: Defensive Martial Arts, Unarmed Strike 9+ Ranks.
Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)
The opponent's Strength modifier applies to damage, as usual.
The character can select a new opponent on any action.

WEAPON FINESSE [GENERAL, COMBAT]
Prerequisite: Weapon Attack 4+ Ranks.
Benefit: You may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

WEAPON SKILL FOCUS [GENERAL, COMBAT]
Choose one of your Base Attack Skills
Prerequisites: Chosen Base Attack Skill 4+ Ranks
Benefit: You gain a +1 bonus plus an additional +1 per 4 character levels on all attack rolls you make using the selected skill. This feat is used instead of Skill Focus for Base Attack Skills.

WEAPON SKILL SPECIALIZATION [GENERAL, SPECIAL]
Choose one base skill for which you have already selected the Weapon Skill Focus feat. You deal extra damage when using this weapon.
Prerequisites: Chosen Base Attack Skill 7+ Ranks, Weapon Skill Focus with selected base attack skill.
Benefit: You gain a +2 bonus plus an additional +2 per 4 character levels on all damage rolls you make using the

selected base attack skill.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new base attack skill. This feat is used instead of Skill Focus for Base Skills.

WHIRLWIND ATTACK [GENERAL, COMBAT]
Prerequisites: Dex 13, Int 13, Combat Expertise, Defensive Skill Focus (Reflex), Mobility, Spring Attack, Main attack skill 4+.
Benefit: When you use the full attack action, you can give up all your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.
You do not gain bonus attacks from feats or other effects.

Item Creation Feats

BREW POTION [ITEM CREATION]
Prerequisite: Caster level 3rd.
Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level × its caster level × 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.
When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.
Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

CRAFT MAGIC ARMS AND ARMOR [ITEM CREATION]
Prerequisite: Caster level 5th.
Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.
The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.
You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

CRAFT ROD [ITEM CREATION]
Prerequisite: Caster level 9th.
Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.
Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.
CRAFT STAFF [ITEM CREATION]
Prerequisite: Caster level 12th.
Benefit: You can create any staff whose prerequisites you meet.
Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.
Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

CRAFT WAND [ITEM CREATION]
Prerequisite: Caster level 5th.
Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level × the spell level × 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.
Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDEROUS ITEM [ITEM CREATION]
Prerequisite: Caster level 3rd.
Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.
You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.
Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

FORGE RING [ITEM CREATION]
Prerequisite: Caster level 12th.
Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.
You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.
Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

SCRIBE SCROLL [ITEM CREATION]
Prerequisite: Caster level 1st.
Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level × its caster level × 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.
Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Metamagic Feats

CRASHING KIDO [METAMAGIC]
Benefit: You may, instead of casting a hit point damaging Kido, hold it in a weapon or unarmed strike. You may discharge it with a successful hit against an opponent. You must use this held Kido within 3 rounds of holding it. You may only hold one Kido at a time. A crashing Kido uses up an additional 4 Kido points to cast.

EMPOWER KIDO [METAMAGIC]
Benefit: All variable, numeric effects of an empowered Kido are increased by one-half.
Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered Kido uses 4 more Kido points than normal.

ENLARGE KIDO [METAMAGIC]
Benefit: You can alter a Kido with a range of close, medium, or long to increase its range by 100%. An enlarged Kido with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged Kido uses up a Kido slot one level higher than the Kido's actual level.
Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

EXTEND KIDO [METAMAGIC]
Benefit: An extended Kido lasts twice as long as normal. A Kido with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended Kido uses up 2 additional Kido points.

MAXIMIZE KIDO [METAMAGIC]
Benefit: All variable, numeric effects of a Kido modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized Kido uses up 6 additional Kido points.
An empowered, maximized Kido gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

NONLETHAL KIDO [METAMAGIC]
You can modify a Kido to deal nonlethal instead of lethal damage.
Benefit: You may modify a Kido that deals lethal damage to deal nonlethal damage instead. All other effects of the Kido remain normal (for example, a nonlethal fireball may still set flammable objects ablaze).
A nonlethal Kido uses up 2 additional Kido points.

QUICKEN KIDO [METAMAGIC]
Benefit: Casting a quickened Kido is an swift action. You can perform another action, even casting another Kido, in the same round as you cast a quickened Kido. You may cast only one quickened Kido per round. A Kido whose casting time is more than 1 full round action cannot be quickened. A quickened Kido does not use any extra Kido points, but your caster level is reduced to 1/3 of it's original for all numerical effects of the Kido itself.. Casting a quickened Kido doesn't provoke an attack of opportunity.

REACH KIDO [METAMAGIC]
You can cast touch spells without touching the Kido recipient.
Benefit: You may cast a Kido that normally has a range of "touch" at any distance up to 30 feet. You must succeed at a ranged touch attack to cast the Kido upon the recipient. A reach Kido uses up a 4 additional Kido points.

REPEAT KIDO [METAMAGIC]
Prerequisites: Any other metamagic feat.
Benefit: A repeated Kido is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary Kido originates from the same location and affects the same area as the primary Kido. If the repeated Kido designates a target, the secondary Kido re-targets the same target if the target is within 30 feet of its original position; otherwise the secondary Kido fails to go off. A repeated Kido uses up 6 additional Kido points
Repeat Kido cannot be used on spells with a range of touch.

SACRED KIDO [METAMAGIC]
You can cast spells imbued with divine energy.
Benefit: Half of the damage dealt by a sacred Kido is converted into divine energy, and as such is not prevented by abilities or spells that reduce or prevent damage from a particular type of energy. For example, half the damage from a sacred flaming wrath Kido would not be negated by fire resistance or fire immunity. Only divine spells that deal damage may be made into sacred spells. A sacred Kido uses up 4 additional Kido points.

SILENT KIDO [METAMAGIC]
Benefit: A silent Kido can be cast with no verbal components. Spells without verbal components are not affected. A silent Kido uses up 2 additional Kido points.

STILL KIDO [METAMAGIC]
Benefit: A stilled Kido can be cast with no somatic components. Spells without somatic components are not affected. A stilled Kido uses an additional 2 Kido points.

SUBDUAL SUBSTITUTION [METAMAGIC]
Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.
Benefit: When employing a Kido with the acid, cold, electricity, fire, or sonic designator, you can modify the Kido to deal nonlethal damage instead of the indicated type of energy damage. The altered Kido uses no additional Kido points. The altered Kido works normally in all respects except the type of damage dealt.

WIDEN KIDO [METAMAGIC FEAT]
Benefit: You can alter a burst, emanation, line, or spread shaped Kido to increase its area. Any numeric measurements of the Kido's area increase by 100%.A widened Kido uses 6 additional Kido points.
Spells that do not have an area are not affected by this feat.

Racial Feats [Grouped by Race]

The feats in this section are specific to one race or class of races, such as Bounto and Shinigami. While they are noted that you must have the prerequisite race to gain said feat, it should be noted again. You may only qualify for a racially specific feat if you have the racial feat required, or if you have the Oldblood feat for the race required.

Bounto Feats

BOUNTO [RACIAL, SOUL]
Prerequisites: Exclusive of any other racial feat
Benefits: You gain a bite attack that deals 1d6 damage and grants you one day of life per damage dealt. You also gain a Doll. For every attack you gain with Unarmed Strike your bite damage increases by 1d6.
A Doll is an Astral Construct of your soul of a level equal to half your character level (minimum 1) that you can manifest at will. As you become more powerful, you gain more powers to your astral construct. When you move up in level, you keep all old powers your doll has garnered from being an Astral Construct [See Doll Powers section for more information].
Once every 30 days, the Bounto must make a will save with a DC equal to the Doll's Charisma Score. Failure means that the Bounto loses their Doll. Success means that the Doll has found you worthy of continued use. If the Bounto is brought down to less than one quarter of it's hit points it must immediately make the same roll as if a month had passed. Rolls from damage do not count towards their monthly roll.
If your Doll is destroyed, the Bounto instantly begins aging at a rate of 1d6 years every round (battle time, not real time). A Fortitude Save with a DC equal to the last attack roll made against their Doll can be made to stave off the effects of this for one minute per success. If the Bounto can gain access to another Doll that will be willing to fight along side them, the aging ends, and actually reverses, returning the Bounto to the age they were when they became a Bounto.

BOUNTIFUL HARVEST [BOUNTO, SOUL]*
Prerequisite: Bounto Feat, Fortitude 5+ Ranks
Benefit: When calculating bonus lifespan gained through damage dealt by your bite attack, double that number.
Special: You may take this feat multiple times, each time double the effect again *(IE, x2 become x3 etc)*

CREATE BITTO [BOUNTO, SOUL, EVIL]*
Prerequisites: Bounto Feat, Spellcraft 10+ Ranks, Weapon Attack Skill 9+ Ranks, Bountiful Harvest Feat, Must sacrifice a Bounto.
Benefits: Sacrificing a Bounto, you transform them into Bitto. A Bitto is a Swarm with a number of Hit Dice equal to the Bounto sacrificed. They have an initiative equal to yours and ranks equal to one half the Sacrificed Bounto's HD + 3 in the Unarmed Attack skill. Within the Swarm a target is susceptible to Drain and Distraction. Each round that a creature spends within the swarm, they must make a Fortitude Save DC (15 + One Half the Sacrificed Bounto's HD) or be nauseated for that round. If a Bitto hits, the next round, the Target takes 1 damage to all mental statistics. Bitto take half damage from weapons. They are otherwise just like Swarms. Damage from a Bitto Swarm adds time to the controlling Bounto's life just like bite damage and damage dealt to mental scores is x10 towards this effect. Creating Bitto is an undeniably evil act, and if this feat is used, the user will be forced into Jigoku upon death.

DOLL MERGE [BOUNTO, SOUL]*
Prerequisites: Bounto Feat, 3 times base Bite Damage
Benefit: For One minute per level per day, the Bounto and their Doll may merge into one incredibly powerful being. Merging with your Doll is a Full Round action if your Doll has not been released yet, and is a Standard Action if it has. When Merged, the new being uses the better of the two separate being's Physical and Mental Statistics, and adds the weaker one's modifiers to the stronger. Each statistic is ascertained separately for this effect. The Bounto is always in control of the combined form, but gains all the Special Attacks of the Doll.
If the Merged Bounto is killed during this process, the Doll and Bounto separate and they are both reduced to zero hit points, destroying the Doll. A doll destroyed in this manner regenerates in 1d4 days, and does not cause the Bounto to age, but the Bounto is unconscious until the Doll regenerates.
Special: If the user of this feat has the Twin Doll feat, the Merging gains the bonuses of the feat on top of the normal benefits. No matter how many times the user of this feat has the Twin Doll feat, this effect only applies once.

INDOMINABLE SPIRIT [BOUNTO, SOUL]*
Prerequisite: Bounto Feat, Willpower 9+ Ranks
Benefit: You gain a +5 bonus on your roll to control and maintain worthiness in your Doll's eyes as you are a commanding force of spirit.

POWERFUL DOLL [BOUNTO, SOUL]*
Prerequisite: Bounto Feat, Willpower Skill 6+ Ranks
Benefit: You gain your Wisdom Bonus as extra points to improve your Doll's Physical Statistics as per the Point Buy system.

TWIN DOLL [BOUNTO, SOUL]*
Prerequisites: Bounto Feat, Must have a Twin Sibling, May only be taken at the same time you take the Bounto Feat.
Benefit: You and your twin sibling are connected by your soul, and as such share one doll. When creating your Doll, they gain a +4 bonus to Strength, Dexterity and Constitution.
Penalty: If the Doll dies both twins are aged just as a normal Bounto, and they must find another doll willing to take both on. If one dies because of aging, they both die.
Special: You may take this feat multiple times. Each time adds another sibling to the mix, and increases the chances of dying. The positive effect is that it adds an additional +2

to all Physical statistics per sibling.

WEAPON FORM [BOUNTO, SOUL]*
Prerequisite: Bounto Feat
Benefit: Your Doll does not have a creature form and instead takes the form of a weapon. The weapon deals 1d6 damage +1d6 per extra attack you gain through the Weapon skill. This form is built like Shikai, gaining one Shikai choice when acquired and one more per 2 character levels. Your weapon form MAY be the form of a ranged weapon.

WEAPON RELEASE [BOUNTO, SOUL]*
Prerequisite: Bounto Feat, Weapon Form feat, Weapon Attack Skill 11+ Ranks
Benefit: Your Doll gains the ability to have a second form that you can use in melee combat. This can be a one or two handed weapon, but can only be a Melee Weapon. You create the second form as per the Bankai Feat, and may release your Doll to this form for One Minute per level per day.
Special: Once chosen, the form of your Weapon Release can never be changed, but the enhancements can be rewritten with the Renewed Release feat.

Bounto Doll Feats

NATURAL ARMOR [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain +2 Natural Armor
Special: This can be taken multiple times, it's effects stack.

HEARTY CONSTRUCTION [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain +10 HP
Special: You may take this feat once per size category you gain, it's effects stack

SECOND SLAM [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain a second slam attack

STRANGE ABILITY [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain one Hollow Growth power from the following list: Bite Attack, Crunch, Deflection, Energy Resistance, Enhanced Speed, Extra Limb, Fast Healing, Ground and Pound, Improved Hollow Flight, Increased Size, Magic Fang, Monstrous Feat, Pounce, Precognition, Reflection, Rend, Scent, Special, Swallow Whole, Swiftness, Trample.
Special: You may take this feat multiple times, each time you gain an additional Hollow Growth Power. You must meet any prerequisites of the hollow growth power you take besides being a hollow.

ELEMENTAL AFFINITY [DOLL, SOUL]
Prerequisite: Doll
Benefit: Choose one element (fire, cold, electricity, acid or sonic). Your slam attacks are made of this element instead of untyped damage. This also means your slam attacks overcome all Damage Reduction.

BREATH WEAPON [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain a breath weapon that deals damage equal to your slam attack's damage of an element chosen from the following (fire, cold, electricity, acid or sonic). This can be used every 1d4+1 rounds. Choose one of the following areas (30 foot cone, 100 foot line, 20 foot burst) That is the area of your breath weapon.
Special: If you have an Elemental Affinity, the element chosen with this feat must be the same as was chosen with that feat.

AUGMENTED CRITICAL [DOLL, SOUL]
Prerequisite: Doll, Improved Critical
Benefit: Choose one attack you can make that you have chosen with Improved Critical, it's critical threat range doubles again.

NATURAL ATTACK [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain one natural attack form other than slam that you do not already have. That deals 1d6 damage (1d8 for large dolls, 1d10 for huge dolls) per 5 points of Unarmed Strike you have.
Special: You may take this feat once per natural attack there is (bite, claw, gore, crush, tail slap, wing buffet) You must have the appropriate limbs to make such attacks (Such as wings for wing buffets). If you have more than one limb you may take the same natural attack more than once up to the number of limbs of the proper type you possess.

POWERFUL DOLL [DOLL, SOUL]
Prerequisite: Doll
Benefit: You gain 1 additional pick from the list of your doll's level or lower.
Special: You may take this feat multiple times.

AUGMENTED CONSTRUCTION [DOLL, SOUL]
Prerequisite: Doll
Benefit: Once per day, as an immediate action, you may make yourself immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects for a number of rounds equal to your charisma modifier + 3.

Hollow

HOLLOW [RACIAL, SOUL]*
You are a plus that has tarried too long in the world of the living and has lost their heart and chain of fate. Some Hollow are mindless creatures, though a majority are intelligent enough to hunt/gather what they need to survive.
Prerequisites: Exclusive of any other racial feat.
Benefit: Choose one of the following: Either your Unarmed Strikes deal 1d6 damage, and count as being armed or You gain a claw attack that deals 1d6 damage. Either way, you

gain an additional 1d6 damage each time you gain a new attack from your Unarmed Strike skill. You may choose one of the following Hollow Growth power [*See Hollow Growth Powers*].

HOLLOW GROWTH POWER [HOLLOW, SOUL]
Prerequisites: Hollow
Benefits: You gain an additional hollow growth power
Special: You may take this feat multiple times, each time gain an additional hollow growth power.

Quincy Feats

QUINCY [RACIAL, SOUL]*
You are either an embittered survivor of a Hollow attack, or the child/student of one.
Prerequisites: Exclusive of any other racial feat.
Benefit: You possess a Quincy cross that summons a spiritual bow dealing 1d6 damage with a 90' range and crits for x3. 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. When you gain your second attack from your Ranged Attack skill, your bow becomes more powerful, gaining 1 choice from the shikai list and an additional one per 3 levels thereafter. When you get your third attack, you may learn 1 Master Shot, and gain an aditional one per 3 levels thereafter.

ALTERNATE BOW [QUINCY, SOUL]
Prerequisites: 1 times base Quincy Bow Damage,
Benefits: Your Quincy Bow takes the form of another ranged weapon, gaining all properties of the chosen weapon, including damage.

COMPOSITE BOW [QUINCY, SOUL]
Prerequisites: 2 times base Quincy Bow Damage
Benefits: You gain an additional Shikai or Master Shot ability for your bow. You must have access to Master Shots to add one to your bow.
Special: You may take this multiple times, it's effects stack.

CRAFT GINTO TUBE [QUINCY, ITEM CREATION]
Prerequisites: Quincy, Spellcaster, Wisdom 15+, Caster Level 9+, Craft Spirit Tube
Benefits: You can create a Ginto Tube, or a Ginto Tube Web. By crafting a standard Spirit Tube (Or series of tubes) and increasing the Craft DC by 25, you can imbue the Tube or Tube Web with a specific spell that you can cast at a later date by using the tube itself. The maximum spell point allotment for each tube created remains the same (9 points) and to cast any spell that costs more, you need to create multiple Ginto Tubes and spiritually connect them (A Ginto Tube Web). You may also imprint Metamagic Feats into a Ginto Tube (Or Tube Net) with the exception of Quicken Spell, that will go off when the spell does. *(Example: To cast Sprenger, Ishida Uryu needed 5 Spirit Tubes because it was a Maximized, Empowered, Widened, Sacred, Delayed Blast Fireball coupled with the Hold Monster spell which would have cost him 41 spell points, which would have required 5 Spirit Tube to complete)*

CRAFT SPIRIT TUBE [QUINCY, ITEM CREATION]
Prerequisites: Quincy, Spellcaster, Wisdom 15+, Caster Level 6+
Benefits: You can create Quincy Spirit Tubes which act as recepticles for your spiritual energy to be used at a later date. Once created, Spirit Tubes can be invested with between 1 and 9 spell points. They can then be used either by themselves or in concert to cast kido once you've run out

of spell points, or used along with your natural casting ability to cast a spell you don't have the spell point reserve left to cast or even used to cast a kido with a metamagic feat attatched (With the exception of Quicken Spell). Creating a standard Spirit Tube is a relatively simple process that requires a DC 25 + Spell Point investment to create. Once created they hold the proper number of spell points until discharged.

ENHANCED SPIRITUAL ABSORPTION [QUINCY, SOUL]
Prerequisites: Quincy Cross, Concentration 4+ Ranks
Benefits: When you fire your Quincy Arrows, add your Spellscore Modifier to the damage you deal
Special: You may take this feat multiple times. Each time add 2 to the damage your Quincy Arrows deal.

HIRENKYAKU [QUINCY, FLASH]
Prerequisites: Quincy, Improved Flash Step
Benefits: Your flash steps are always considered Swift actions regardless of your roll. You gain a bonus to flash steps equal to your intelligence modifier.

QUINCY BANGLE [SOUL]
Prerequisites: Concentration 4+ Ranks, Spellcraft 4+ Ranks
Benefits: You may use feats with the Quincy Bow prerequisites. Each time you do however (Including the use of a Quincy Bow itself) Roll a 2d20. If the first d20 roll was over 10, add the second d20 roll to your next ranged attack or other numeric values of the usage. If the first d20 roll was 10 or below, subtract the second d20 roll from your next ranged attack or other numeric values of the usage. No matter what, the Quincy Bangle breaks after 100 uses, and must be reforged. Forging a Quincy Bangle requires the Craft Wondrous Item feat, and the Quincy Feat. It is a CL 12 item, and requires the spells *Scorching Ray*, *Expeditious Retreat* and *Anyspell.*

SEELE SCHNEIDER [QUINCY, SOUL]
Prerequisites: Quincy Cross, Craft Spirit Tube
Benefits: You can use a Spirit Tube to create a Seele Schneider. Creating a Seele Schneider is a full round action, and requires the expenditure of 1 spell point per round to maintain. A Seele Schneider counts as a longsword with which you are proficient, with an enhancement bonus equal to the number of spell points that were in the Spirit Tube used to make the Seele Schneider. Alternatively, the Seele Schneider can be used as an arrow with the same enhancement bonus. Either way, the Seele Schneider reduces your opponent's spell points by the damage dealt. If your opponent doesn't have spell points, it inflicts 1 negative level per 5 character levels you posess.

SENRAI TRAINING [QUINCY, SOUL]
Prerequisites: 2 times base Quincy Bow Damage
Benefits: Your Quincy Bow deals 1d6 additional damage that does not count towards feat prerequisites. In addition, your Quincy Bow gains an enhancement bonus equal to your spell score modifier. Lastly, once, for a number of minutes equal to the Quincy's level + constitution modifier, the Quincy may unleash their *Final Form*.
Final Form: The Quincy gains a Bonus to Wisdom, Dexterity and Constitution equal to their Character Level. The Constitution gain results in a gain of 1 hit point per 2 points of bonus per level. The Quincy gains one additional attack at his highest attack bonus, and moves twice his speed for all forms of movement.
When using the Quincy's Final Form, all Quincy Bow damage is maximized and empowered as per the Metamagic Feats. Once the Final Form ends, the Quincy immediately looses all feats with Quincy Bow descriptor. The lost feats may be either re-chosen (You cannot choose Quincy if you re-choose your feats in this manner) or the Quincy may opt to undergo training from another Quincy to attempt to revitalize their Quincy powers.
To regain their Quincy powers the Quincy must undergo harrowing training during which time they drive themselves to the brink of exhaustion (At the end of the training, which takes 1d6 weeks, they are reduced to 1 subdual hit point below their total hit points.) and be hit by a Called Shot, Critical Hit exactly 19 mm to the right of their heart. Should the training succeed, the Quincy instantly regains the use of all feats they had with Quincy Cross as a prerequisite, and gain a permanent bonus on Wisdom and Dexterity based skills equal to one third their character level, and bonus hit points equal to one sixth their level per level (*IE If the character was 18th level when they regained their Quincy Powers, they would gain a permanent bonus on Wisdom and Dexterity Based skills equal to +6, and would gain 3 HP per level [or a bonus of 54 hit points] They would also regain all Quincy Cross based feats they had, and be able to gain more Quincy feats.)* The permanent bonus can only be gained once, no matter how many times the Quincy uses their Final Form.

WEB BOW [QUINCY, SOUL]
Prerequisites: Quincy Cross, Sanrei Training
Benefits: Your bow becomes webbed in appearance. You gain a bonus to your Defense Equal to your Charisma modifier. In addition, once you fire an arrow from your bow, you may take an attack action on a subsequent turn, and spend 1 spell point to allow the arrow to attack again with a bonus equal to your Intelligence Modifier. You can keep a number of such arrows flying around equal to your Wisdom Modifier as long as you pay the requisite 1 spell point per arrow per turn, up to a maximum of 1 round per character level.
Special: You may take this feat a second time. If you do, you also may fire through objects, ignoring all forms of cover (Including total cover)

POWERFUL QUINCY BOW [QUINCY, SOUL]
Prerequisite: At least one ability on your bow.
Benefit: You may choose an additional ability choice for your bow. This does not apply to master shots
Special: You may choose this multiple times. Each time gain an additional ability

MASTERFUL QUINCY [QUINCY, SOUL]
Prerequisite: At least one Master Shot
Benefit: You gain an additional master shot
Special: You may choose this multiple times. Each time gain an additional master shot

Shinigami Feat

SHINIGAMI [RACIAL, SOUL]*
You are a Shinigami (Death God, Grim Reaper, Soul Reaper) and are charged with making sure the dead cross over to the Soul Society and are responsible for the destruction of Hollows.
Prerequisites: Exclusive of any other racial 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.

Soulcaster Feats

SOULCASTER [RACIAL, SOUL]
Prerequisites: Exclusive of any other Racial Feats.
Benefits: You receive an item of power. This item of power contains Three Sacred Links Shield, Twin Sacred Return Shield, and Solitary Sacred Cutting Shield. (see soulcaster section for more information.)

POWERFUL SOULCASTING [SOULCASTER, SOUL]
Prerequisites: Soulcaster, Concentration 6+ Ranks
Benefits: Choose one of your Soul-Caster abilities; you count as if you where 2 levels higher for all effects
Special: You may take this feat multiple times, each time you do, choose one of your abilities and add 2 to your effective level.

SOULCASTER DEFENSE [SOULCASTER, SOUL]
Prerequisites: Soulcaster, Dexterity 15+
Benefits: When using your Three Sacred Links Shield, you may grant its effects to all allies within 10'.
Special: You may take this feat more then once each time add 10' to the area you can protect.

SOULCASTER EMPOWERMENT [SOULCASTER, SOUL]
Prerequisites: Soulcaster, 6+ Character Levels
Benefits: Your Solitary Sacred Cutting Shield critically hits on a 19-20
Special: You may take this feat once more to increase the treat range to 18-20

SOULCASTER MASTERY [SOULCASTER, SOUL]
Prerequisites: Soul-caster, Powerful Soul-casting with each ability you have
Benefits: You may make attacks of opportunities with your Solitary Sacred Cutting Shield.

SOULCASTER OFFENSE [SOULCASTER, SOUL]
Prerequisites: Soul-caster
Benefits: You gain a +1 bonus to attack rolls with your Solitary Sacred Cutting Shield +1 per 5 character levels.

SOULCASTER SUPERIOR DEFENSE [SOULCASTER, SOUL]
Prerequisites: Soul-caster, Soul-caster Defense, Dexterity 15+
Benefits: Add your Charisma score to the amount of damage your Three Sacred Links Shield can absorb.

SOULCASTER SUPREMACY [SOULCASTER, SOUL]
Prerequisites: Soul-caster, 10+ Character Levels, Powerful Soul-caster with the chosen Ability
Benefits: Your Solitary Sacred Cutting Shield critical multiplier becomes x3
Special: You may take this feat twice more each time increase the multiplier by 1 (i.e. x4 then x5)

SUPERIOR SOULCASTING [SOULCASTER, SOUL]
Prerequisites: Soul-caster, Spellcraft 9+ Ranks
Benefits: Your Twin Sacred Return Shield can regrow limbs removed this counts as 20 hp for *Twin Sacred Return Shield's* effect.

SOULCASTER'S GIFT
Prerequisites: Soul-caster, Spellcraft12+ Ranks, Superior Soulcasting
Benefits: Your *Twin Sacred Return Shield* can revive someone who has died up to your cha mod in rounds ago this counts as 50 hp for *Twin Sacred Return Shield's* effect. It can not bring back someone who was disintegrated or blow to bits.
Special: You may take this feat more then once each time add one to the number on rounds you can revive someone.

SOULCASTER PERFECT DEFENSE [SOULCASTER, SOUL]
Prerequisites: Soul-caster, Soul-caster Defense, Dexterity 15+,Soulcaster Superior Defense
Benefits: As a Standard action you may repair your Three Sacred Links Shield by one rank.

SOULCASTER ITEMIZATION [SOULCASTER, SOUL]
Prerequisite: Soulcaster
Benefit: Your Twin Sacred Return Shield now functions at repairing objects. The same restrictions apply to your objects as it does to organic beings (Maximum of 10 points per rank of healing per object.

SOULCASTER STAUNCH [SOULCASTER, SOUL]
Prerequisites: Soulcaster
Benefit: You may use your Three Sacred Links Shield to staunch ongoing damage from wounds. Should you have damage afflicted automatically every round, you may stop that damage at the cost of using your shield for defense. You must still receive healing to stop the bleeding permanently, as the shield is merely holding the wound or wounds closed.

SOULCASTER SHIELD [SOULCASTER, SOUL]
Prerequisite: Soulcaster
Benefit: Your Three Sacred Links Shield is not a force field, but a shield that must be physically interposed between you and an attack to be effective. This gives you a bonus equal to your Three Sacred Links Shield rank +1 to Defense, Fortitude and Reflex saving throws.

SOULCASTER POWER [SOULCASTER, SOUL]
Prerequisite: Soulcaster
Benefit: You cannot move while you use your Three Sacred Links Shield. In return your shield stops 10 more damage than normal for your rank and ignores the first reduction in rank for breaking in an encounter.

SOULCASTER PENETRATION [SOULCASTER, SOUL]
Prerequisite: Soulcaster
Benefit: Your Three Sacred Links Shield can interpenetrate other shields. If your shield is touching another, and it stops more damage than the shield it is touching, the other shield is neutralized and offers no protection against your attack.

SOULCASTER IMPOSITION [SOULCASTER, SOUL]
Prerequisite: Soulcaster feat, Soulcaster Defense
Benefit: You may raise your Three Sacred Links Shield as an Immediate action. Immediate actions may be performed even if it is not your turn to act in the initiative count.

Superhuman Feats

SUPERHUMAN [RACIAL, SOUL]
Prerequisites: Exclusive of any other racial feat.
Benefits: You gain a +4 bonus to one Physical Statistic and a +2 bonus to one Mental Statistic. You also count as armed when making unarmed strikes, and your normal unarmed damage increases by 1 dice size (1d6 becomes 1d8 etc.).

SUPERHUMAN THRESHOLD [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, 6+ Ranks in Unarmed Strike
Benefits: Your Unarmed Damage increases by 1 dice. (1 dice of damage becomes 2 dice of damage, etc)
Special: You may take this feat multiple times, Each time you do, increase the Unarmed Strike prerequisite by 5 (11, then 16, then 21)

SUPERHUMAN POWER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Strength for your physical statistic bonus.
Benefit: Your lifting and carrying capacity double. You are treated as large for all positive effects.
Special: You may take this feat multiple times, each time you do, your lifting and carrying capacity gains another multiplier (2 becomes 3, 3 becomes 4, etc) and you are treated as another size category larger (Large to Huge, Huge to Gargantuan, Gargantuan to Colossal, you may not gain more than Colossal from this effect, but you can keep increasing the lift and carry multiplier)

SUPERHUMAN AGILITY [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Dexterity for your physical statistic bonus.
Benefits: You gain a +4 Dodge Bonus to Defense, and a +10 bonus to all your forms of travel. If you have Flash Step as a Favored Skill, you gain a +2 Bonus to that skill.
Special: You may take this feat multiple times. Each time you do, you gain an additional +1 to your Dodge Bonus and an additional +5 bonus to all your forms of travel and an additional use of Flash Step per day.

SUPERHUMAN ENDURANCE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Constitution for your physical statistic bonus.
Benefits: You gain Damage Reduction 2/-, and resistance to all elements 2. You also gain Fast Healing 1
Special: You may take this feat multiple times. Each time you do, you gain a +1 bonus to your Damage Reduction and Resistance to Elements, and a +1 to your Fast Healing.

SUPERHUMAN ALACRITY [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have Chosen Intelligence for your mental statistic bonus.
Benefits: The superhuman gains a spell-like ability usable once per day per point of intelligence modifier. 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.
Special: You may take this ability multiple times. Each time you do, you gain another Spell or Psi-like ability (All the previous restrictions apply)

SUPERHUMAN INSIGHT [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Wisdom for your mental statistic bonus.
Benefits: You gain the ability to gain insight into the future. Once per round, as a free action, you may give yourself a +2 bonus either your Attack Rolls, Defense Rolls, Saving Rolls or Core Skill Rolls.
Special: You may take this feat multiple times. Each time you do, either your Once per Round bonus increases by 2, or you gain a second +2 to place in a different set of rolls. You may mix and match these effects (IE If you take this feat 3 times, you can have a +4 for one set, and a +2 to another.)

SUPERHUMAN PRESENCE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Charisma for your mental statistic boost.
Benefits: You gain the ability to bolster your allies. Once per day per character level, you may grant all allies within 5 feet per character level of you a bonus to all d20 Rolls equal to your Charisma Modifier. This bonus lasts a number of rounds equal to 3 + Your Charisma Modifier.
Benefits: You may take this feat multiple times. Each time you do, your sphere of influence increases by 5ft, and your bonus to all d20 rolls increases by +1.

SUPERHUMAN POWER MASTER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Strength AND Intelligence as your boosted stats
Benefits: Once per day per point of intelligence modifier, you may take a 10 on one Unarmed Strike roll.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN POWER SAGE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Strength AND Wisdom as your boosted stats
Benefits: Once per day per point of wisdom modifier, you may heal someone else a number of hit points equal to your strength modifier times your level.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN POWER COMMANDER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Strength AND Charisma as your boosted stats
Benefits: Once per day per point of charisma modifier, you may add your Strength Modifier to any one Charisma based roll.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN AGILITY MASTER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Dexterity AND Intelligence as your boosted stats
Benefits: Once per day per point of intelligence modifier,

you may add a +10 luck bonus to one Defense OR Reflex Roll
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN AGILITY SAGE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Dexterity and Wisdom as your boosted stats
Benefits: Once per day per point of wisdom modifier, you may boost one of your speeds by a number of feet equal to 10 x your Dexterity Modifier for your level in rounds.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN AGILITY COMMANDER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Dexterity AND Charisma as your boosted stats.
Benefits: Once per day per point of charisma modifier, you may grant allies within 10 feet per level a bonus on their next defense or reflex roll equal to your dexterity modifier.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN BODY MASTER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Constitution AND Intelligence as your boosted stats.
Benefits: Once per day per point of Intelligence, you may add a +10 bonus to your next Fortitude OR Initiative Roll.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN BODY SAGE [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Constitution AND Wisdom as your boosted stats
Benefits: Once per day per point of wisdom modifier, you may heal yourself a number of hit points equal to your constitution modifier times one half your level rounded down.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN BODY COMMANDER [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Must have chosen Constitution AND Charisma as your boosted stats.
Benefits: Once per day per point of charisma modifier, you may grant all allies within 10 feet per level a bonus on their next Fortitude or Initiative roll equal to your constitution modifier.
Special: This feat may be taken more than once, Each time adds +2 to the uses of this skill per day

SUPERHUMAN EVOLUTION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Two other Superhuman Feats, Unarmed Damage 2d6+
Benefits: You gain the the ability to vastly increase your power. For a number of minutes equal to your Level + Constitution Modifier, you may Evolve one part of your body (Once chosen this part of your body cannot be changed). You gain your character level to augment your Evolution by using the Shikai feat as reference.

SECONDARY EVOLUTION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Two other Superhuman Feats, Unarmed Damage 2d6+, Superhuman Evolution.
Benefits: You may design a secondary evolution with your full total character level but only 1/4 of affected choices may differ from your original power's design.
Special: You can take this feat multiple times, each time you can design a new release.

SUPERHUMAN HYPEREVOLUTION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Four other Superhuman Feats, Unarmed Damage 3d6+, Superhuman Evolution.
Benefits: Your Evolutions increase in power. For one minute per round per character level per day, you may further increase the power of your Evolutions. Double your choices from Evolution to create this. You cannot change what's already there. *(IE, if your original evolution was 4 choices, you gain an additional 4 choices to further evolve it, but cannot change the original 4 choices at all)*. Hyperevolving your Evolution takes a move action for each evolution released. If you are going strait from normal to hyperevolution, it takes a full round per hyperevolution you wish to release.

POWERFUL EVOLUTION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, At least one evolution.
Benefits: Choose one of your evolutions, Gain an additional power choice to that evolution
Special: You may take this feat multiple times. Each time you take it, you gain the effect again, but must choose to either apply it to the same evolution, or a different one.

SUPERHUMAN PHYSICAL MUTATION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Character Level 3+
Benefits: Choose a Physical statistic you did not choose with your original Superhuman feat. That statistic gains a +4 bonus and allows you to pick the Superhuman feat associated with it.
Special: You may take this feat multiple times. Each time you do, either grant the same physical statistic an additional +2 bonus, or choose another physical statistic.

SUPERHUMAN MENTAL MUTATION [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Character Level 3+
Benefits: Choose a Mental statistic you did not choose with your original Superhuman feat. That statistic gains a +2 bonus and allows you to pick the Superhuman feat associated with it.
Special: You may take this feat multiple times. Each time you do, either grant the same mental statistic an additional +1 bonus, or choose another mental statistic.

ADVANCED EVOLUTION [SUPERHUMAN, SOUL]
Prerequisite: Evolution
Benefit: You may choose an additional evolution ability on an evolution or hyper-evolution of your choice.
Special: You may choose this multiple times. Each time gain an additional ability

SWIFT EVOLUTION [SUPERHUMAN, SOUL]
Prerequisite: Evolution
Benefit: You evolve as a swift action instead of a move action.

EVOLUTIONARY DEAD END [SUPERHUMAN, SOUL]
Prerequisite: Superhuman, Level 1+
Benefit: You cannot take the Evolution feat or the Hyper-evolution Feat. Instead you gain 10% bonus xp on all violent encounters and gain +2 stat points every 2 levels instead of every 4 levels.

EVOLUTIONARY APOTHESIS [SUPERHUMAN, SOUL]
Prerequisites: Superhuman, Evolutionary Dead End, Level 5+
Benefit: You may now take evolution and hyper evolution feats. You no longer gain the additional experience bonus.

Reiatsu Feats

Reiatsu Feats improve and change the way you use your spiritual pressure, or reiatsu

ADVANCED REIATSU HEALING [REIATSU, SOUL]
Prerequisites: Reiatsu Healing, Heal 15 ranks
Benefits: Add +4 to your Spellscore for the purposes of Reiatsu Healing
Special: This feat may be taken multiple times, it's effects stack.

DOUBLE REIATSU AURA [REIATSU, SOUL]
Prerequisite: Any two Reiatsu Aura feats
Benefit: You may have two Reiatsu Auras active at once.
Normal: You may only have one reiatsu aura active at once.

FRIGHTFUL PRESENCE [REIATSU, GENERAL]
Prerequisites: Charisma 15, Intimidate 9 ranks.
Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw . An opponent who fails his or her save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.
A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

IMPROVED REIATSU BURST [REIATSU, SOUL]
Prerequisites: Reiatsu burst, Concentration 13 ranks
Benefit: You have a greater control on your Reiatsu. You can choose which targets are affected when using Reiatsu Burst.

KENTATE [REIATSU, GENERAL, GENERAL]
You've learned to compress your Reiatsu in your Zanpakutou as a shield:
Prerequisites: Shinigami, +2[BW] Zanpakutou 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.

OVERBEARING REIATSU [REIATSU, SOUL]
Prerequisites: Skill focus: Intimidate
Benefit: You gain a +5 bonus on the Intimidate check for overbearing your opponent with your Reiatsu. You can make this check as a free action and cannot be dazed by being pushed back.

OVERPOWERING REIATSU [REIATSU, SOUL]
Prerequisites: Reiatsu Burst, Reiatsu 500+
Benefits: When you use a soul crush action, you may pay 100 reiatsu to force a fortitude save. Should the victim or victims of the save fail, they are immediately knocked prone and are considered pinned for 1d6 rounds.

POWERFUL REIATSU [REIATSU, SOUL]
Prerequisites: Reiatsu Burst, Reiatsu 200+
Benefits: When you use a soul crush action, you may pay in multiples of 10 reiatsu to force them to make a fortitude save or be immobilized for 1d6 rounds per 10 points of reiatsu spent. This forces soul crushing to become a standard action to use.

REIATSU BULLRUSH [REIATSU, SOUL]
Prerequisites: Reiatsu burst, Intimidation 13 ranks
Benefit: You can manifest your Reiatsu as a physical force that rebuke all those standing close to you. As a full round action, you can force every creature in a 10 foot radius to pass a reflex save test. If the test fails, the creature is pushed back to the 10 foot 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.

REIATSU BURST [REIATSU, SOUL]
Prerequisites: Skill focus: Intimidate, Concentration 8 ranks
Benefit: Your Reiatsu is so powerful that it can affect all persons in a 15 foot radius centered on you whenever you use it to overwhelm your foes. This ability doesn't discriminate allies from opponents. You may spend 10 points of reiatsu to increase this area an additional 15 feet. You may spend multiples of 10 to keep increasing this area by 15 feet each time.

REIATSU FLASH [REIATSU, SOUL]
Prerequisites: Reiatsu Burst, Reiatsu 100+
Benefit: When you use a soul crush action, you may pay in multiples of 10 reiatsu to force them to make a fortitude save or go blind for 1d6 rounds per 10 points of reiatsu spent. This forces soul crushing to become a standard action to use.

REIATSU HEALING [REIATSU, 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 Spellscore. 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.

REIATSU SHIELD [REIATSU, SOUL]
Prerequisites: Reiatsu Healing, Reiatsu Score 200+
Benefit: You may concentrate your reiatsu around you to effectively reduce damage incoming to you. You may expend 10 reiatsu to double your damage reduction for one full round. You may do this as an immediate action, even on an opponent's turn.

REIATSU STRIKE [REIATSU, SOUL]
Prerequisites: Reiatsu Burst
Benefit: As a full round action you may imbue an attack with Reiatsu. For every 10 points of reiatsu you imbue into your attack, your attack does one more dice of damage. Another use of this feat is that you can fire off a blast of energy targeting one creature that does 1d6 damage per 10 points of reiatsu imbued as a standard action. The range of the blast is 100 feet + 10 feet per level.

REIRAKU HUNTER [REIATSU, 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.

SHROUDED REIATSU [REIATSU, GENERAL]
Prerequisites: Bluff 10 ranks
Benefit: Your Reiatsu is extremely well hidden and allows you to go unnoticed bay all but the most perceptive souls. You gain a +5 bonus on bluff checks for masking your Reiatsu.

SIGNATURE REIATSU [REIATSU, GENERAL]
Prerequisites: Concentration: 6 Ranks
Benefit: Choose a theme for your Reiatsu. When you attempt to soul crush someone, your reiatsu manifests in this manner (IE If you chose cats as your theme, when you attempted to soul crush someone, your reiatsu would visibly appear to be a cat, or your form would take on visual aspects of cats.) You gain a +5 bonus to soul crushing.

TERRIFYING REIATSU [REIATSU, SOUL]
Prerequisites: Overbearing Reiatsu
Benefit: You summon an aura so powerful that you provoke abject fear in the soul of your opponents. For each 5 points you beat your opponents roll, he succumbs to an increasing fear effect (from shaken to frightened to panicked or cowed) instead of the normal cumulative -2 modifier.

ZANTEZUKEN [REIATSU, SOUL]
You've learned to focus your spiritual pressure in your Zanpakutō to give it an incredible sharpness.
Prerequisites: Shinigami, +2[BW] 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.

REIATSU POWER AURA [REIATSU, SOUL]
Prerequisites: Strength 13+
Benefit: You may concentrate your reitasu into an aura that bolsters yourself and others giving them a bonus on damage rolls equal to your 1 + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU ENERGY AURA [REIATSU, SOUL]
Prerequisites: Constitution 13+
Benefit: You may concentrate your reitasu into an aura that empowers others attacks. Choose one element when this feat is chosen, 2 points of that element's damage is added to your and all allies within the aura's attacks per three character levels.. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU AUTHORITATIVE AURA [REIATSU, SOUL]
Prerequisites: Charisma 13+
Benefit: You may concentrate your reitasu into an aura that bolsters yours and others bluff, diplomacy and intimidate checks by one third your level.. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU RESISTANCE AURA [REIATSU, SOUL]
Prerequisites: Intelligence 13+
Benefits: You may concentrate your reitasu into an aura that gives you and all within the aura a resistance to a chosen element eqaul to one third your level times 5. You must choose the element you wish to defend against when this feat is chose, it cannot be changed afterwards.. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.
Special: This feat can be taken multiple times. Each time you may choose another element and defend against that element instead.

REIATSU HEIGHTENED SENSE AURA [REIATSU, SOUL]
Prerequisites: Wisdom 13+
Benefits: You may concentrate your reitasu into an aura that bolsters you and your allies' senses giving a bonus to all search, spot and listen checks equal to one third your level. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU SHIELDING AURA [REIATSU, SOUL]
Prerequisites: Constitution 15+
Benefits: You may concentrate your reitasu into an aura that bolsters yourself and others giving them a bonus to damage reduction equal to your 1 + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

REIATSU HEALING AURA [REIATSU, SOUL]
Prerequisites: Reiatsu Healing, Wisdom 15+
Benefits: You may concentrate your reitasu into an aura that gives those within the aura fast healing 1 + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time

REIATSU DEFENSIVE AURA [REIATSU, SOUL]
Prerequisite: Intelligence 15+
Benefit: You may concentrate your reitasu into an aura that bolsters defense giving those in your aura +1 natural armor + 1 per three levels. This aura is activated as a move action, and dismissed as a free action. It remains active as long as the user wishes and extends 30 feet from the user. The aura is dismissed if the user is knocked unconscious or killed. Only one reiatsu aura may be active at one time.

Zanpakutou Feats

Zanpakutou feats change, enhance or expand a Shinigami, Vizard or Arrancar's Zanpakutou.

ALTERNATE RELEASE [ZANPAKUTOU, SOUL]
Prerequisites: 2(BW) Zanpakutou damage, Shikai or Constant Release
Benefit: You can define a secondary release form for your Zanpakutou. You gain half your normal abilities
Special: You may take this feat multiple times. Each time you may design a new alternate release.

ALTERNATE ZANPAKUTOU FORM [ZANPAKUTOU, SOUL]
Prerequisites: 1(BW) Zanpakutou damage
Benefit: Your Zanpakutou 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, twin weapons, etc. This gives it all of the properties the weapon itself, including changing the damage type appropriately. This ability is applied to the shikai when it is attained, if desired (although the form should be different from that of the sealed form).
This does not allow it to take the form of any ranged weapon, although it can gain some range via throwing-type enhancements.

BANKAI [ZANPAKUTOU, SOUL]*
Prerequisites: Shikai or Constant Release, 3(BW) Zanpakutou 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 release from Shikai. From normal it's a full-round action
To define a Bankai, choose for your character a set of powers from the Release powers table below. To create your bankai, double your shikai choices gained from the Shikai feat and then add the ones from the Expanded Release feat and choose abilities from the shikai listings. Then you gain one Bankai ability plus one every 2 levels thereafter.

CONSTANT RELEASE [ZANPAKUTOU, SOUL] *
Prerequisites: 2(BW) Zanpakutou damage, exclusive from shikai
Benefit: Your Zanpakutou can never be sealed. Its Shikai form becomes its normal state.
Normal: You may only release your Shikai once per day per character level.

EXPANDED RELEASE [ZANPAKUTOU, SOUL] *
Prerequisite: 2(BW) Zanpakutou damage, Shikai or Constant Release
Your physical might is visible in the power of your released Zanpakuto.
Benefit: You gain an additional shikai or bankai ability. You must have access to Bankai to gain a bankai abilities.
Special: You may take this feat multiple times. Its effects stack.

GREATER CONSTANT RELEASE [ZANPAKUTOU, SOUL]
Prerequisites: Constant Release, 3(BW) Zanpakutou damage, exclusive from bankai
Benefit: Your spiritual pressure knows no bounds and cannot be sealed. Double your shikai choices and gain one shikai choice per level thereafter.
Normal: You may only release your Bankai for a number of minutes equal to your character level.

MULTIPLE TYPE [BASE, ZANPAKUTOU]
Benefit: You gain one extra type when selecting Shikai and Bankai abilities for your zanpakutou. If you take this feat, you cannot take the Specialized Zanpakutou feat.
Normal: Zanpakutou two inherent types in which you may select abilities from.
Special: You may take this feat multiple times. Its effects stack.

PREMATURE BANKAI [ZANPAKUTOU, SOUL]
Prerequisites: Shikai or Constant Release, 3(BW) Zanpakutou damage
Benefit: One round 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 create this bankai, double your shikai choices gained from the Shikai feat, then add an additional one for every four levels your character has and then add the ones from the Expanded Release feat and choose abilities from the shikai listings. Then you gain one Bankai ability plus one every 2 levels thereafter.
Special: Normally Bankai reads as :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.
To define a Bankai, choose for your character a set of powers from the Release powers table below. To create your bankai, double your shikai choices gained from the Shikai feat and then add the ones from the Expanded Release feat and choose abilities from the shikai listings. Then you gain one Bankai ability plus one every 2 levels thereafter.

QUICK RELEASE [ZANPAKUTOU, SOUL] *
Prerequisites: 3(BW) Zanpakutou damage, Shikai
Benefit: You may release your Zanpakutou's Shikai as a swift action.

RENEWED RELEASE [ZANPAKUTOU, SOUL]*
Prerequisites: 3(BW) Zanpakutou damage, Shikai or Constant Release
Benefit: Upon choosing this feat, you may completely redesign one of your releases. You may take this feat multiple times.

SACRIFICE RELEASE [ZANPAKUTOU, SOUL]
Prerequisites: 2(BW) Zanpakutou damage, Shikai

Benefit: Choose one of your zanpakutou releases. Define a new release gaining the same types as your base Zanpakutou plus one new additional one with 5 abilities from that type's list in addition to the normal picks you have available. Once this attack is used, your Zanpakutou breaks and reforms in 1d4 days. During this time you can't use zanpakutou releases or feats that rely on your zanpakutou unless your zanpakutou is repaired.
Special: You may take this feat more than once, each time it's taken, it applies to a different release.

SEALED [ZANPAKUTOU, SOUL] *
Prerequisites: Shinigami, only selectable at 1st level
Benefit: Your Zanpakutō is sealed, mute and inert. In your eyes it is nothing more than a tool of war. Your Zanpakutō damage is appropriate for a weapon of its category and doesn't progress in level. You can't access either Shikai or Bankai special abilities. Relying on your own inner strength in battle, you earn a 10% XP bonus on all violent encounters. You gain an attribute increase every two levels instead of every four.

SEALED ZANPAKUTO ABILITY [ZANPAKUTOU, SOUL]
Benefit: Choose one Shikai ability you can take. You benefit from that Shikai ability while you do not have your Shikai on, but you still benefit from it while in Shikai.
Special: This feat can be taken by someone with the Sealed feat. This feat can be taken at most three times, each time you choose a different Shikai ability. You cannot choose a Shikai ability that has a different Shikai ability as a requirement with this feat (But you can use the abilities gained with this feat towards requirements for abilities when you have your actual Shikai active.) These abilities are not doubled when crafting a Bankai.

SHIKAI [ZANPAKUTOU, SOUL]*
Prerequisites: 2(BW) Zanpakutou damage
Benefit: Once per level per day for an entire encounter, the Shinigami may call upon his Zanpakutou to perform Shikai.
To define a Shikai, choose for your character a set of powers from the [Zanpakutou Powers] section.
You have one power when you choose this feat, and one more every two levels thereafter.

SPECIALIZED ZANPAKUTOU [BASE, ZANPAKUTOU]
Prerequisite: Must be taken when Shikai is attained
Benefit: Your zanpakutou has only one type, but you gain two extra zanpakutou abilities for your Shikai. If you take this feat, you cannot take the Multiple Type feat.
Normal: Your zanpakutou has two types and gains one ability when Shikai is attained.
Special: Unlike zanpakutou abilities gained from the Expanded Shikai feat, the amount of shikai abilities gained from this feat are doubled when crafting bankai.

TWIN ZANPAKUTOU MASTERY [BASE, ZANPAKUTOU]
Prerequisite: Weapon-type Change form ability for a double-weapon zanpakutou or a twin zanpakutou.
Benefit: When gaining zanpakutou abilities, you may gain two abilities, one that applies to each of your blades separately This does not apply to abilities that give effects such as range or reach, armor, or any other such effects
Normal: Your zanpakutou abilities apply for both weapons without any variance between the two.

UNLEASHED [ZANPAKUTOU, SOUL] *
Prerequisites: Sealed, 5th level +
Benefit: You have finally come to terms with what was sealing your Zanpakutō's power. You immediately gain the full use of Zanpakutō damage, Shikai and eventually Bankai abilities for a character of your level. You no longer gain an XP bonus.

VARIABLE RELEASE [ZANPAKUTOU, SOUL]*
Prerequisites: 2(BW) Zanpakutou damage , Shikai or Constant Release
Benefit: You may design a secondary release with your full power allotment but only 1/4 of affected abilities may differ from your original power's design.
Special: You can take this feat multiple times, each time you can design a new release.

ZANPAKUTOU DOMAIN [ZANPAKUTOU, SOUL]
Prerequisites: 3 [BW] Damage, Seasoned, Shikai
Benefit: Choose one release. When you use that release you gain the benefits of this feat. The Zanpakutou Domain is an extension of the shinigami's soul. The hallowed grounds that their zanpakutou spirits reside in become real. A dome, square or triangle of pure reiatsu will envelope a 300 foot area that is impossible to enter by outsiders, this counts as another dimension, the only way to escape is for the shinigami to willingly release it or to die.
While in the domain all enemies suffer a -2 penalty to attack and defense. This penalty increases by -2 every round they remain in the domain to a maximum penalty of -10. All allies gain a +2 bonus on attack and defense. This bonus increases by +2 per round they remain in the domain to a maximum of +10.
While in the domain the shinigami gains access to every ability their types have at the maximum power they can qualify for(IE 1 time per 3 levels for Shikai, 1 time per 2 levels for Bankai). The exceptions are oppression aura, summon type and weapon type and the effects of these types still function with the zanpakuto. The shinigami's blade returns to it's sealed form however all general abilities they may have are still active. You may activate any combination of abilities per round as a free action from any of your types. This form lasts 10 rounds + Spell Score Modifier and can be used only once per encounter.
Special: This may be taken multiple times, each time it is taken it applies to a different release.

DOLL TRAINING BANKAI [ZANPAKUTOU, SOUL]
Prerequisites: Shikai or Constant Release 3[BW] Damage
Benefit: As Bankai, except you never double your Shikai Picks. Your Bankai lasts till you shut it off, are knocked unconscious or are killed.

Power Choices

A lot of races have the ability to build powers that compliment their characters. Whether your a Hollow, a Shinigami creating their Shikai, or any of the other myrid races that gain the ability to build powers. Below you will find all the needed information to choose powers that you will enjoy.

Power descriptions
Here is the format for Power descriptions.
POWER NAME [POWER TYPE]
Prerequisite: A minimum ability score, a feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.
A character can gain a feat at the same level at which he or she gains all the prerequisites.
A character can't use a power if the character has lost a prerequisite.
A class ability that gives you one or more Hollow Growth Powers without prerequisites overrides the prerequisite that you need the Hollow feat to take them. You must meet the other prerequisites as normal.
Benefit: What the power enables a character to do.
Special: Additional facts about the feat.

Hollow Growth Powers

Below are the various powers that Hollows may choose from. Remember, certain powers rely on your choice of attack when you first took the Hollow feat. You may not take any of these powers more times than one-third of your level (rounded down).

BALA [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat, 2 or more attacks
Benefit: The hollow gains the ability to fire two quick blasts of spirit energy that deals damage equivalent to their claw or unarmed attack (Arrancar may use zanpakutou damage if desired). A Bala is a touch attack with a range of 100 feet. Firing it is a standard action. This ability may be taken multiple times, each time gives another attack with the bala when used. The amount of bala fired cannot exceed the hollow's attacks per round.

BITE ATTACK [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: You gain a bite attack appropriate to your size (Medium: 1d4, Large: 1d6, etc). This bite attack gains an additional dice of damage for every 5 ranks of unarmed strike you have.

BIZZARE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, First Level
Benefit: 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, Dragon, Elemental, Magical Beast, Ooze, Plant, Undead, Vermin. Only type traits apply (See Friends and Enemies Section).

BOTTOMLESS STOMACH [HOLLOW GROWTH POWER]
Prerequisites: Hollow, Swallow Whole
Benefit: You may, as a standard action, swallow willing creatures and unattended objects of any size. This does not increase your weight at all and does not weigh anything to you. Retrieving an item from your stomach is a move action that does not provoke an attack of opportunity.

CERO [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: 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 15+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.

CERO BOCANADA [HOLLOW GROWTH POWER]
Prerequisites: Cero
Benefit: You may choose to fire your Cero as a 30 foot wide burst centered within medium range (100 feet + 10 feet per level). Your Cero's DC is increased by your Dexterity Modifier when using this power.

CERO DOBLE [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat, Exclusive Cero
Benefits: Whenever the hollow would be subject to a line effect, they may attempt to make a fortitude save instead of a reflex save. Should they succeed, they absorb the line effect and fire it back adding one half their levels in d6 damage to the effect and the save increases from the original by your own relevant modifier. Using this ability causes the user to become exhausted till the end of combat.
Special: This ability counts as Cero for feat prerequisites and prestige paths

CERO METRALLETA [HOLLOW GROWTH POWER]
Prerequisites: Cero, Ressurecion
Benefit: You may choose to fire one Cero per character level in a single turn. Each however does only 2d6 instead of the normal [1d6 per character level].

CERO SECCION [HOLLOW GROWTH POWER]
Prerequisites: Cero
Benefits: You may choose to fire your Cero as a ray. Your Cero's DC is increased by your Constitution modifier when using this power.

CERO SINCRETIO [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat, Cero, Sentai Feat
Benefits: By adding another person's Cero to your own,

you can increase it's power by a number of d6's equal to one half the weaker member's character level. (IE: If two people fire off a Cero Sincretio, one has 10 HD and the other 8, the resulting Cero would deal 14d6 damage). This attack requires a readied action by the two people firing it.

CHIBI FORM [HOLLOW GROWTH POWER]
Prerequisite: Hollow, Must have had your hollow mask broken.
Benefit: Reduce your self one size category and from now on you may not become over huge size. Reduce all your statistics by 3. Once per day per four character levels for your con modifiers in rounds you may revert to your adult form gaining a size category and adding 9 to all your statistics.
Special: All well endowed feats become sealed unless you are in your adult form.

CONSUMPTION [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: 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.

CRUNCH [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: Perquisite: Must have chosen Unarmed Strike and not Claws. If the hollow hits with two or more unarmed attacks, the hollow may deal extra damage. The second attack deals an additional 2d6 +STR bonus points of damage.

DEFLECTION [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This gives the Hollow's hide the ability to deflect ray or line attacks once/encounter as an immediate action, casting them harmlessly aside. This ability may be taken multiple times, it gives an additional use per encounter.

ENERGY RESISTANCE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: 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.

ENHANCED SPEED [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This ability increases the Hollow's base movement and fly speed (if applicable) by 10 and 20 feet respectively.

EXTRA LIMB [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: 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 or claw 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. The attacks gained through this power gains an additional dice of damage for every 5 ranks of unarmed strike you have.

FAST HEALING [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: The Hollow gains Fast Healing 3. This ability may be taken multiple times, the benefits stack. At the time the Fast Healing is taken, select two energy types that can prevent the Fast Healing from functioning. The Hollow cannot gain resistance or immunity to either of these energy types, and any existing resistance to the energy type is effectively negated.

GLAMOROUS CERO [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat, Cero
Benefit: You may choose to fire your Cero in a 60 foot cone instead of the 60 foot line. The DC to avoid this attack is increased by your Charisma Modifier.

GROUND AND POUND [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, Must have chosen Unarmed Strike and not Claws.
Benefit: 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.

HIGH SPEED REGENERATION [HOLLOW GROWTH POWER]
Prequisites: Hollow Feat, Regeneneration
Benefit: Instead of 1hp/3 character levels, your regeneration becomes 2hp/3 character levels

IMPROVED HOLLOW FLIGHT [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, 2 Wings
Benefit: 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.

IMPROVED GRAB [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: Select either unarmed strike or 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.

INCREASED SIZE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: Increase the Hollow's size category by one step. (See Size Increases in the Monster Manual)

INCREASED NATURAL ARMOR [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The Hollow gains +2 natural armor.

INFINITE SLICK [HOLLOW GROWTH POWER]
Prerequisite: Hollow
Benefit: As a standard action you may coat a five foot area with Slick. Anyone standing in that square must make a balance check or fall prone. You may move on your slick without the balance check and may choose to slide across it in a straight line that does not count against your movement total.

MAGIC FANG [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The Hollow gains a +1 enhancement bonus to any of their unarmed strikes and natural attacks. This ability can be taken multiple times, but no one natural attack can have more than a +5 enhancement bonus.

MERGING [HOLLOW GROWTH POWER]
Prerequisites: Hollow
Benefit: As a full round action you may fuse with another hollow who is wiloling. The hollow you fuse with must also have this power. The one initiating the fusion adds their modifiers as a bonus to the other's statistics, they become one being. Ending the merger is a standard action. If the merged being dies, both hollow die. While merged you gain the Slippery mind feat as a bonus feat and take 2 less penalty for fighting with 2 weapons.

PERMENANCY [HOLLOW GROWTH POWER]
Prerequisites: Advanced Hollow Feat
Benefit: This gives the Hollow a permanent spell effect. Any spell under the Wizard spell “Permanency” can be given to the Hollow with this ability.

POUNCE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: When a creature with this special attack makes a charge, it can follow with a full attack—including any extra attack abilities he may have (Rend, Crunch, Ground and Pound, etc).

PRECOGNITION [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This ability gives the Hollow a +3 insight bonus to Defense. This ability can be taken multiple times, its effects stack.

QUIMERA PARCA [HOLLOW GROWTH POWER]
Prerequisite: Hollow Feat, at least two other Hollows with this ability
Benefit: You and your partners summon a beast of incredible power that requires the sacrifice of the use of your left arms. By sacrificing the use of your left arm, the creature uses the stats, attack ranks, and defenses of the highest level user of this ability +2 to all of the above per other participant (Maximum +20). The first time this ability is taken you gain a rank one construct. Each additional 3 levels increases the rank by 1 culminating at Rank 6. This hollow construct automatically starts with the Bizzare: Construct Hollow Growth Power as listed in Chapters 14 and detailed in 20. Your Construct begins at Small size and gains one size category per rank modify it's stats accordingly.
RANK 1 The character summons a weak construct with: 75 Hit Points, 5 damage reduction, land speed of 30 feet, 2d6 damage in unarmed melee combat, and 2 Hollow Growth Power.
RANK 2 The character summons a average construct with: 150 Hit Points, 10 damage reduction, land speed of 40 feet, 4d6 damage in unarmed melee combat, and 4 Hollow Growth Powers.
RANK 3 The character summons a strong construct with: 225 Hit Points, 15 damage reduction, land speed of 50 feet, 6d6 damage in unarmed melee combat, and 6 Hollow Growth Powers.
RANK 4 The character summons a powerful construct with: 300 Hit Points, 20 damage reduction, land speed of 60 feet, 8d6 damage in unarmed melee combat, and 8 Hollow Growth Powers.
RANK 5 The character summons a very powerful construct with: 375 Hit Points, 25 damage reduction, land speed of 70 feet, 10d6 damage in unarmed melee combat, and 10 Hollow Growth Powers.
RANK 6 The character summons a extraordinarily powerful construct with: 450 Hit Points, 30 damage reduction, land speed of 80 feet, 12d6 damage in unarmed melee combat, and 12 Hollow Growth Powers.
Special: All Hollow growth powers must be chosen the same per rank adding new ones as new ranks are achieved. Once chosen, the abilities cannot be changed.

RAKE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, Must have chosen Claws instead of Unarmed Strike.
Benefit: A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A Hollow with the rake ability must begin its turn grappling to use its rake—it can’t begin a grapple and rake in the same turn.

REFLECTION [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat, Deflection Power
Benefit: This changes one of the Hollow’s uses of Deflection into reflection, causing the ray attack to rebound upon its caster and target them instead. The caster’s attack roll is made against the caster’s AC instead of the Hollow’s AC, and the effects are resolved normally.

REGENERATION [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, Must have a Constitution Score
Benefit: 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. Choose two forms of energy, These energy forms 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.

REND [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, Must have chosen Claws and not Unarmed Strikes.
Benefit: If the hollow hits with both claw attacks, it latches onto the opponent's body and tears the flesh. The second attack deals an additional 2d6 +STR bonus points of damage.

SCENT [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: 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.

SPELL-LIKE ABILITY [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: The hollow gains a spell-like ability usable once per day per point of wisdom modifier. 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.

SPECIAL [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat, GM Fiat
Benefit: To facilitate unique effects, the GM and the Player may converse about allowing something outside the listed abilities, but within reason. As always, the GM has the final say on what is an acceptable ability.

SUMMON LESSER HOLLOW [HOLLOW GROWTH POWER]
Prerequisites: Hollow, Telepathy
Benefit: As a standard action you may summon 1d4 (+1d4 per four character levels) lesser hollow. Lesser Hollow have 10 hit points per four character levels and a bit attack that deals 5 damage per four character levels. They may choose to explode as a standard action dealing 5 damage per 5 levels in a 5 foot area per 5 levels that bypasses all damage reduction which instantly kills the lesser hollow. Any lesser hollow caught in the blast radius of another lesser hollow explodes dealing their damage and dying.

SWALLOW WHOLE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: 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.

SWIFTNESS [HOLLOW GROWTH POWER]
Prerequisites: Hollow Feat
Benefit: This ability gives the Hollow +4 to initiative. This ability may be taken multiple times, its effects stack.

TELEPATHY [HOLLOW GROWTH POWER]

Perquisite: Hollow Feat
Benefit: 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.

TRAMPLE [HOLLOW GROWTH POWER]
Perquisite: Hollow Feat
Benefit: 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 unarmed or claw 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.

Shikai Abilities

Zanpakutou Types: Each zanpakutou has two types which governs its abilities. Here are the types that will be used as themes for creating ability sets for people to use when constructing their zanpakutou.
Note: The abilities presented here are by no means all that zanpakutou can (or should) be able to do. These are merely suggestions and a set formula. If you desire a zanpakutou to do something besides what is listed here, feel free to speak with your DM about the ability and how to make it work.

Roll 2d6+6 for each of the following when creating a Zanpakutou. Intelligence, Wisdom, Charisma. Add the modifiers together and then add 1 per shikai ability gained by the Zanpakutou + Character Level, that is the Zanpakutou's Ego score. When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following. Zanpakutou are not magic items.

Zanpakutou Abilities: As your zanpakutou progresses in strength, you may select various abilities for it, starting with 1 ability when you first attain shikai. In addition to this, your zanpakutou's shape changes to reflect its release. This shape change may be purely cosmetic, or may actually give it enhanced capabilities (see Weapon type below). Shape can also change the damage type from Slashing to either Bludgeoning or Piercing, but this does not require any advancement in the weapon type, it is still functionally more or less the same. When taking an ability, you may not take the same function of an ability more than 1/3 your level, rounded up no matter what race you are that takes shikai abilities.

ASSASSINATION TYPE

Assassination type Zanpakutos are efficient at killing.

Assassin's Strike:
You may strike your opponent's spiritual energy, setting up the energy flows to collapse and finally, kill the target. When first taking this ability it requires 5 strikes before the target will die. It takes 3 rounds of study before you may begin using Assassin's Strike, taking only a single move action each round as you study your opponent's body and spirit make up. You may take this ability up to three additional times, each lowering the number of strikes by 1. It requires a standard action to perform a "strike". An enemy struck by Assassin's Strike the second time or more may make a saving throw each time to avoid getting struck again in the precise attack location, they may roll a Reflex save (DC 10 + ½ Character Level + Dexterity Modifier). The DC to avoid increases by 1 each time they make their saving throw as they gain more zones to strike.

Swift Assassin's Strike:
You may perform your strikes quicker than normal, reduce the time of study required by Assassin's Strike by 1 round. You may take this up to three times, reducing the time required to none.

Assassin Onslaught:
Requires Assassin's Strike taken 2 times and Swift Assassin's Strike taken 3 times. You may now make a full attack while using Assassin's Strike, designating one attack to be the "Strike". You may take this up to three additional times, adding an additional attack that may be designated as a "Strike".

Assassin's Blade:
You may use the Sneak Attack feat without requiring an opponent to be flat-footed. Using this ability is a standard action. This ability does -not- allow you to activate abilities such as Crippling Strike or other Sneak Attack related feats.

Improved Assassin's Blade:
Requires Assassin's Blade. You may now activate Sneak Attack related feats with Assassin's Blade.

Swift Assassin's Blade:
Requires Assassin's Blade. You may now use Assassin's Blade as part of a full attack action, gaining sneak attack damage on one attack per round.

Improved Swift Assassin's Blade:
Requires Swift Assassin's Blade. You may sneak attack an opponent once more per round per time you take this ability. May be taken a maximum of three times.

Assassin's Piercing Strike:
Requires Assassin's Onslaught, and Improved Assassin's Blade, Sneak Attack (+5d6). You may as a standard action ignore the opponents Natural Armor, Deflection, Armor, and Shield Bonus to Armor Class. Using this ability reduces your sneak attack damage by 4d6.

Oblivious Strike:
Requires Assassin's Blade, Swift Assassin's Blade, Improved Swift Assassin's Blade, and Assassin's Piercing Strike. You may as a standard action strike your opponent twice, gaining the benefits of Assassin's Piercing Strike and both attacks are considered sneak attacks. Both attacks resulting damage is combined for DR (thus dealing 32 points of damage and 28 points of damage you deal 60 points of damage against an opponent with DR 15/-, they would take 45 points of damage rather then 30).

Improved Oblivious Strike:
Requires Oblivious Strike. You may attack your opponent once more when using Oblivious Strike. You may take this ability twice, each time granting one additional attack.

Shadow Cloak:
Requires Sneak Attack, Hide 9 ranks, Assassin's Strike. You gain the ability to Hide In Plain Sight when within 10' of a shadow that isn't your own.

BARRIER TYPE

"If I didn't have this bloodmist shield, you'd have taken off at least one arm..."
--Urahaha Kisuke, Former 12th Division Captain

Iron Body:
This requires at least two barrier abilities to take. It gives the wielder DR 2/-, which stacks with any DR granted by the Damage Reduction feat.

True Defense:
This requires at least three barrier abilities to take. It allows you to take an extra immediate action each turn, but only if the immediate action is used for a barrier ability.

Spell Resistance:
This requires at least four barrier abilities to take. It gives you an SR of your character level +2. This can be taken multiple times, each time gives you an additional +2 to SR.

Protective:
This ability gives you +2 to any one saving throw. It may be taken multiple times, its effects stack when necessary.

Shielding:
This ability gives you a +2 deflection bonus to Defense. It may be taken multiple times, its effects stack.

Armor of the Gods:
This causes your zapakutou to encase you in a suit of armor equivalent to any of the standard armor types. The armor is treated like the basic version of its type for all intents and purposes, and you gain the benefit of all of the bonuses and penalties for wearing the armor. This can additionally cause the materialization of a shield, but the same rules will apply. You may still fight with your zanpakutou while using this ability.

Improved Armor of the Gods:
This requires the Armor of the Gods weapon ability. It lets you designate either your armor or a shield (if present) and increase its enhancement bonus by +1 for every time this ability is taken. Alternatively, you can gain an armor ability not equivalent to an existing zanpakutou ability with an effective bonus of +1 or +2, assuming your Armor of the Gods is already at least +1.

Greater Armor of the Gods:
This requires Armor of the Gods, Improved Armor of the Gods for at least +3, and two other Barrier abilities. Your Armor of the Gods gains an ability with an effective enhancement bonus of +3 or +4. This ability may be taken multiple times, but each time after the first requires an additional +1 Armor of the Gods (so the second time requires +2, et cetera).

Superior Armor of the Gods: This requires Armor of the Gods and Improved Armor of the Gods for +5. You gain a single armor ability rated at +5 enhancement bonus.

Divine Guard:
Choose Defense, Will, Reflex, or Fortitude. As an immediate action in response to an attack, you can gain +4 to the chosen trait against that attack. This ability may be taken multiple times; each time you can choose a new trait or upgrade an existing trait's bonus by +4.

Improved Divine Guard:
Requires Divine Guard and at least two other Barrier abilities. When using Divine Guard, you can instead gain your trait bonus against all attacks made by that opponent in a round.

Greater Divine Guard:
Requires Improved Divine Guard and at least three other Barrier abilities. As a move action, you can gain your trait bonuses against one attack from each opponent in a round. As a full-round action, you instead gain them against all attacks in the round. This can be done as part of a Total Defense action.

Expanded Divine Guard:
Requires Divine Guard and one other Barrier ability. You can gain multiple trait bonuses in a round against a single opponent as part of the same immediate action.

Divine Form:
This ability may be taken multiple times. Each time you take it, you gain a +2 deflection bonus to Defense, a +2 divine bonus to any saving throw, or DR 2/-. All effects stack.

Improved Divine Form:
Requires Divine Form to have been taken for Defense, each saving throw, and DR. Each time you take this ability, you gain +1 to AC, +1 to each saving throw, and +1 DR.

Wall:
This allows the zanpakutou to create a 40-foot long, 10-foot high, 5-foot thick wall which can be placed anywhere within 100 feet of the wielder as a standard action, dealing its normal damage to all in range or who attempt to pass through it. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD+Con) for half damage. The wall lasts for 3 rounds, and the zanpakutou may not be used during the time the wall lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases either the length of the wall by 20 feet, the duration by 3 rounds the width of the wall by 5 feet, or the height by 10 feet.

Improved Wall:
This requires Wall and at least one other Barrier ability. Instead of being passable, you can choose to create a wall of iron inscribed with magic runes that deal your Zanpakutou damage to anyone who touches the wall. You can choose not to deal this damage. If someone you know touches the wall, you know who they are as though you're looking at them even if you're not.

Greater Wall:
This requires Improved Wall and at least two other Barrier abilities. You can choose to create a wall of invulnerable force that does not deal damage. Creating such a wall

halves its length, height, and thickness, to a minimum of five feet.

Superior Wall:
This requires greater wall and at least two other Barrier abilities. You can choose to create a wall of invulnerable force that deals force damage equal to your Zanpakutou's damage to anyone that touches the wall. You can choose not to deal this damage. If someone you know touches the wall, you know who they are as though you are looking at them even if you're not.

BLOOD TYPE

"Scream! Benihime!"
--Urahaha Kisuke, Former 12th Division Captain

Blood-type zanpakutou drain and make use of the wielder and/or the target's vitality to unleash devastating attacks.

Wounding:
Your zanpakutou gains the properties of a wounding weapon. Deals 1 point of Constitution damage.

Greater Wounding:
This requires the Wounding ability to take. Your Zanpakutou gains the properties of a Greater Wounding weapon. Deals 2 points of Constitution damage.

Bleeding Strike:
This allows you to make a standard attack action and attempt to open a gaping wound that continues to deal damage after it's been made. If successful, the attack deals an 1d6 damage on the next round. This ability can be taken multiple times, each time adds either 1d6 damage or increases the duration by 1. Any form of magical healing stops the bleeding entirely, as does any kind of Fast Healing special quality.

Tenacious Wound:
This requires Bleeding Strike to take. It makes the bleeding wounds you inflict particularly difficult to stop. In order to halt the bleeding, it instead requires a Restoration kidou to heal. This ability may be taken three, the second time increases the requirement to an augmented Restoration and the third time increases the requirement to a twice-augmented Restoration. In addition, this stops Fast Healing from closing the wounds, although it does not prevent Fast Healing from taking effect and healing some of the damage. The bleeding damage takes effect before Fast Healing.

Improved Bleeding Strike:
This requires Bleeding Strike to take. It allows you to make a bleeding strike on a full- round attack action, with each hit opening its own wound. Each attack does 1d6 less damage than a normal bleeding strike, to a minimum of 0, and each wound lasts for as many rounds as a standard Bleeding Strike does.

Blood Component:
You can sacrifice your own blood in the place of a material spell component. Components with a 50 gp or less gold cost can be paid by taking 5 damage, 51-300 gp by 11 damage,
301-750 by 17 damage, and 751+ gp by 23 damage.

Blood Metamagic:
You can sacrifice your vitality to enhance your spells with metamagic. By sacrificing on a 2:1 ratio an amount of constitution, you can cast a spell as a metamagic spell without raising its spell point cost (for example, empowering a spell would require you to drain your constitution by 2, because Empower Spell requires 4 extra spell points to cast).

Blade of Blood:
Increase your zanpakutou damage by 1d6. As a swift action, you mayincrease it by an additional 3d6 for the next attack by sacrificing 1 point of constitution. There is no limit to the amount of extra damage that can be done in this fashion.

Improved Blade of Blood:
This requires Blade of Blood to take. You may sacrifice an additional 2 points of constitution to make the additional damage from your Blade of Blood attack apply for an entire attack action.

Vampiric Strike:
As a standard action, you may make a single attack that allows you to regain hit points equal to the amount of base damage you deal. You do not regain hit points from extra damage from sources such as sneak attack, elemental abilities, or the Blade of Blood ability. Vampiric Strike cannot be used in conjunction with Blade of Blood.

Greater Vampiric Strike:
This requires Vampiric Strike to take. You may use Vampiric Strike as a full-round attack action, but you only regain hit points equal to half the total base damage you deal from each attack, rounded down.

Superior Vampiric Strike:
This requires Vampiric Strike and Greater Vampiric Strike to take. You may regain as many hit points as you deal in base damage when using Greater Vampiric Strike.

Blood Enhancement:
This allows you to use your blood-based abilities in conjunction with other zanpakutoutype abilities, such as projectile or summon.

Vital Defense:
As an immediate action, you may expend your lifeforce to protect yourself from harm. You may either increase your Defense or one of your saving throws by +1 for every 3 hit points you spend in this manner. This can only be used in reaction to an incoming attack, if you raise your Reflex saving through and are targeted by an effect that targets your Will saving throw, the effect is wasted but the hit point loss still applies. All effects last for the duration of the turn in which they are activated. This ability is activated as an immediate action.

Drain Reiatsu:
You may make a single ranged touch attack with a range of 25 ft.+5 for every 2 levels you possess. If you hit, drain 10 Reiatsu from the target. This ability may be taken multiple times, its effects stack.

Pain Release:
This requires the Vampiric Strike ability to take. It allows you to store up damage healed through using the Vampiric Strike ability and release it in one attack. You can store up to 25 points of damage in your zanpakutou, as a standard action you may make a single touch attack that does just the stored damage upon hitting. If you fail to hit, the attack is not wasted. You do not have to release all of the damage at once, you may release as much as you desire when using the attack. You may take this ability multiple times, each time increases the limit by 25. Damage is stored for one day per time this ability is taken.

DARKNESS TYPE

"No matter how skilled you are, the tinge of fear created from suddenly losing all light will prevent you from capturing me."
--Tousen Kaname, Former 9th Division Captain

Darkness-type zanpakutou can shroud targets in inky darkness and obscure their senses.

Darkvision:
This ability bestows Darkvision on its wielder whenever the zanpakutou is released. This ability may be taken multiple times, each time allows your darkvision to pierce stronger darkness effects (such as Darkness and Deeper Darkness spell effects).

Bestow Darkvision:
This requires Darkvision to take. This allows you to bestow Darkvision on your allies. Bestowing Darkvision is a Standard Action that does not provoke an attack of opportunity, and it lasts until you reseal your zanpakutou.

Swift Bestow Darkvision:
This requires Bestow Darkvision to take. This allows you to use Bestow Darkvision if you have the ability as a swift action.

Darkness:
The zanpakutou emits an inky darkness that obscures everything within a 20-foot radius as per the effects of the Darkness spell, except that it does not dispel magical light. This ability may be taken multiple times, each time allows it to dispel one step of magical light (i.e. Light, Daylight, and the Illumination zanpakutou ability) and either increases the miss chance provided by concealment by 10% or increases the radius by 10 feet. You may activate or suppress this ability as a free action. You may see in your own darkness. Light effects that cannot completely dispel the darkness can still reduce the miss chance by 10% for each step.

Bestow Darkness: This requires Darkness to take. It allows you to bestow your Darkness effect on an unattended or willing target as a swift action. The target is shrouded in darkness for 1 round/character level. You may take this ability multiple times, each time increases the duration by five rounds or allows you to target either attended objects or unwilling targets. They are allowed a will save (DC 12 + character level + constitution modifier) to negate the effect.

Cloud Vision:
You create a black film over a target's eyes, blinding them. As a standard action, you may target a creature. They must succeed a reflex save (DC 12 + character level+constitution modifier) or be blinded for 1 round/character level. You may take this ability multiple times, each time either increases the effect by 5 feet (effectively making it a burst effect) or increasing the save DC by 1.

Swift Cloud Vision:
This requires Cloud Vision to take. You may manifest your Cloud Vision ability as a swift action.

Nightmare:
This zanpakutou ability allows you to cause horrendous nightmares upon your target. It functions exactly like the 5th level Wizard spell. You may take this ability multiple times, each time adds 1d10 to the damage it deals, allows you to cast it upon an awake person (causing them to have nightmares when next they sleep), decreases the DC modifiers by one step (intimate knowledge gives them -6 on their will saves, knowledge gives -1, second hand gives +4, and no knowledge gives +9, etc.), or causes them to be exhausted instead of fatigued upon waking.

Black Tentacles:
This requires three darkness abilities to take. It creates two nightmarish black tendrils that mimic the effects of the Black Tentacles spell as a Standard Action, except that it extends in and can target a 5- foot radius centered on you, has a strength score of 18, and does not deal damage. You may take this ability multiple times, each time either increases the strength of the black tentacles by +2, increases the radius by 5 feet, causes them to do 1d8 extra points of damage a round (tentacle strength modifiers apply, increases the amount of tentacles by 1, or increases the size of the tentacles by one step. All these effects are stackable upon themselves. Your character level is treated as your caster level for purposes of this ability. The Black Tentacles last for 1 round/character level before they must be manifested again.

Sleep:
This allows you to attempt to put a target to sleep as a standard action. It functions identically to the Sleep spell, except that it effects targets equal to ½ your hit die (rounded down) and the Will save is 12+ character level+constitution modifier. You may take this ability multiple times, each time increases the hit die it can effect by one or increases the save DC by 1.

EARTH TYPE

"Crush Them! Gegetsuburi!"
--Oomaeda Marechiyo, 2nd Division Lieutenant

Earth-Type zanpakutou can excrete powerful acids and shatter the ground to create different effects.

Acid Blade:
This changes the form of the zanpakutou's blade into condensed and solidified acid, causing it to inflict acid damage. Corrosive Blade may still be used in conjunction with Acid Blade.

Acid Form:
This changes the form of one of the zanpakutou's attacks, changing it to condensed and solidified acid. For example, Projectile-based Zanpakutou will now do acid damage, whereas Summon-based Zanpakutou will gain the Acid subtype and do acid damage. Corrosive Blade may still be used in conjunction with Acid Form.

Corrosive Blade:
This allows you to coat your zanpakutou with corrosive acid. As a move-equivalent action, you can coat your zanpakutou with acid, giving it an additional 2d6 acid damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Corrosive Blade:
This requires Corrosive Blade to take. It grants an additional 2d6 acid damage when manifesting Corrosive Blade, for a total of 4d6.

Superior Corrosive Blade:This requires Corrosive Blade and Greater Corrosive Blade to take. It grants an additional 2d6 acid damage when manifesting Greater Corrosive Blade, for a total of 6d6.

Swift Corrosive Blade:
This requires Corrosive Blade to take. It allows you to manifest your Corrosive Blade as a Swift Action.

Lingering Acid:
This requires Corrosive Blade. It deals half the damage of you Zanpakutou at the beginning of the target's turn. This ability can be taken multiple times, each time makes the acid linger for an additional round.

Acid Wave:
This allows you to unleash a burst of acid in a 30 foot line that does 2d6 damage (reflex save DC 12 + character level+constitution modifier for half damage) to all targets. Characters that take damage from the Acid Wave must make a second reflex save at -2 to avoid taking ½ the damage taken (2d6 damage means 1d6 additional damage) at the beginning of their next turn. This ability can be taken multiple times, each time either increases the strength of the Acid Wave by 2d6 or increases the duration of the extra damage by 1 round.

Acid Adaptation:
Every time you take this ability, you gain 10 resistance to acid, to a maximum of 50 for each after taking this ability five times.

Shattering Strike:
As a standard action, you can shatter an area of ground, making the terrain rough and hard to traverse. This ability shatters the earth in a 20 foot radius burst centered on you each time it is used. Passing through shattered earth requires a DC 10 balance check to avoid falling when moving through it. Shattering Strike may be taken multiple times, each time increases either the radius by 5 feet or the DC by 2. Using Shattering Strike in the same area a successive time has no effect beyond the initial effect. You may pass through shattered earth uninhibited.

Earthen Fortress:
This requires Shattering Strike. When standing on earth, stone, rock, or worked surfaces such as cobblestone or flagstone streets, the square or square that you occupy raises up into a 5-foot pillar, causing the squares adjacent to it to buckle and have the same effects as earth effected by your Shattering Strike.
You may take this ability multiple times, it either increases the height of the pillar by 5 feet or the radius effected by 5 feet. Every time you move, the pillar you were standing on sinks into the ground and another one rises up in its place. You may activate or suppress this ability as a free action.

Earthen Keep:
This requires Shattering Strike and Earthen Fortress to take. The pillars you create with Earthen Fortress do not sink back into the ground after you move away, but instead remain until otherwise changed. You may activate or suppress this ability as a free action.

Manipulate Earth:
This ability functions like the 2nd level spell Soften Earth and Stone, except that it also allows you to do the reverse, hardening the target as well. This ability may be taken multiple times, each time allows you to soften or harden a different aspect (stone/clay, wet earth/mud, dry earth/sand). Also, you may instead increase the amount of earth or stone you effect by 4 feet each time it is taken, or allow this ability to effect worked stone. Use your character level to determine caster level for determining range.

Move Earth:
This ability requires Manipulate Earth to take. It functions much like the 6th level spell Move Earth, allowing the zanpakutou's wielder to effect any aspect of the earth that they are allowed with the Manipulate Earth ability as per Move Earth's spell description. The amount of time it takes to change the terrain remains unchanged. You may take this ability multiple times, each time allows you to effect earth 10 feet deeper than normal. Use your character level to determine caster level for determining range.

Earthquake:
This requires Shattering Strike, Manipulate Earth and Move Earth to take. It functions as the 8th level spell earthquake. It can be taken multiple times, each time increases the radius by 5 feet. Use your character level to determine

caster level for determining range.

Terra Diver: You gain a burrow speed equal to your land speed in soft dirt, sand, or clay.

Improved Terra Diver: This requires Terra Diver. You gain a burrow speed equal to twice your land speed in soft dirt, sand, or clay.

Greater Terra Diver: This requires Improved Terra Diver. When making a charge from a point underground, you gain +2 to hit. In additional, you gain tremorsense out to 5 feet. You can burrow through packed dirt and similar materials.

Superior Terra Diver: This requires Greater Terra Diver. When making a charge from underground, you no longer take AC penalties, and your tremorsense improves to 15ft. You can burrow through solid rock.

Perfect Terra Diver: This requires Greater Terra Diver. When making a charge from underground, you gain an additional 5 damage for each Earth ability you possess. Your tremorsense increases to 30ft, and your burrow speed improves to three times your land speed.

FIRE TYPE

"All things of this world, turn to ashes. Ryuujin Jakka!"
--Yamamoto-Genryuusai Shigekuni, 1st Division Commander-General

Fire-type zanpakutou employ blazing heat and scorching flame to devastate their targets.

Fire Blade:
This changes the form of the zanpakutou's blade into fire, causing it to inflict fire damage. Flame Blade may still be used in conjunction with Fire Blade.

Fire Form:
This changes the form of one of the zanpakutou's attacks, changing it to fire. For example, Projectile-based Zanpakutou will now do fire damage, whereas Summon-based Zanpakutou will gain the Fire subtype and do fire damage. Flame Blade may still be used in conjunction with Fire Form.

Flame Blade:
This allows you to charge your zanpakutou with roaring flame, creating an aura of fire around it that burns your foes. As a move-equivalent action, you can charge your zanpakutou with flame, giving it an additional 2d6 fire damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Flame Blade:
This requires Flame Blade to take. It grants an additional 2d6 fire damage when manifesting Flame Blade, for a total of 4d6.

Superior Flame Blade:
This requires Flame Blade and Greater Flame Blade to take. It grants an additional 2d6 fire damage when manifesting Greater Flame Blade, for a total of 6d6.

Swift Flame Blade:
This requires Flame Blade to take. It allows you to manifest your Flame Blade as a Swift Action.

Fire Shield:
This ability functions identically to the 4th level spell of the same name, and can manifest as a Standard Action. The effects of this shield are always as the Warm Fire Shield. Character level is equivalent to caster level for purposes of extra damage. This can be taken multiple times, each expands the fire shield in increments of a 5-foot burst (three times increases it to a 10-foot burst, four times to a 15-foot burst, and so on). Anybody other than you standing within the fire shield takes the damage automatically. Alternately, taking this skill multiple times can allow the Fire Shield to set whatever ground it touches ablaze. Advancing the Fire Shield in this manner functions identically to the igniting touch ability.

Swift Fire Shield:
This requires Fire Shield to take. It allows you to manifest your Fire Shield as a Move Action. Taking it again allows you to manifest your Fire Shield as a Swift Action.

Igniting Touch:
This requires either Flame Blade or Fire Blade to use and only functions when one of those abilities is currently active. It allows your zanpakutou to set flammable targets ablaze. When it comes in contact with anything flammable (successful attacks count as contact for such purposes) such as clothing or wood, the target is set ablaze. Attended objects or people are allowed a Reflex save DC 12+ character level+Constitution modifier to avoid catching fire. The fire lasts for a number of rounds equal to your constitution modifier+3, with a 1-round minimum. This can be taken multiple times, it can have one of several effects. The first effect is to increase the amount of fire damage taken by 1d6. The second effect is it allows you to ignite nonflammable materials, although the damage nonflammable materials deal is reduced by 1d6, to a minimum of 1d6 damage. The third effect is to increase the Reflex save DC by 1 and the duration by 1.
You are immune to the effects of any flame created by the zanpakutou.

Fire Adaptation:
Every time you take this ability, you gain 10 resistance to either fire or cold, to a maximum of 30 for each after taking this ability six times. This ability cannot be used with the Twin Zanpakutou Mastery feat, and it overlaps (does not stack) with resistances from the Cold Adaptation zanpakutou ability, but not with other magic items.

Cauterize Wounds:
This allows you to cauterize your wounds with your fire, preventing you from bleeding.As a standard action, it allows you to convert 2d6 points of damage into nonlethal damage. You may take this ability multiple times, each one increases the amount of damage converted by 1d6, to a maximum of 10d6.

GENERIC ABILITIES

"Is your speed the only thing that Bankai increases?"
--Grimmjaw Jaggerjack, Espada #6

These abilities are available to all zanpakutou, regardless of type.

Ability Increase:
Increase one of your ability scores by +2 while your zanpakutou is released. This ability may be taken multiple times, its effects stack if necessary.

Speed:
This gives you an additional +10 to base land movement speed while your zanpakutou is released. It may be taken multiple times, its effects stack.

Skillfull:
This ability gives you +10 to skill checks for a specific non base skill. It may be taken multiple times, its effects stack when necessary.

Change Attack Form:
Change the required saving throw of any one ability. The ability's manifestation changes to reflect this.

True Sight:
This allows you to pierce veil and illusion-type abilities, seeing what is truly there. This ability may be taken multiple times, each time makes it stronger (to determine the level of illusion vs. the level of true sight, compare the amount of times the user of the illusion has taken the Mirage ability or related abilities against how many times you have taken the True Sight ability. The one who has taken their respective ability more trumps the other.)

Flight: This gives you the ability to fly at your normal speed with average maneuverability while your zanpakutou is released. You may take this ability multiple times, each time increases your maneuverability by one step.

Improved Speed: This requires Speed. Each time you take this ability, your Flash Step gains a +5 bonus.

Greater Speed: This requires Improved Speed. As an immediate action, you may expend 10 feet of Flash Step movement to gain a +1 dodge bonus to AC. You may expend more then 10 feet if desired, up to your maximum per Flash Step. This ability may be taken multiple times; each time increases the dodge bonus per 10 feet by +1.

Superior Speed: This requires Greater Speed. As an immediate action, you may spend 20 speed of Flash Step movement to gain a +1 bonus to a single attack. You may spend more then 20 feet if desired, up your maximum. This ability may be taken more then once; each time increases the bonus per 20 feet by +1.

Perfect Speed: This requires Superior Speed. As an immediate action, you may spend 30 feet of Flash Step movement to gain the benefits of both Greater Speed and Superior Speed in a round. You may spend more then 30

feet of Flash Step movement if desired.

Skillful: This ability gives you +10 to skill checks for a specific skill. It may be taken multiple times, its effects stack when necessary.

Power or Speed: At your option, your Zanpakutou attacks have either +1 to hit and -2 to damage or +1 to damage and -2 to hit. When making multiple attacks, you can apply one or the other to all your attacks; you may not pick and choose. This ability may be taken multiple times; each time increases your ability to trade by +1/-2.

Spirit Blast: You can make a ranged touch attack within 50 feet that deals 2d8 damage.
Each time you take this ability, the damage increases by 2d8 or the range increases by 30.

Improved Spirit Blast: This requires the Spirit Blast ability. Each time you take this ability, your Spirit Blast gains +1 to hit.

Rapid Spirit Blast: This requires the Spirit Blast ability. As a full round action, you may make one additional Spirit Blast, up to a maximum of your full attack. This ability may be taken multiple times; each time allows an additional Spirit Blast.

Spirit Bomb: This requires the Rapid Spirit Blast ability to have been taken at least five times. As a full round action, you may make a single Spirit Blast attack. This attack gains +1 to hit and +2d8 to damage for every Spirit Blast you would normally be able to
make as a full round action.

Refined Technique: Each time you take this ability, you may exchange one previously gained ability for another. You must meet the prerequisites for the new ability, and any abilities which currently require the old ability as a prerequisite are lost without refund.

Change the Source: Your Zanpakutou can be changed from a weapon of brute force to a precise scalpel or a function of mathematical accuracy. Choose an ability score; your Zanpakutou now functions as though that ability score were your Strength for the purpose of attack and damage modifiers and Shikai/Bankai abilities dependent on Strength. This ability can be taken three times; once for normal melee attacks, once for Summons, and once for Projectile attacks.

Change Reiatsu Source: This ability allows you change the statistic used to determine saving throws of your abilities from Constitution to any of your choice. It similarily changes the statistic used for a Summon's abilities.

Awareness:
You gain +4 to Spot, Listen, and Sense Motive. You always know which way is North. You may take this ability multiple times; its effects stack.

Improved Awareness: This requires Awareness. You gain +4 to Initiative checks. You may take this ability multiple times; its effects stack.

Greater Awareness: This requires Improved Awareness. You gain the benefits of Uncanny
Dodge and Improved Uncanny Dodge.

Superior Awareness: This requires Greater Awareness. You gain the ability to use Discern Lies and Detect Thoughts at the same time by concentrating on a subject; they gain a Will save to resist, but do not become aware of this effect. You gain Blindsight out to 5 feet. This ability can be taken multiple times; each time either increases the Will save DC by +2 or the range of your Blindsight by 5 feet.

Perfect Awareness: This requires Superior Awareness. You see all things as they truly are; you can see through normal and magic darkness, through concealment due to magic, through illusions and shapechange effects, magic meant to conceal something from view (such as invisibility magic), and similar effects. You cannot see through solid objects or natural concealment (such as fog or tall grass). For the purpose of other zanpakutou abilities like Mirage, you make a Spot or Sense Motive check (whichever is higher) against their Bluff or caster level check (whichever is higher).

Attack Type Specialist: Choose Defense, Will, Reflex, or Fortitude. Attacks made with Shikai/Bankai abilities requiring a save may be changed to require the defense chosen. This choice is permanent, made for all your abilities when gaining this ability or for any ability gained when you gain it. You may take this ability multiple times; each time selecting a new save option.

GRAVITY TYPE

A rare form of kinetic control. Gravity control is most powerful when in contact with the ground and it is wise to devise ways knock opponents down who fly or balance on spirit particles. This is so important that the users of gravity powers keep it widely secret that if their target is not in contact with a surface that is someway in contact with the earth, gravity powers are of no use at all. The only exception to this is when the target is being moved around by the pull powers.the subject is entitled a will save

Pull
Pull targets a object or creature. When this ability is first taken it effects 100 lbs of a object or worth in creatures. Each time this ability is taken the effect doubles. once is 100, twice is 200, three times is 400, and so on. If the object is attended or is a creature, then the subject is entitled a will save, You are able to move the target creature 10 ft per level per round.

Push
As pull however this will repel targets.

Crush
This ability allows the user to deal their weapon damage at a range of 50ft+25ft/level. This ability may be taken more than once and adds 1d8 to crush damage each time it is taken. The damage is considered blunt, and this damage is non directional so shielding spells, shields, and other such direction based objects are useless. The first attack the target is considered flat footed.

Throw
This touch attack will fling the target up to a equal distance as your push/pull distance. Then the creature falls on the end of the round before their turn begins. Damage is taken according to fall damage unless the target has some way of halting their fall before their action.

Weight of the world
Requires 3 gravity abilities: This ability is designed to crush the the target to the ground. This ability creates a very visible field of impossibly dense gravity in a 10 ft radius area from the point of origin. This area lasts 1 round per 2 character levels. Each round it is active it has an area that accumulates a collective -2 strength field of effect. So if the user was level 10, then on round 10 the -10 strength would nail any normal person to the ground on round five before it fails and gravity returns to normal. If someone is able to escape this field then all effects are removed.

Gravitic master
You choose the effect gravity has on you. With this ability you may add your class level as a situational bonus to your acrobatic, athletic, and strength checks. Also and DM option, this may be applied to other modifiers. The user is able to as well have directional gravity. Down is subjective when it applies to themselves.

Crush the world
When used this creates an area around the user that is considered rough terrain at best at a range of 100ft+15per character level. This is done by crushing the ground down with the user at its center. No save is allotted.

Increase movement
Requires gravitic master, Each time taken add 20 ft to ALL of your total movements.

Almighty push
As push but this is now an area of effect of 50 ft radius +10ft per class level.

Universal pull
As pull pull but this is now an area of effect of 50 ft radius +10ft per class level.

Grant the burden
This ability is taken in multiples. It allows a touch attack on objects that double, cumulatively, a objects weight. There is no effect on a living creature. If a sword weights
25 lbs each hit doubles; 50, 100, 200, 400, 800. so on. Each time you take this ability you again double the weight affected by your strikes (Unlike normal this double is not a tripling, but a quadrupling.)

Improved Grant the Burden
This ability allows you to target an opponent's limbs (except the head.). An arm weighs 1/10th the weight of the target's total weight. A leg weighs 1/5th the weight of the target. A wing weighs 1/10th the target's total weight.

GAMES TYPE

"My Zanpakutou likes to play child's games. It's rather annoying really."
- Shunsui Kyōraku, Captain 8th Division

The games type uses children's games to keep the flow of battle in the favor of the user. The Zanpakutou communicates a game, and the user and opponent must play it. The winner is able to damage the other that turn.

Games
This enables the usage of the demon skills below. The zanpakutou will announce out loud the game being played and once announced, the user and their opponents are bound by the game itself. Each game must be taken separately.

Winner's Circle
Requires Games. When you win a game, you deal an extra 3d6 damage that turn.

Champion's Circle
Requires Games and Winner's Circle. Increase the extra damage dealt when you win a game by +3d6

Legend's Circle
Requires Games, Winner's circle and Champion's circle. Increase the extra damage dealt when you win a game by +3d6.

Silent Champion
Requires Games. Your opponent doesn't hear the game your zanpakutou picks to play.

Takaoni (Mountain Demon)
This is the simplest game to play. Whoever has the higher ground at the beginning of the round wins.

Kageoni (Shadow Demon)
This is a harder game to play. Whoever steps on the other's shadow wins. Stepping on someone's shadow allows them to make a reflex save with a DC of 12 + character level + dexterity modifier of the one stepping to get out of the way. Also, you and your opponent can teleport from one shadow to another once per round at a distance of 10 feet per character level. Teleporting into your opponent's shadow is legal, but requires an attack roll versus the space they are occupying.

Irooni (Colorful Demon)
This is a color based game. Each player announces a color, and can only strike that color. If you are not wearing the color in question, you cannot benefit from Winner's Circle or any of it's better forms. If you are wearing a little of the color you call, you deal normal damage (including Winner's Circle). If more than 50% of your body is covered by the color you choose, you deal an extra 2d6 damage on top of all the other damage you would normally deal.

Kazutori (Counting Game)
This is a simple number game. The zanpakutou thinks of a number between 1 and 10. At the beginning of each round, each person in the combat guesses a number. The person who guesses it first wins and can attack normally that round. After someone wins, the number is reset randomly.

Damaruoni (Silent Demon)
This game is a game of silence. Each time a player wants to attack, they must make a move silently check. If the other person beats that check with their listen check, the player loses, and cannot damage the opponent that turn.

Mekuraoni (Blind Demon)
Both players are stricken blind. First person to strike their opponent wins, and has their blindness lifted for 1d4 rounds.

Shougi (Chess)
The Zanpakutou announces a set of directions from the following list. (Straight Lines, Diagonal or The Letter L) If you move any other way on that turn you lose the round. If you get to your opponent moving only in the directions used, you win the round. If both opponents manage to do so, there is a draw and both can damage each other. Also, the zanpakutou has a 25% chance of shouting "Joou" When this happens, the game is suspended, and you can move as you like till it shouts "Daiou" when the game comes back on.

Seiyougo (Checkers)
This game is a jumping game. You win this game by jumping over your opponent (Jump Check DC 15 + Character Level + Dexterity Modifier of the one being jumped over). This does not provoke an attack of opportunity. If someone manages to win 3 consecutive rounds without the other winning one, they are made the Daiou, and may attack for 3 rounds without restraint. During the three rounds of being Daiou, you gain the benefits of Winner's Circle and it's improvements.

HEALING TYPE

"My Zanpakutou, Hisagomaru, heals the wounds of anyone it touches."
--Yamada Hanatarou, 4th Division 7th Seat

Healing-type zanpakutou enhance the properties of your healing kidou. Favored by the 4th division, they allow for greater recovery of injuries at a faster rate.

Improved Power:
This ability increases the amount of healing your spells give. Every time you take this ability, add another 1d8 to all cure spells.

Increased Potency:
This increases the Caster Level limit on all Cure spells by one increment. Thus, Cure Light Wounds heals up to +10 extra hit points; Cure Moderate Wounds heals up to +15 extra hit points, and so on. You are still required to meet the caster level requirement to gain the additional healing. This ability may be taken multiple times, its effects stack.

Increased Proficiency:
This ability increases your proficiency with healing spells. Your caster level is considered 2 higher for all healing spells. You may take this ability multiple times, its effects stack.

Restorative Healing:
This ability allows you to cast a restoration spell as you cast a healing spell, granting the benefits of both spells. The first time you take this ability, you may cast Restoration with any healing spell you cast in the same action. The second time you take this ability you may cast Restoration augmented once with any healing spell, and the third time you take this ability you may cast Restoration fully augmented with any healing spell. This does not increase the casting time of the spell, but it still expends the spell points.

Ranged Healing:
This ability allows you to deliver healing spells at range. This ability allows you to deliver your healing spell as a ranged touch from 10 feet away. It can be taken multiple times, each time increases the range increment by 10 feet.

Regeneration:
This ability requires two other healing abilities to take. It functions identically to the 7th level Cleric spell. Treat your character level as caster level for purposes of the healing bonuses.

Healing Aura:
This requires three other healing abilities to take. It creates a soft aura around you that hastens the knitting of wounds. Any ally within a 10-foot burst centered on you gains Fast Healing 10. This ability may be taken multiple times, each successive time either increases the distance by 5 feet or the power of the Fast Healing by 5.

Chain Healing:
This requires ranged healing to take. It allows you to divide your healing spell among multiple targets. When casting a healing spell, you can target someone within your healing range from the first target as well and divide the healing amongst the two recipients. Roll first to determine the amount of healing before dividing it amongst the targets. This ability may be taken multiple times, each time allows you to target another person with your healing.

Healing Attack:
This ability channels positive energy directly through your zanpakutou. When attacking, you instead heal your target for the amount of damage you would instead deal.

Pain Release:
This requires the Healing Attack ability to take. It allows you to store up damage healed through using the Healing Attack ability and release it in one attack. You can store up to 25 points of damage in your zanpakutou, as a standard action you may make a single attack that does just the stored damage upon hitting. If you fail to hit, the attack is wasted and more must be stored up. You do not have to release all of the damage at once, you may release as much as you desire when using the attack. You may take this ability multiple times, each time increases the limit by 25.

ICE TYPE

"Sode no Shirayuki doesn't simply freeze the ground. Everything within this circle, both
Earth and Sky, is within Sode no Shirayuki's frozen domain!"
--Kuchiki Rukia, 13th Division

Ice-type zanpakutou utilize bitter frost to freeze their targets, lowering their defenses and allowing them to shatter their foes.

Ice Blade:
This changes the form of the zanpakutou's blade into ice, causing it to inflict cold damage. Frost Blade may still be used in conjunction with Ice Blade.

Ice Form:
This changes the form of one of the zanpakutou's attacks, changing it to cold. For example, Projectile-based Zanpakutou will now do cold damage, whereas Summon-based Zanpakutou will gain the Cold subtype and do cold damage. Frost Blade may still be used in conjunction with Ice Form.

Frost Blade:
This allows you to charge your zanpakutou with bitter frost, creating a chill aura around it that freezes your foes. As a move-equivalent action, you can charge your zanpakutou with cold, giving it an additional 2d6 cold damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Frost Blade:
This requires Frost Blade to take. It grants an additional 2d6 cold damage when manifesting Frost Blade, for a total of 4d6.

Superior Frost Blade:
This requires Frost Blade and Greater Frost Blade to take. It grants an additional 2d6 cold damage when manifesting Greater Frost Blade, for a total of 6d6.

Swift Frost Blade:
This requires Frost Blade to take. It allows you to manifest your Frost Blade as a Swift
Action.

Icy Regeneration:
You can freeze your broken blade over and repair it as a move-action.

Freezing Blow: Requires either Ice Blade or Frost Blade. Your zanpakutou gains the properties of a wounding weapon, but instead of constitution damage it deals dexterity or strength damage instead. This ability may be taken twice, it allows you to choose which damage type is dealt whenever you strike.

Greater Freezing Blow: Requires Freezing Blow. Ice from your zanpakutou clings to your opponent; when struck, he must make a Fortitude save or become fatigued. 2 points of fire damage per Ice ability you possess cures this fatigue.

Superior Freezing Blow: Upgrades the fatigue to exhaustion.

Perfect Freezing Blow: This requires Freezing Blow, Improved Freezing Blow, Greater Freezing Blow and four other Ice abilities. As a full-round action, you can make a single attack that, if successful, provokes a Fortitude Save. If the Fortitude save is failed, the opponent is frozen in ice and petrified until they take fire damage equal to 5 per Ice ability you possess or the effect is dispelled or healed as normal. If the Fortitude save is successful, they must make a Reflex save or be paralyzed for one round. This ability may be taken multiple times. Each time increases the DC of both saves by 2.

Ice Armor:
When releasing your sword you create a layer of ice around yourself that protects you from damage. This gives you a damage reduction of 5/- and a maximum dexterity modifier to AC of +4.
You may take this multiple times, each time you take this ability your damage reduction increases by 5 and your maximum dexterity modifier is reduced by 1, to a maximum of 25/- and maximum dexterity
modifier +0 after taking this ability five times.

Ice Adaptation:
Every time you take this ability, you gain 10 resistance to either cold or fire, to a maximum of 30 for each after taking this ability six times. This ability cannot be used with the Twin Zanpakutou Mastery feat, and it overlaps (does not stack) with resistances from the Fire Adaptation zanpakutou ability, but not with other magic items.

Snow Storm:
This creates a constant effect of Snow in a 10-foot burst centered on you while your zanpakutou is released. Taking this ability an additional time allows you to increase the ferocity of the snow, upgrading Snow to Heavy Snow, Heavy Snow to a Snowstorm and Snowstorm to a Blizzard. Snow begins to build on the ground after 2 rounds for regular snow, but only takes 1 round with heavy snow or higher. The snow lasts on the ground for 2 rounds after you've moved out of the area, plus an additional 1 round per level of Snow Storm (Heavy Snow lasts for 3, Snowstorm lasts for 4, and Blizzard lasts for 5), although the counter resets whenever you move back into the area. Instead of adding a new weather effect, you may increase the burst by 10 feet each time you take this ability or you may increase the amount of rounds the snow effect lingers by 2.

Ice Trail:
As you walk, your zanpakutou produces a trail of ice along the squares you move. Anybody besides yourself is subject to both the standard effects of ice and the effects of a Grease spell with the caster level equal to your character level. The save DC is constitution-based to avoid slipping. The ice lasts for 4 rounds.

Expanded Ice Trail:
This requires Ice Trail to use. It allows you to do one of

multiple things each time the ability is taken. You may either create an ice trail in a 5-foot burst which can be expanded by an additional 5 feet each time this is taken, or you may elevate your ice trail, allowing you to walk into the air at a 45 degree angle. Alternately, you can increase the duration by two rounds and the save DC to avoid slipping by 1.

Seal Wounds:
This allows you to seal your wounds with your ice, preventing you from bleeding. As a standard action, it allows you to convert 2d6 points of damage into nonlethal damage. You may take this ability multiple
times, each one increases the amount of damage converted by 1d6, to a maximum of 10d6.

KIDOU TYPE

"Please keep this a secret from the Captain and Ikkaku... I don't want them to hate me."
--Ayasegawa Yumichika, 11th Divison 5th Seat

Kidou-type zanpakutou allow you to channel your kidou through your zanpakutou to devastating effects.

Spell Blast:
This allows you to convert a spell into a blast of spiritual energy as a full-round action that does 1d6 force damage per caster level, to a maximum of the spell level multiplied by 3. This can be executed as a ranged touch attack with a range of close.

Spell Explosion: This requires Spell Blast to take. It allows you to turn your Spell Blast into an explosive burst that targets a 20-foot radius spread within range. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 15+spell level of converted spell+primary casting stat modifier for half damage. This can be taken multiple times, each time either increases the save DC by 1 or the radius by 5ft.

Spell Range:
This requires Spell Blast to take. It increases the range increment of your spell blast from Close to Medium the first time it is taken, and Medium to Long the second time it is taken.

Spell Line:
This requires Spell Blast to take. It lets you unleash your Spell Blast in a line starting from you of up to 120 feet that cannot exceed your Spell Blast's range. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 15+spell level of converted spell+primary casting stat modifier for half damage. This can be taken multiple times, each time adds 30 feet to the total range of the line or increases the save DC by 1.

Spell Cylinder:
This requires Spell Blast and Spell Explosion to take. It allows you to turn your Spell Blast into a magical cylinder that targets a 20-foot radius spread within range and extends upward for 40 feet. Instead of making a ranged touch attack, all those within the blast radius must make a reflex save DC 15+spell level of converted spell+primary casting stat modifier for half damage. This can be taken multiple times, each time
either increases the save DC by 1 or the radius by 5 or the height by 10 feet.

Spell Cone:
This requires Spell Blast to take. It lets you unleash your Spell Blast as a 60-foot cone. Instead of making a ranged touch attack, all those within the blast radius must
make a reflex save DC 15+spell level of converted spell+primary casting stat modifier for half damage. This can be taken multiple times, each time adds 10 feet to the range of the cone or increases the save DC by 1.

Elemental Blast:
This allows you to choose an energy type, either fire, cold, acid, electricity, or sonic, and change the damage type to that. You may take this ability multiple times; each time allows you to choose a different energy type.

Spell Storing:
This functions exactly like the spell-storing weapon ability, aside from the following exceptions. It allows you to store any 1 2nd or 1st level spell in your weapon, and the casting time of the spell may be no more than one full-round action. Also, the spell stored within the zanpakutou may be cast on you as a free action as well as on a target as a free action when the target is hit by the zanpakutou. You may take this ability multiple times, each time allows it to store either spells 1 level higher or 1 extra spell.

Counterspelling:
This requires Spell Storing to take. It allows you to store one Dispel Magic or Greater Dispel Magic spell in your zanpakutou. As an immediate action, you may use the charge to attempt to counterspell any spell you have successfully identified with a spellcraft check. You may take this ability multiple times, each time allows you to store an extra Dispel Magic or Greater Dispel Magic spell.

Incanting:
This ability allows you to use your zanpakutou to aid in your incanting. It reduces the casting time of a spell from a full-round action to a standard action without causing you to halve your level. You may take this ability twice, the second time allows you to cast a spell as a swift action in this manner by halving your caster level, as you would normally do to cast a spell as a standard action instead of a full-round action.

Moon Blast: This requires Spell Blast to take. Each time it is taken, it reduces the amount of spell points required to use Spell Blast by 2, to a minimum of 1.

Moon Power: Each time this ability is taken, your effective caster level increases by 1 and the damage of your Spell Blast by 2d6.

LIGHT TYPE

"When my Nijigasumi shines, it melds together with all of the other light. Once released, there will be no shadows for you to hide in."
--Ichinose Maki, former 11th Division officer

Light-type Zanpakutou can illuminate and bend light to their wielder's will, using light either to confuse or overwhelm their targets.

Illumination:
The zanpakutou shines with brilliant light, illuminating the area around it as per the effects of the Daylight spell, except that it does not dispel magical darkness. This ability may be taken multiple times, each time allows it to dispel one step of magical darkness (i.e. darkness, deeper darkness, and the Darkness zanpakutou ability) and increases the level of full illumination and dim illumination by 10. You may activate or suppress this ability as a free action.

Blinding Flash:
This allows you to create a brilliant flash of light targeting all squares you threaten as a standard action. Those within range must succeed a reflex save (DC 12 + character level+dexterity modifier) or be blinded for 1 round/character level. You may take this ability multiple times, each time either increasing the save DC by 1 or increasing the range by 5 feet, effectively making it a burst effect centered on you.

Improved Blinding Flash:
This requires Blinding Flash to take. It allows you to make a single attack against a target and use the Blinding Flash as part of the attack, in addition to dealing normal damage.

Greater Blinding Flash:
This requires Blinding Flash and Improved Blinding Flash to take. It allows you to attack with Blinding Flash as part of a full-round attack action. A blinding flash will only be emitted on one attack, plus one for every time you have taken Greater Blinding Flash (so in order to use it with all four attacks on a full-round attack, Greater Blinding Flash must be taken three times). Time spent blinded by failing multiple saves from this ability overlaps (does not stack).

Superior Blinding Flash:
This requires Blinding Flash, Improved Blinding Flash and Greater Blinding Flash to take. It allows you to add the Blinding Flash's maximum radius achieved through the blinding flash ability whenever you use Blinding Flash as part of an attack action.

Bestow Illumination:
This requires Illumination to take. It allows you to bestow your Illumination effect on an unattended or willing target as a swift action. The target shines with light for 1 round/character level. You may take this ability multiple times, each time increases the duration by five rounds or allows you to target either attended objects or unwilling targets. They are allowed a will save (DC 12+ character level+wisdom modifier) to negate the effect.

Faerie Fire:
This functions exactly as the 1st level Druid Spell, except that it can bestow any color you desire upon the target. It can be taken multiple times, each time increases the target burst by 5 feet, the duration by 1 minute, or allows it to dispel higher level darkness effects.

Dancing Lights:
This ability requires a Standard Action and functions as the 0-level spell, except that their duration is equivalent to 1 minute/level. Furthermore, the individual light globes may be up to 50 feet apart
from each other, as well as move 100 feet per round. You may take this ability multiple
times, each time either increases the movement speed by 50 feet and the distance a light can be from another light by 25 feet or allows them to damage anybody who enters or begins their turn on the same square as them for 1d6 damage unless the target makes a successful reflex save (DC 10+1/2 character level+dexterity modifier) for half damage. Subsequent takings of this ability either increase the DC by 2 or increase the damage by 1d6. The amount of Dancing Lights you may have manifested is equal to your character level, but you cannot create more than 4 dancing lights every time you use this ability to manifest the dancing lights. Up to twenty dancing lights can occupy the same square, each one increases the save DC by 2. Treat the damage from each Dancing Light as one large source of damage (i.e. two 1d6 dancing lights in the same square are considered to be one source of 2d6 damage).

Brilliant Energy:
This requires a Light abilities to take, one of which must be Illumination. It gives your zanpakutou the properties of a Brilliant Energy weapon. This ability may be taken several times, each time allows the weapon to affect a creature type it cannot normally affect (undead, constructs and objects).

Light Trail:
This requires Illumination and another Light ability to take. It allows your zanpakutou to leave a trail of light (as per the effects of a Light spell) in every square you move through. You may activate or suppress this ability as a free action, as well as dismiss the light trail you have already left. You may take this ability multiple times, each time either increases the illumination and dim illumination of the trail by 10 feet or causes the trail to deal 1d6 damage unless the target makes a successful reflex save (DC 12+character level+dexterity modifier) for half damage. Subsequent takings of this ability either increase the DC by 2 or increase the damage by 1d6. The light trail lingers in the air for 1 round/character level. You may also increase the duration of the trail by 5 rounds by taking the ability additional times.

Bend Light:
This allows you to shape illumination that you produce, allowing you to change the areas of dim and bright illumination as well as designating areas within the light effect that receive no light. Light cannot be bent and shaped past the initial parameters, so 60 feet of bright light and 60 feet of dim light cannot produce any more light than that (although less light may be produced if desired). This ability may be taken twice, the second time allows you to bend and shape light not produced by your zanpakutou.

Improved Bend Light: This ability requires you to have taken Bend Light. It allows you to shape your zanpakutou's light (or any light if you've taken Bend Light twice) into a Minor Image. Taking it again upgrades the image to Major or increases the number of images you can form by one. This is a standard action.

Rapid Bend Light: You can Bend Light as a move action. Taking this ability lets you Bend Light as a swift action, but you cannot create Minor Images this way unless you could normally create Major Images.

Shining Laser: This requires Bend Light and Improved Bend Light, and allows you to bend and focus light into searing beams of power. As a standard action, you may focus any bright light you could Bend into a ranged touch attack dealing 2d6 damage. This ability can be taken multiple times; to allow you to turn light in a 5-foot radius centered on a target into a Shining Laser attack (increasing the radius by 5 feet each time) requiring a Reflex save for half, to increase the damage by 2d6, or to Bend Illumination into a line of Shining Laser damage whose length is equal to Illumination's normal bright light radius (Ref save for half).

Improved Shining Laser: This requires Shining Laser, Bend Light, Improved Bend Light, and two other Light abilities. As a full-round action, you may make as many attacks as your BAB or Flurry of Blows would normally allow with Shining Laser.

Sunsword: This requires Shining Laser and Brilliant Energy. You gain your Shining Laser damage as bonus damage on zanpakutou attacks.

LIGHTNING TYPE

"All of the waves, become my shield! All of the lightning, become my sword! Sougyo no Kotowari!"
--Ukitake Juushirou, 13 Divison Captain

Lightning-type zanpakutou employ fierce bolts of lightning to strike down their foes.

Lightning Blade:
This changes the form of the zanpakutou's blade into lightning, causing it to inflict lightning damage. Crackling Blade may still be used in conjunction with Lightning Blade.

Lightning Form:
This changes the form of one of the zanpakutou's attacks, changing it to lightning. For example, Projectile-based Zanpakutou will now do lightning damage, whereas Summon-based Zanpakutou will gain the Lightning subtype and do lightning damage. Crackling Blade may still be used in conjunction with Lightning Form.

Crackling Blade:
This allows you to charge your zanpakutou with crackling lightning, creating lightning bolts that electrocute your foes. As a move-equivalent action, you can charge your zanpakutou with lightning, giving it an additional 2d6 lightning damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Crackling Blade:
This requires Crackling Blade to take. It grants an additional 2d6 lightning damage when manifesting Crackling Blade, for a total of 4d6.

Superior Crackling Blade:
This requires Crackling Blade and Greater Crackling Blade to take. It grants an additional 2d6 lightning damage when manifesting Greater Crackling Blade, for a total of 6d6.

Swift Crackling Blade:
This requires Crackling Blade to take. It allows you to manifest your Crackling Blade as a Swift Action.

Lightning Bolt:
This allows you to launch a Lightning Bolt from your zanpakutou at will as a Full-Round Action. It does your zanpakutou's damage, but otherwise functions identically to the Lightning Bolt spell. The reflex save DC for half damage is 12+ character level+constitution modifier. This does not gain the benefits of your strength modifier to damage, but it does gain the benefits of Crackling Blade.

Arcing Bolt:
This requires Lightning Bolt to take. It allows your Lightning Bolt ability to function as if it were the Chain Lightning spell, jumping from target to target. Its damage remains the same.

Thunderstorm:
This ability summons a ferocious thunderstorm around you. It grants the effects of a Thunderstorm centered on you that extends in outwards a five-foot burst. Unlike with a standard Thunderstorm, a lightning bolt strikes every round on a randomly chosen square within the radius. You may take this ability multiple times, each time gives either an extra lightning bolt every round or extends the radius by 5 feet.

Lightning Adaptation:
Every time you take this ability, you gain 10 resistance to lightning, to a maximum of 50 for each after taking this ability five times.

Deflect Bolt:
Your zanpakutou gains the ability to deflect ray or line effects as per the Deflect Arrow feat. You can take this ability multiple times; it allows an extra deflection each round.

Reflect Bolt:
This requires Deflect Bolt. It allows you to reflect a ray or line effects back at its caster. It can be used as many times as you can use the Deflect Bolt.

Redirect Bolt:
This requires Deflect and Reflect Bolt. It allows you to reflect a Lightning Bolt away from you and towards a target of your choice. It can be used as many times as you can use Deflect Bolt.

Empower Bolt:
This requires Deflect Bolt and Reflect Bolt or Lightning Bolt. It grants an extra 1d6 damage when either of the abilities is used. This can be taken multiple times, its effects stack.

Stunning Strike:
This ability can be once per round. It functions identically to the Stunning Fist ability, with the Fortitude Save using your Constitution modifier instead of your Wisdom Modifier.

Supercharge: This requires Lightning Adaptation and three other Lightning abilities. As a full-round action, you can summon lightning bolts to energize yourself; for each time you've taken Lightning Adaptation, you gain a +10 bonus to speed, Fast Healing +1, and +1d6 electrical damage to your zanpakutou attacks. This state lasts for one round per Lightning Adaptation ability. In addition, you are cured of fatigue and exhaustion. Multiple Supercharges do not stack.

Black Cloud Duelist: Requires Thunderstorm, Lightning Bolt, and Lightning Adaptation. As long as Thunderstorm is active, or you are in the area of a natural thunderstorm, you may choose for lightning to strike you instead of striking randomly. If you do so, you may make a Lightning Bolt attack as a free action for each time you are struck (a natural thunderstorm can only strike once per turn).

Legend of the Storm: Requires Black Cloud Duelist. Whenever you are struck by lightning from Thunderstorm or a natural thunderstorm, you may forfeit Black Cloud Duelist's benefits to instead teleport to any square within the storm's radius and your line of sight and your line of effect, and immediately make a zanpakutou attack. This

attack gains the benefits of abilities such as Crackling Blade, and gains the damage bonus from Empower Bolt, if any.

Black Cloud Mastery:
This requires Black Cloud Duelist. It grants an extra 1d6 damage to Lightning Bolts used through Black Cloud Duelist.

OPPRESSION TYPE

Oppression-type zanpakutou make use of a shinigami's reiatsu aura to manipulate other shinigami in a number of different ways, from lowering a shinigami's starts to choking a shinigami with pure reiatsu.

The targets are allowed a fortitude save

The oppressive reiatsu aura has an area of effect equal to a 5ft. radius per level of the shinigami. Should someone in the area of effect beat the Reiatsu check vs. oppressive reiatsu he may not be affected again from the same type of attack until either the battle is over or the target leaves the affected area and re-enters (IE. if you target a stat and their AC. they make one save but not the other. Then only one is suppressed by the given value. If the target leaves the affected area and then returns a new check must be made.) Under NO circumstances may a suppression effect EVER remain if the target leaves the affected area or the oppression is shut down. If the user is stunned, knocked unconscious, brought below 0 hp or level drained, the suppress effect ends. The user may choose to not be affected by his own aura. However this does not protect him from a oppression aura of another Shinigami.

No effect from oppression aura may be lethal. Even if a target is reduced to negative con the target is just incapacitated, and will regain their con or other stat once the oppression has passed.

Soften armor:
-2 Defense to the armor class of any target within the area of affect. You may take this multiple times, each time you do subtract an additional 2 from the target's defense.

Suppress ability:
-4 to a chosen stat. You must choose this once for each stat you wish to effect. You may choose from strength, dexterity, constitution, intelligence, wisdom, charisma. If you wish to suppress: -4str -8dex -12con you must take this ability 6 times. This ability may be taken any number of times, its effects stack.

Suppress magic:
Must have 1 suppression ability to take, this ability will give the caster a 10% spell failure chance. This ability can be taken up to 8 times for a total spell failure chance of 80%

Suppress movement:
takes 2 suppression ability to take, this ability will suppress 10 ft of movement. This will also affect shunpo. However this will not fully stop anyone. No matter the conditions, even if the user suppress 100 ft of movement. a target is always able to make a 5 ft step. This ability may be taken multiple times and the effects stack.

Oppressive aura perfection:
Must have 4 suppression abilities to take, this ability suppresses the air in the area. All targets in area instantly begin to suffocate. This ability will also affect the user of this ability; the user has no choice to resist his own ability. Suffocation will halt at the point of sleep. This ability is still

under the limitation that no suppress ability may be lethal

Selective Oppression aura:
This requires Oppression aura to take. The user can select to leave one target per level out of the oppression, thus leaving them to act normally in the aura.

Greater oppressive aura perfection:
Must have oppressive aura perfection to take, as above save that the user may now target only a single person per five HD within his area of affect. At level 5, he can target 1 person, at level 10 he can target 2 people, 15 lets him hit 3 and 20 gets 4.

POISON TYPE

"To strip movement from the four limbs of whatever it cuts... that is the power of my
Ashisogi Jizou."
--Kurotsuchi Mayuri, 12th Division Captain

Poison-type zanpakutou excrete and make use of poisons based around the shinigami's own body and constitution. They use the poisons to cripple or even kill their targets.

Excrete Poison:
As a move-action, the zanpakutou excretes a poison that coats the blade. The poison is injurybased, and is expended after the first hit. The poison does one point of ability damage as initial damage and 1d2 points of ability damage as secondary damage. The type of ability damage is specified at the time this zanpakutou ability is taken. The wielder of the zanpakutou cannot be poisoned accidentally, the poison is derived from their body and they are completely immune to its effect. The Fortitude Save DC for the poison is 12+ wielder's HD+Constitution modfier. This ability may be taken multiple times, each time it gives the zanpakutou the ability to excrete a different poison that damages a different ability score. You may not excrete the same poison again until the poison has been completely used up, whether or not the poison was successful.

Swift Coat:
This requires the Excrete Poison ability to take. It allows you to excrete a coat of poison on your zanpakutou faster. You may coat your zanpakutou with poison as a swift action. This applies to any poisons you can use.

Lingering Poison:
This requires the Excrete Poison ability to take. The coats of poison your zanpakutou excretes last longer than normal. The poison coat lasts for an additional successful attack. This ability may be taken multiple times; each time it is taken it increases the amount of successful attacks the poison coat lasts for by one. This ability only applies to one type of poison, if the Excrete Poison ability has been taken more than once you must choose which poison it applies to.

Change Poison Derivation:
This requires the Excrete Poison ability to take. It changes the ability score the DC of your poison is set to. This functions for all poisons you can excrete.

Change Poison Function:
This requires the Excrete Poison ability to take. It allows you to change the type of saving throw required by a poison to either Reflex or Will (Reflex-based poisons use excessive coats of potent poison where trying to turn aside as much of the blade as possible is far more effective than trying to resist it, and Will-based poisons attack the mind itself, and thus can be thrown off through sheer force of will). This ability only applies to one type of poison, if the Excrete Poison ability has been taken more than once you must choose which poison it applies to.

Versatile Poison: This requires the Excrete Poison ability to

take. It allows you to excrete poison that is contracted by another method, either ingestion or contact. Each time you take this ability, you may choose
another method of contraction. Each time you materialize your poison, you may select the contraction method it will use, and it applies to all of your poisons. Also, you may remove the poison from your blade and apply it to another object, if so desired.

Inhaled Poison:
This requires the Excrete Poison and Versatile Poison ability. It allows the poison you materialize to instead linger in the air for one round, affecting anyone adjacent to you.

Poison Cloud:
This requires Excrete Poison, Versatile Poison and Inhaled Poison. It allows you to either extend the cloud of poison by 5 feet when using the Inhaled Poison ability or to extend the duration for one round each time it is taken.

Improved Virulence:
This requires the Excrete Poison ability to take. It increases the potency of one kind of
poison the zanpakutou can create. Either the save DC increases by 2, or the die goes up by one size. This ability can be taken multiple times.

Greater Virulence:
This requires Improved Virulence. You may combine two types of ability damage you can use
with Excrete Poison into one poison. Each time this ability is taken, you may combine one
additional type of poison. All poisons combined use the lowest die type and the lowest save
of any poison combined; the die type, however, is improved by one size for each poison
combined, and the save is increased by +2 per combined poison. You may choose not to
combine poisons when poisoning your blade.

Superior Virulence: Combined poisons can now also combine effects from the Strange Toxin tree.

Venom Cloud: This requires Excrete Poison to take. As a full-round action, you may exude a cloud of one of your available poisons that affects all adjacent opponents. This may be taken multiple times, each time increasing the radius by five feet.

Rapid Venom Cloud: Each time taken, this reduces the time needed to use Venom Cloud, first to standard, then move, then swift action.

Improved Venom Cloud: Your venom cloud lingers for one round after being exuded. Each time this ability is taken lets it linger for another round.

Greater Venom Cloud: This requires Improved Venom Cloud and Rapid Venom Cloud to have been taken three times. Your Venom Cloud is permanent and may be dismissed or exuded as a free action.

Superior Venom Cloud: This requires Venom Cloud and Greater Virulence. Your Venom Cloud may now use any combined poison you have access to, and Superior Virulence applies.

Swift Coat: This requires the Excrete Poison ability to take. It allows you to excrete a coat of poison on your zanpakutou faster. You may coat your zanpakutou with poison as a swift action. This applies to any poisons you can use.

Strange Toxin: This requires the Excrete Poison ability to take. The poisons your blade secretes have unusual effects; each time you take this ability, you can either change the save required to Reflex or Will or add an additional effect to your poison. This effect can be fatigue, dazing, the shaken condition, or the sickened condition. Such an effect
requires an additional Fortitude save to resist. These effects do not stack with themselves or each other on the same poison type (so your Dex poison could sicken and your Strength poison could fatigue, but you couldn't have an Int poison that dazes and fatigues). They last for one round each.

Improved Strange Toxin: This requires Excrete Poison and Strange Toxin. Each time you take this ability, you upgrade one of the effects of Strange Toxin. Fatigue becomes exhaustion, dazed becomes stunned, shaken becomes frightened, and sickened becomes nauseated. You could also choose to remove the second save (so one save determines all) or improve its DC by 2.

Greater Strange Toxin: This requires Strange Toxin to be taken for both Reflex and Will save options. Whenever an opponent is struck by your poisoned Zanpakutou, he must immediately make a Fortitude save or suffer its effects (as standard). In the next round, he must make a Reflex save or suffer its effects again. In the next round, he must make a Will save or suffer its effects again.

Evil Poison: This requires Strange Toxin to be taken for both Reflex and Will save options and Excrete Poison for all six ability scores. As a full-round action, you may make a single poisoned attack that deals 1d6 points of damage to every ability score and paralyzes an enemy for one round. This effect requires a Fort, Ref, and Will Save to avoid. This ability can be taken multiple times. Each time taken either increases the DC of all saves
by 2, the damage by 1d6, or the paralysis duration by one round.

Murderous Flower of Eden: This requires Evil Poison and Superior Venom Cloud. Evil Poison may be used with Venom Cloud.

PRIMAL TYPE

Animal Form:
You gain Animal Form as a feat whether you meet the prerequisites or not while your Zanpakutou is released. You can go back and forth at will between your animal form and your human form. This may be taken multiple times, each time you take this you may choose another animal form.

Improved Animal Form:
Requires Animal Form to take. You can become a large or tiny creature with your Animal Form. You may take this multiple times to gain more size categories in each direction (IE 2 takings of this give you Huge creatures and Diminutive creatures.) You cannot become greater than Colossal or smaller than Fine with this ability.

Improved Animalistic Strength:
While you are in your animal or were-form, your Strength increases by 4. You may take this multiple times, each time add 2 to the bonus.

Improved Animalistic Dexterity:
While you are in your animal or were-form, your Dexterity increases by 4. You may take this multiple times, each time add 2 to the bonus.

Improved Animalistic Constitution:
While you are in your animal or were-form, your Constitution increases by 4. You may take this multiple times, each time add 2 to the bonus.

Were-Form:
This requires Animal Form and one other primal type ability to take. You may assume a hybrid form with one of your animal forms as a move action. You are either small, medium or large when in this form (if the animal in question is tiny or smaller you are small, if they are medium or large you are medium, if they are huge, gargantuan or colossal you are large while in were form. Do not adjust statistics for size.)While in that form you gain a bonus to all physical statistics equal to the number of Primal Type abilities you have. You also gain two claw attacks dealing 1d6 damage + 1d6 damage per 5 ranks of unarmed attack you have, as well as a bite attack that deals 1d4 damage + 1d4 damage per 5 ranks of unarmed attack you have. The claw attacks are your secondary attack. While in your were-form, you lose your Zanpakutou as it melds into your new form. At the end of your form it appears in your hand.

Were-Form Efficiency:
This requires Were-Form to take. While in your were-form, you may make a full attack action with your two claws and bite at a -2 penalty to attack rolls instead of a -5.

Improved Were-form Efficiency:
This requires Were-form efficiency to take. While in your were-form, your full attack action with your two claws and bite attack receives no penalty.

Bite of the Serpent:
Requires animal form to take. Your bite attack in animal and were-form your bite has a chance to poison the target. The taget must make a Fortitude save (Constitution based) or take 1 constitution damage. One minute later they must make another fortitude save (Constitution based) or take 1d4 constitution damage.

Bite of the Rat:
Requires Were-Form to take. Your bite attack in animal and were-form now has a chance to cause disease in your target. The target is allowed a Fortitude save to resist after 1d3 days. If they fail the save they take 1d3 Constitution damage and 1d3 dexterity damage. The DC is constitution based.

Serpent's Tail:
Requires Were-form to take. While in your animal or were-form, you gain a secondary tail attack that deals 1d8 damage + 1d8 damage per 5 ranks of unarmed strike you have.

Wings of the Eagle:
Requires Primal Form to take. You gain a pair of wings in your were-form that allow you to fly at twice your land speed with a maneuverability of good.

Improved Wings of the Eagle:
Requires Wings of the Eagle to take. You gain a pair of Wing Buffet attacks that deal 1d6 damage + 1d6 damage per 5 ranks of unarmed strike you have.

Horns of the Ram:
Requires Were-Form to take. You gain a gore attack that deals 1d8 damage + 1d8 damage per 5 ranks of unarmed strike you have.

Hooves of the Gazelle:
Requires Were-form to take. You gain a bonus to your land speed equal to 10 feet. You may take this multiple times. Add 10 feet to the bonus each time.

Serpent's Grip:
Requires Serpent's Tail to take. While in animal or were-form, you have the improved grab special ability. If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Grip of the Python
Requires Serpent's tail to take. You may constrict any grappled opponent while you're in your animal or were-form. A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is equal to your tail attack damage. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Rhino Rush:
Requires improved animal form at least once. You gain the Trample special ability while in animal or were-form. 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 zanpakutou damage + 1-1/2 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 Strength based. 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.

Primal Form:
Requires Were-Form and three other Primal Type abilities to take. While in your Were-form, your physical ability bonuses from were-form are doubled and your natural attack damage is increased by one size category.

Primal Regeneration:
Requires Primal Form to take. You gain Fast Healing 5 while in your Were-form. You may take this multiple times. Each time it's taken you gain +1 fast healing.

Primal Skin:
Requires Primal-Form to take. You gain damage reduction 5/- while in your were-form that stacks with other forms of damage reduction. You may take this multiple times to gain +1/- Damage reduction.

Primal Armor:
Requires Primal Form to take. You gain Natural Armor equal to the number of Primal Type abilities you have on your Zanpakutou.

Breath of the Dragon:
Requires 3 other primal abilities to take. You gain a breath weapon that deals 2d6 damage and allows a reflex save for half damage. The reflex save is constitution based.This breath weapon is either a 60 foot line or a 30 foot cone. This must be decided upon taking this ability the first time, it cannot be changed afterward. You must wait 1d4 rounds before using it again. This may only be used in your animal or were-forms. You may take this ability multiple times to up the DC of the Reflex save by 2 or to add 2d6 more damage to the attack. The DC of the Reflex save is constitution based.

Skin of the Dragon: Requires 2 other primal abilities to take. Choose one element (Fire, Cold, Electricity, Acid or Sonic) You gain resistance 10 to that element. This may be taken up to three times for each element.

PROJECTILE TYPE

"The essence of Senbonzakura is that its several hundred millions of blades have no angle they cannot reach, creating the perfect attack from all directions."
--Kuchiki Byakuya, 6th Division Captain
Projectile-type zanpakutou acquire abilities based around attacking at range and distance and effecting large areas of enemies.

Ranged Form:
This allows the zanpakutou to attack as a ranged weapon. When releasing, you may release your zanpakutou into its ranged form if desired. Switching between melee and ranged is a swift action that does not provoke an attack of opportunity. While in ranged form, your weapon no longer threatens any spaces. It can attack with a range increment of 90 feet, and functions off your weapon attack bonus (although it uses wisdom instead of strength as it is a ranged attack). Its damage is lowered by one step, and it receives no additional benefit to damage beyond the zanpakutou's natural weapon enhancement (although other projectile abilities can change this). You may make a full attack with your weapon in ranged form.

Improved Ranged Form: Requires Ranged Form. You use normal zanpakutou damage on ranged attacks and can apply your Dexterity to damage. Range increases by 30ft. Switching to ranged form does not provoke attacks of opportunity.

Greater Ranged Form: Requires Improved Ranged Form. You still threaten adjacement spaces and your range increases by 30 feet. Switching back to melee form does not provoke attacks of opportunity.

Superior Ranged Form: Requires Improved Ranged Form. You can threaten both adjacent spaces and one five-foot square within your first range increment. Opponents are aware they are threatened. Range increases by 30ft. Switching to ranged form is a swift action.

Perfect Ranged Form: Requires Superior Ranged Form. You can, instead of threatening adjacent spaces, threaten eight five-foot squares within your first range increment. Changing what spaces are threatened is a move action. Opponents are aware they are threatened. Range increases by 30ft. Switching back to melee form is a swift action.

Air Swordsman: This requires at least four Projectile abilities to take. As a full-round action, you can make a single projectile attack as though your opponent was flat-footed.

Improved Air Swordsman: This requires Air Swordsman. You can make a single Air Swordsman attack as a standard action.

Greater Air Swordsman: This requires Improved Air Swordsman. As a full-round action, you can make a full projectile attack as though your opponent was flat-footed.

Line:
This allows the zanpakutou to attack in a 100-foot line as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD+Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 50 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Cone:
This allows the zanpakutou to attack in a 60-foot cone as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD+Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 30 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Burst:
This allows the zanpakutou to attack in a 20-foot burst centered on the wielder as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD+Intelligence modifier) for half damage. It may be taken multiple times; it increases the range by 10 feet every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Wall:
This allows the zanpakutou to create a 50-foot long, 5-foot thick wall which can be placed anywhere within a medium range increment of the wielder as a standard action, dealing its normal damage to all in range or who attempt to pass through it. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD+Intelligence modifier) for half damage. The wall lasts for 3 rounds, and the zanpakutou may not be used during the time the wall lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases either the length of the wall by 25 feet, the width of the wall by 5 feet, or the duration by 1 round every time it is taken. You do not gain your strength bonus when attacking in this fashion. You still retain the AC bonus from your zanpakutou while a wall is formed.

Emanation:
This requires either the Burst ability or two Projectile abilities. This allows the zanpakutou to attack in a 20-foot emanation centered on the wielder as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD+Intelligence modifier) for half damage. The emanation lingers for 3 rounds, and the zanpakutou may not be used during the time the emanation lingers, although it can be dismissed voluntarily as a free action. It can be taken multiple times; it increases the emanation by 5 feet or the lingering effect by 1 round every time it is taken. You do not gain your strength bonus when attacking in this fashion.

Cylinder:
This requires either the Burst ability or two Projectile

abilities. This allows the zanpakutou to attack in a 20-foot, 40-foot tall cylinder on any point within a short range increment as a standard action, dealing its normal damage to all in range. Everyone in range may make a reflex save (DC 10+1/2 wielder's HD+Intelligence modifier) for half damage. It can be taken multiple times; it either increases the range increment to medium and then long or increases the range by 5 feet or the height by 10 feet. You do not gain your strength bonus when attacking in this fashion.

Shaping:
This requires at least three Projectile abilities to take. It allows the wielder to alter the area and effects of any of the following abilities: Cone, Burst, Emanation, or Cylinder. The alteration consists of creating spaces within the ability's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, abilities shaped in this way have a minimum dimension of 5 feet.

Increased Mass:
This requires at least one Projectile ability that is not change form. When using any of the area-effect Projectile abilities, increase the damage by 2d6. Also, this removes 10% of the chance any windbased defense has of blowing the projectile aside. You may take this ability more than once, it's effects stack.

Mighty Projectile:
This allows you to add your strength bonus to Projectile attacks and damage

Precise Projectile:
This allows you to add your dexterity bonus to Projectile attacks and damage.

SAND TYPE

Sand Manipulation:
This ability allows the character to create a mass of sand equal to 5 times his body weight as part of releasing his zanpakutou. The character's Zanpakutou disappers upon release. The sand floats harmlessly around the character when first released. Using the sand around him, the character is able to form shapes of sand to attack his enemies. The character can use a mass of sand equal to his body weight to deliver an attack within 30 feet. The character still threatens only the squares adjacent to him despite the range of this attack. The attack deals damage equal to your zanpakutou's damage. The character can only manipulate an amount of sand equal to the sand created by the character's Sand Manipulation ability a turn. The sand also gains a +4 bonus to grapple checks. This ability may be taken multiple times, each time the attack increases in size by 1[bw] and the range by 10 feet.

Improved Sand Manipulation:
Requires Sand Manipulation. The amount of sand the character can manipulate increases by 1x body weight. This ability can be taken multiple times. It's effects stack.

Sand's Embrace:
Requires Sand Manipulation. So long as the character remains within 30 feet of any sand, including his own, but not including sand used for other effects, the character gains a +4 deflection bonus to defense against all attacks targeting him.In addition, the character can move up to 5 times his body weight of sand with him for all forms of movement except Flash Step, unless he possess the Powerful Flash Step feat. This ability can be taken multiple times, each time adds +2 to the deflection bonus gained.

Sand Armor:
Requires Sand Manipulation and Sand's Embrace. The character may protect himself with a layer of sand as a move action. Doing so increases his DR by 5/- and increases his fire and electricity resistance by 5. This ability lasts until dismissed or until knocked unconcious. This ability uses up the character's weight in sand for as long as the ability lasts.

Sandstorm:
Requires Sand Manipulation. As a standard action, the character can cause sand to pelt all creatures in a 20' wide, 40' tall cylinder in medium range, causing 3d6 damage and halving all land and flight speeds for 3 rounds. This ability uses twice the characters weight in sand to use. Any character with the Sand's Embrace ability is imunne to the effects of this ability. This ability can be taken multiple times, either to increase the damage by 1d6, the duration by 1 round, or the area by 5'x10'. It's effects stack.

Sand Cocoon:
Requires Sand Armor. As an Immediate action, the character can create a dome of sand to protect himself or another creature from damage for 1 round. The target gains total cover for as long as the dome lasts. The dome has 10 hardness and 20 hp. Using Sand Cocoon uses an amount

of sand equal to the user's body weight until the ability ends. This ability can be taken multiple times, either to increase the duration by one round, the dome's hardness by 5, or the dome's hp by 10. It's effects stack.

Sand Coffin:
Requires Sand Manipulation. This ability uses sand as its main focus to trap a creature (or one of its limb) in sand as a standard action in order to crush it at a later time. If the target fails its saving throw, two things may happen: either the user targeted one of its limb with the sand and the target will be Entangled as per condition of the same name, or the victim is completely covered with sand and held completely immobile and helpless. An immobilized creature cannot move or perform any actions requiring freedom of movement.The creature can attempt to break through the hold each round by spending a full-round action making a Break check (DC 15+character level+strength mod). This ability lasts as long as the user concentrates on it or until the target breaks free. This ability uses twice the target's body weight in sand to immobilize, or one quarter it's weight to entangle.

Desert Avalanche:
Requires Sand Manipulation twice and Improved Sand Manipulation. The user creates a gigantic wall of sand to crush his enemies as a full-round action. From the user's current location, a 40 feet wide and 10 feet tall wave of sand will rush onward at the speed of 45 feet per round the user concentrates. Any creature of Large or smaller caught in the avalanche must succeed a Reflex save or be pushed backward 1d6x5 feet. Creatures of Medium-size or smaller will be pushed backward 2d6x5 feet and must succeed a Fortitude save to avoid being sufficiently buried to be subject for Desert Funeral or Desert Requiem instead. Flying creatures are not affected unless the wave reaches up to them, and Huge or larger creature simply shrug it off. The wave stops once the user stops concentrating. Buried creatures can escape by burrowing as a type of movement or making two Escape Artist checks as a full round action. This ability requires 5 times the user's body weight of sand to use. This ability can be taken multiple times, each time increases the size of creature that can be affected by one step.

Desert Prison:
Requires Sand Cocoon. This ability allows the user to trap the target in a sphere of sand as a standard action for the duration of the ability. The sphere can be moved by the Sand Manipulation ability providing it is light enough. It requires a mass of sand equal to the weight of the target. If the subject fails a reflex save, it is trapped in a compact sphere of sand. It can breathe and move freely around the tight area, but it does not have line of sight or effect to anything other than what's trapped in the sphere. The sphere can be attacked from within at a -4 penalty (defense +12), has a hardness of 10 and 20 hit points. The target can be affected by Desert Funeral or Desert Requiem. This ability can me taken multiple times, either to increase the save dc by 2, the sphere's hardness by 5, the sphere's hp by 10, or make it affect an additional target. Each additional target requires one additional body weight's worth of sand.

Desert Funeral:
Requires Sand Coffin. This ability can only be used on a creature that is held immobilized by Sand Coffin, trapped by Desert Prison, or buried by Desert Avalanche as a standard action. The target takes 2d6 points of damage, ignoring DR. This ability can be taken multiple times, each time adds 1d6 to the damage dealt.

Desert Requiem:
Requires Desert Funeral. This ability can only be used on a creature that is buried by Desert Avalanche or trapped by Desert prison as a standard action. This ability inflicts 4d8 points of damage, ignoring DR, to all creatures affected by those abilities. This ability may be taken multiple times, each time increases the damage by 1d8.

Erosion:
Requires Sand Manipulation and 1 other Sand ability. This ability allows the character to turn a 5' square of dirt or mud into one body weight's worth of sand. This ability can be taken multiple times to increase the types of ground affected, adding clay and then stone.

SONIC TYPE

"Cry out, Suzumushi."
--Tousen Kaname, Former 9th Division Captain

Sonic-type zanpakutou employ sounds to confuse, deafen, and defeat their foes.

Sonic Blade:
This causes the form of the zanpakutou's to vibrate with sonic energy, causing it to inflict sonic damage. Sound Blade may still be used in conjunction with Sonic Blade.

Sonic Form:
This changes the form of one of the zanpakutou's attacks, causing it to vibrate with sonic energy. For example, Projectile-based Zanpakutou will now do sonic damage, whereas Summon-based Zanpakutou will gain the Sonic subtype and do sonic damage. Sound Blade may still be used in conjunction with Sonic Form.

Sound Blade:
This causes your zanpakutou to emanate deafening sonic force. As a move-equivalent action, you begin the emanation, giving it an additional 2d6 sonic damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Sound Blade:
This requires Sound Blade to take. It grants an additional 2d6 sonic damage when manifesting Sound Blade, for a total of 4d6.

Superior Sound Blade:
This requires Sound Blade and Greater Sound Blade to take. It grants an additional 2d6 sonic damage when manifesting Greater Sound Blade, for a total of 6d6.

Swift Sound Blade:
This requires Sound Blade to take. It allows you to manifest your Sound Blade as a Swift Action.

Sonic Adaptation:
Every time you take this ability, you gain 10 resistance to sonic, to a maximum of 50 for each after taking this ability five times.

Deafening Strike:
This requires either Sonic Blade or Sound Blade. When you deal sonic damage with your attack, your target must make a fortitude save DC 10+1/2 character level+constitution modifier or become deafened for 1 round/character level. You may take this ability multiple times; each time increases the DC by 1.

Sound Burst:
This ability is a 10 foot burst that does 2d6 damage and allows a reflex save for half damage. All effected must make a fortitude save or be stunned for 1 round. The fortitude save is calculated the same way as the reflex save. You may take this ability multiple times, each time either increases the damage by 2d6, increases the radius by 5 feet, or increases the save DC by 1.

Modify Sound Burst:
This requires Sound Burst to take. It allows you to change your Sound Burst into a 30 ft. cone or a 60 foot line each time you take the ability. You decide which shape you wish to use when utilizing the Sound Burst. Every 5-foot increase you have with Sound Burst
counts as a 10-foot increase for a cone and 15- foot increase for a line.

Sculpt Sound:
You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components. You may only effect one target per taking of this ability.

Overwhelming Sound:
This requires a sonic ability that does damage. It allows you to exchange lethal damage for twice the amount of d6's in nonlethal damage.

Create Sound:
This ability requires 5 other sonic abilities to take. You can manipulate sound from 10 decibles (barely audible) to 140+ decibles (Threshold of Pain) Using create sound to create a 140 decible noise inflicts 1d6 damage to all that hear it. You may take this ability more than once, each time increasing the damage by 1d6.

SPACE TYPE

Centrifugal Force: As a move-equivalent action you can increase the weight of your Zanpakutou. Doing so makes each hit deal an additional 2d6 Untyped Damage.

Greater Centrifugal Force: Increase the bonus to damage to 4d6.

Superior Centrifugal Force: Increase the bonus to damage to 6d6.

Increase Gravity: Your character is treated in many ways as if they just gained one size category, gaining a +4 to Strength, a +2 to Constitution a Natural Armor equal to 1 + The number of times this is taken. You may take this more than once, the effects stack. For each time you take this ability, your weight doubles. (Two doublings in this situation is not a tripling...). You may not take Increase and Decrease Gravity at the same time.

Decrease Gravity: Your character is treated in many ways as if they just lost one size category, gaining a +2 to Dexterity, +1 to Attack and Armor Class. You may take this more than once, the effects stack. For each time you take this ability, your weight is multiplied by 75%. You may not take Decrease and Increase Gravity at the same time.

Gravitic Pulse: You force a pulse of pure gravity to move away from you in all directions. This causes a wave of pure force to knock anything within 20 feet from you away from you. The Target moves to the edge of the effect + 10 feet, then an additional 10 feet per size category they are lower than you. Having Increase Gravity counts for this effect. The wave of force hits with such power that it deals one half your character level d6 in damage. If those flung hit anything on their way, they are treated as if they fell the distance. If a target makes a successful Reflex Save (DC 10 + One half Character Level + Constitution Modifier) they take half damage, and are treated as falling 20 feet less if they hit anything (to a minimum of 10 feet or 0 damage). Using Gravitic Pulse is a Standard Action.

Planetary Attraction: As a Move action, you cause a gravity flux to form around you pulling anything within 20 feet of you that is of your size category or smaller towards yourself. The target can make a Fortitude Save with a DC of (12 + character level + Constitution Modifier) to resist the effect, but if they resist the effect, they cannot move at all on their turn or be sucked in anyway. Attacks made by the user of Planetary Attraction to beings that are flung towards them deal an extra d6 of damage per 3 character levels of the user.

Farsight: As a standard action, you may gain the effects of Clairaudience/Clairvoyance spell. Each time you take this ability beyond the first, you may move the sensor 10ft per round per extra time taken.

Fold Space: You gain a +10 bonus to Flash Step checks, and are always considered to have used a swift action when performing Flash Step.

Black Hole: As a move action, you can cause a 20 foot burst area around you to become a black hole emanating from you until turned off.. A Black Hole crushes it's victims for 1d6 damage per 2 levels, with a Fortitude Saving throw (10 + one half character level + Constitution Bonus) for half damage. Beings that fail their saving throw are also slowed as the spell. If they are already under the effects of the spell, this extra effect does nothing. You may end the effect as as swift action.

Meteor Strike: As a Standard action, you warp space so that a meteor crashes into your target. It deals 1d6 damage per time taken of each Fire, Ice and Bludgening damage (Maximum of 4d6 of each element). The meteor hits in a 20 foot burst, which allows a Reflex save (12 + character level + Constitution Bonus) for half damage. Take this more than once to increase add 1d6 to each damage type or to increase the area by 10 feet.

Meteor Shower: As a Standard Action, you further warp space so that several meteors (One meteor +1 per times this is taken) Strikes your targets. You gain one 20 foot burst to place per 6 levels that deals the same damage each as Metor Strike (with the same maximums as well). Each creature inside the bursts may make a reflex save (12 + character level + Constitution Modifier) for half damage. You may overlap zones to deal more damage and increase the DC of the Reflex save by 2 per overlap. Must have Meteor Strike and 2 other Space Abilities.

Comet Kimori: This is the same as Meteor Strike, but has no damage Cap and begins at a 40ft area. You may take this several times to increase the size of the area by 20 feet, or increase the Reflex DC by 2, or to add 1d6 of each element of damage. You must have Meteor Strike, Meteor Shower and 2 other Space Abilities to take this.

Gravity Drain: This requires 5 other Space Abilities to take. Make a ranged touch attack against one opponent within 100 feet of you. That opponent is reduced to half their current hit points if they fail a Fortitude saving throw with a DC equal to (12 + character level + Constitution Modifier).

Zero Shift: This gives an extra swift action to use flash step and negates the weight change of increased or decreased gravity by one step per taking of this ability.

SUMMONING TYPE

"If I can't hold my sword and run, then I just won't hold it."
--Matsumoto Rangiku, 10th Division Lieutenant

Summoning-type zanpakutou change form into a powerful monster that attacks your foes at your command.

Summon:
Your zanpakutou takes the form of a medium or small-sized animal that you specify at the time this ability is taken. It gains all of the attacks and abilities of the animal whose form it takes. The amount of damage it does for its primary attack is equal to the amount of damage your zanpakutou does, and its other attacks retain their normal damage. Its total hit points are 1/5 of your current hit point dice at the time of the manifestation (rounded up), but make use of its own constitution modifier. Its ability scores are equal to the creature's normal ability scores. Summon is destroyed, it can simply be summoned again during your next action. A Summon may be dismissed as a free action. No ability score may be 1.5 times your own ability score at time of summon, if the base creature's ability score is greater, it is capped at the maximum.

Summon Swarm:
This ability counts as the Summon ability for purposes of taking other Summon-based abilities. It allows your zanpakutou to take on the form of a swarm instead of a singular creature.

Greater Summon:
Your zanpakutou may take on the form of a creature either 1 size larger or smaller than normal, gaining all benefits and penalties as normal. Alternately, it can become a magical beast, aberration, dragon, humanoid, construct, fey, outsider, giant, ooze, plant, undead or vermin. The form it takes is simply the base; it gains none of the special abilities or attacks. This ability may be taken multiple times; it allows larger sizes or different subtypes.

Increased Toughness:
This increases the hit dice total of your summon by one step each time it is taken. The first time makes it ¼ of your hit dice rounded down, the second time makes it 1/3, and the last time brings it to ½. This ability may be taken no more than 3 times.

Extra Attack:
This requires the Summon ability to take. Your zanpakutou gains another attack. This attack is considered to be a secondary attack, its damage is one step below the summon's primary attack (if the primary attack does 2d8 damage, it does 2d6 damage). This ability may be taken multiple times, each time it is taken it gives another attack. Every two extra attacks decrease the damage by another increment, so if the second and third attacks do 2d6 damage, the forth and fifth will do 1d10 damage, the sixth and seventh will do 1d8 damage, and so on. The second and third attacks gain the full strength bonus to damage, all attacks thereafter gain ½ strength bonus to damage. These attacks may be specified as any kind

Increased Mobility:
This requires the Summon ability to take. It increases the summon's base land speed by 10 feet and base flight speed by 20 (if applicable).

Burrowing:
This requires the Summon ability to take. It gives the summon the ability to burrow at ½ its base land speed.

Perfect Burrowing:
This requires the Summon and Burrowing ability to take. It allows the summon to burrow at its base land speed.

Flight:
This requires the Summon ability to take. Your summon gains the ability to take to the air gaining a fly speed of 60 feet with average maneuverability. You may take thisability multiple times, each time gives it an extra 10 feet of movement speed and increases its maneuverability by one step.

Retain Blade:
This requires the Summon ability to take. This allows you to retain a sealed version of your zanpakutou while your summon is manifest. You may attack with it as normal. If you have the Constant Release feat, you gain all of the benefits of the basic form of the zanpakutou but no others.

Improved Retain Blade:
This requires the Summon ability and the Retain Blade ability to take. It allows you to use all of your shikai abilities not directly related to your Summon while using the Retain Blade ability.

Empowered Summon:
This requires the Summon ability to take. This ability allows you to increase any of the ability scores of your summon by +4. This ability may be taken multiple times, its effects stack whenever necessary. This allows it to exceed the 1.5 ability score limit.

Focused Summon:
This requires the Summon ability to take. This ability allows you to increase any one of the ability scores of your summon by +4 or its natural armor by +2. This ability may be taken multiple times, its effects stack.

Magic Fang:
This requires the Summon ability to take. It allows you to increase the enchantment level of any one of the summon's attacks by +1. This can be taken multiple times, its abilities stack whenever necessary. The enhancement bonus of any of the summon's attacks cannot exceed the enhancement bonus of your zanpakutou.

Share Abilities:
This requires the Summon ability to take. It allows a summon to make use of any zanpakutou abilities you have that might be applicable, such as most Projectile-type abilities and most element-type abilities. If you have taken

Improved Retain Blade, you must decide when the summon manifests which shikai abilities it is using. Those abilities you may not use on your retained zanpakutou so long as the summon remains manifested.

Improved Ferocity:
Either your summon's BAB increases by one step, from untrained to non-favored to favored, or it gains a secondary attack with damage a size below its primary attack that adds its full strength to damage (secondary attacks suffer a -5 to attack). Either way, its primary melee Ability improves by +2. This ability may be taken multiple times. Each time it is taken, its BAB increases or it gains another secondary attack. Every two secondary attacks use one lower die size then the previous two, and every secondary attack after the second uses 1/2 the summon's strength. Each time it is taken, its primary melee Ability improves by +2.

Improved Reiatsu:
Your summon either gains use of your Zanpakutou abilities as though it was the wielder and its primary natural attack was the Zanpakutou or gains your Zanpakutou's enhancement bonus to all its natural attacks. When using Zanpakutou abilities with its primary natural attack, it cannot use secondary attacks.

Greater Reiatsu:
Your summon can use both of the abilites of Improved Reiatsu, and basic abilities such as Frost Blade or Ranged Form apply to all of its attacks. DM discretion applies as to what is a basic ability.

Improved Toughness:
Your summon's health improves by 1/5. It gains +1 natural armor and one good save. Its Constitution improves by +2. This ability may be taken multiple times, each time increasing all effects.

Improved Mobility:
This increases the summon’s base land speed by 30 feet, gives it a fly speed equal to its base land speed or gives it a burrow speed equal to 1/2 its base
speed. This ability may be taken multiple times and its effects stack.
Greater Mobility: This improves the summon's existing fly speed to twice its base land speed, improves its burrow speed to its land speed, or gives it a +1 dodge bonus to AC per 30 feet of land speed it possesses. This ability may be taken multiple times. Its effects do not stack.

Size Alteration:
Each time this ability is taken, your summon either increases or decreases one size category. Each increase adds +2 strength, -2 dex, -1 attack and AC, and 5 feet of reach. Each decrease reverses the process (although Small characters still
have 5 feet of reach). Natural weapon damage scales as appropriate. Summons cannot become
larger then Colossal or smaller then Fine.

TECHNOLOGICAL TYPE

Animate Objects
This ability functions exactly like the Animate Objects spell, but you can animate only one tiny or small object per round. The object affected needs to have movable points of it's own for this ability to work. This ability can be taken multiple times, each time allows you to animate objects of one size higher (small to medium, medium to large, etc.)

Repairing Attack:
This ability causes the strikes from your Zanpakuto to fix instead of break. When you strike an object with your Zanpakuto, you can choose to have the object suffer no damage, and instead be affected by the Mending spell. Alternatively, you can spend a full-round action that provokes an attack of opportunity to make the object be affected by the Make Whole spell. Any Kido, Shikai or Zanpakuto ability that heals damage can instead repair constructs (Repairing Attack now acts exactly like Healing Attack against Constructs).

Hamper Technology
You must target a technological device to use this ability. Roll 1d100, then add twice your level. If you get a roll of 80 or higher, the technological object is somehow negatively affected (The DM will choose what happens.) If you roll a natural 100, the object explodes, destroying it completely. If an object is too large, defended or complicated, instead of exploding, it just will be noticeably damaged.

Improved Hamper Technology
This ability requires Hamper Technology to take. When you use the Hamper Technology ability, you can choose for the object to explode on a roll of 100 or higher. The roll does not need to be a natural roll for this to work.

Affect Technology
This ability requires Hamper Technology to take. You can try to affect a Technological object to do something you want (Something as simple as recharging a battery, opening an electronically sealed door or something as complicated as bypassing a password on a terminal) You tell the DM what you want to do, and he will assign a number that you must pass for it to work. Roll 1d100 then add twice your level. If you roll a natural 1, the object horribly malfunctions, doing usually the exact opposite of what the character wanted. For example. the battery loses it's capacity, a locked door fuses to the wall, or a computer crashes and needs to be sent back to the company (provided that it's still covered by warranty).

Improved Affect Technology
This ability requires Affect Technology. When using Affect Technology, a natural roll does not destroy the device, but instead the device does nothing. In addition, the device is immune to additional Affect Technologies by your Zanpakuto.

Summon Golem
This ability requires animate objects to take. You create a Golem from the ether that does your bidding (Anything from doing laundry to attacking foes). You summon a construct of incredible power. The creature uses the physical stats, attack ranks, and defenses of the user of this ability +2. It has mental stats equal to one half the user's. The first time this ability is taken you gain a rank one construct. Each taking of this ability increases the rank by 1 culminating at Rank 6. This construct automatically starts Construct Traits detailed in 18. Ordering your Golem is a standard action. You may, at your whim, enter your Golem, as a move action, protecting yourself from damage while the golem is active. If the Golem is destroyed, you take any damage over the golem's hit points, and are thrust out of the golem to the ground. If your Golem is destroyed, you may not summon it again for 1d6+1 rounds. When you use this ability you lose your zanpakutou for the duration of the summoning, which is at the will of the user as long as the zanpakutou is released. Your Golem begins at Small size and gains one size category per rank. Modify it's stats accordingly. This cannot make your Golem beyond Colossal size. You cannot take the Summon type for the shikai abilities gained by your Golem.
RANK 1 The character summons a weak construct with: 75 Hit Points, 5 damage reduction, land speed of 30 feet, 2d6 damage in unarmed melee combat, and 2 Shikai Powers.
RANK 2 The character summons a average construct with: 150 Hit Points, 10 damage reduction, land speed of 40 feet, 4d6 damage in unarmed melee combat, and 4 Shikai Powers.
RANK 3 The character summons a strong construct with: 225 Hit Points, 15 damage reduction, land speed of 50 feet, 6d6 damage in unarmed melee combat, and 6 Shikai Powers.
RANK 4 The character summons a powerful construct with: 300 Hit Points, 20 damage reduction, land speed of 60 feet, 8d6 damage in unarmed melee combat, and 8 Shikai Powers.
RANK 5 The character summons a very powerful construct with: 375 Hit Points, 25 damage reduction, land speed of 70 feet, 10d6 damage in unarmed melee combat, and 10 Shikai Powers.
RANK 6 The character summons a extraordinarily powerful construct with: 450 Hit Points, 30 damage reduction, land speed of 80 feet, 12d6 damage in unarmed melee combat, and 12 Shikai Powers.
Special: All Shikai Powers must be chosen the same per rank adding new ones as new ranks are achieved. Once chosen, the abilities cannot be changed.

Improved Summon Golem
Your summoned golem gains an additional shikai power

Retain Blade:
This requires the Summon Golem ability to take. This allows you to retain a sealed version of your zanpakutou while your summon is manifest. You may attack with it as normal. If you have the Constant Release feat, you gain all of the benefits of the basic form of the zanpakutou but no others.

Improved Retain Blade:
This requires the Summon Golem ability and the Retain Blade ability to take. It allows you to use all of your shikai abilities not directly related to your Summon while using the Retain Blade ability.

TIME TYPE

Temporal Blade: Your Zanpakutou drains the time away from people it injures and gives that time to you to continue your fight. Whenever you strike an opponent with your Zanpakutou, you cause them to bleed 1d4 Hit Points per round. In response, you gain one half the bleed (Minimum 1) per round as fast healing. Fast Healing gained in this manner reduces at a rate of 1d4 every round. The maximum fast healing gained from this ability is 5

Greater Temporal Blade: The bleed damage dealt by your Zanpakutou increases by +1d4. Healing gained in this manner now reduces at a rate of 1d6 every 2 rounds. Must have Temporal Blade. The maximum fast healing gained from this ability is 10

Superior Temporal Blade: The bleed damage dealt by your Zanpakutou increases by +1d4, you now gain the entire bleed damage per turn as fast healing. Must have Greater Temporal Blade. The maximum fast healing gained from this ability is 15

Quicken Time: You're Zanpakutou speeds up your personal time, allowing you to move and react much faster than normal. As long as you are wielding, or are in posession of your Zanpakutou, you are effected with the Haste spell. Must have at least 3 other Time Type abilities.

Temporal Jump: You disappear from the timestream and may reappear at will up to your character level in rounds later, and you may move up to 10ft per character level.

Crack in Time: This requires 3 additional time abilities to take. Once per day, you may rewind time a number of rounds equal to your character level. You retain all information gained in those levels and may do things differently the second time. You may take this multiple times to gain additional uses per day.

Precognition: The future is your open book, as such, you gain a small amount of insight to your opponent's next move. You may add a +2 bonus to your Attacks, Damage, Saves or Skill Checks each round. You must choose each round at the beginning of your turn. You may take this ability multiple times, gaining a +2 bonus to another ability.

Greater Precognition: Increase the bonuses you can gain to +4 each. Must have Precognition.

Superior Precognition: Increase the bonuses you can gain to +6 each. Must have Greater Precognition.

Time Schism: Once per round you may assign a target within Close (25 ft. + 5 ft./2 levels) range. The target must make a will save with a DC (15 + Character Level + Constitution modifier) or be effected by the Slow Spell. Must have 2 Time Type Abilities.

Time Reaper: As Time Schism, but effects a 30 foot cone in front of you. Must have at least 3 Time Type abilities. Take this ability multiple times to extend the cone 10ft or raise the DC by 2.

Time Devour: As Time Schism, but effects all enemies in a 20 foot radius. You may choose this again to either add 2 to the DC or increase the area by 10ft. Must have Time Schism and 2 Time Type Abilities.

Temporal Reconcilliation: As a Free action you may cause your Zanpakutou to begin reversing the injuries on your body gaining Fast Healing 3. Each time you take this ability add 3 to your Fast Healing. This ability last one round per level. You cannot use this ability again for 1d6 rounds.

Temporal Vision: As a standard action, you may look through time to gain the effects of the Foresight spell either on you or an ally. Take this multiple times to increase the number of targets by 1 each time (IE The first time you can only target one person, the second time, two... etc). You must have 4 Time Abilities before you can take this.

Time's Shadow: As a move action you may summon a duplicate from an alternate past to aid you in combat. To do this, you take a -1 on all level dependant numerical values per 1.5 level of the duplicate. (IE If you took a -6 to all level dependant numerical valuse, your duplicate would have 9 levels). Your Duplicate can never exceed your current virtual level (Character level - Penalties taken). You may take this ability multiple times to add a cumulative .5 to the multiplier (IE Taken twice, this would give you 2x penalty to level ratio, taken 3 it would be 2.5x penalty to level ratio, 4 times it would be 3 times penalty to level ratio). The duplicate lasts till the end of the encounter.

WATER TYPE

"But Kyouka Suigetsu is a flower water-type Zanpakuto that uses diffused reflection in mist and flowing water to confuse enemies and create war between comrades... isn't that what you told me, Captain Aizen?"
--Kotetsu Isane, 4th Division Lieutenant

Water-Type zanpakutou have several abilities. Some use the power of mirage and deceit to confuse their foes, while others utilize the untamed fury of water to devastate their enemies.

Water Walk:
This ability functions identically to the 3rd level Cleric spell, except it allows you to choose whether or not you immediately move towards the surface while submerged. If you choose to remain underwater, you may walk through the water as if you were walking on land, and may step through the water as if under the affect of the Air Walk spell and walking through air. This does not allow you to breath underwater if you cannot already do so. This effect is constantly active, and lasts until you reseal your zanpakutou.

Bestow Water Walk:
This allows you to bestow Water Walk on your allies. Bestowing Water Walk is a Standard Action that does not provoke an attack of opportunity, and it lasts for 1 round/character level.

Swift Bestow Water Walk:
This requires Bestow Water Walk to take. It allows you to Bestow Water
Breathing as a swift action.

Create Water:
This ability functions identically to the 0-level Cleric spell, but it instead allows you to create 5 cubic feet of water (approximately 24 gallons) as a standard action. You may take this ability multiple times;
each time increases the amount of water you can create by 5 cubic feet.

Swift Create Water:
This requires Create Water to take. It allows you to use the Create Water ability as a
Swift Action.

Control Water:
This functions identically to the 4th level Druid spell, except that it affects a 100 ft. by 100 ft. area. You may take this ability multiple times; each time increases the affected area by 50 feet. It takes a
standard action to manifest this ability.

Animate Water:
This requires Control Water to take. It allows you to attack with water in the area. If there is at least 5 cubic feet of water, you can attack with it. The target takes 2d6 damage unless succeed a reflex save (DC 10+1/2 character level+dexterity modifier), in which case they take ½ damage. This ability allows you to attack 1 square per 5 cubic feet of water, to a maximum of 4 squares. You may take this ability multiple times, each time allows you to make use of 2 additional cubic feet of water. Also, when using this ability, you may combine the water used into one attack for an additional 2d6 damage. If this function is used, however many cubic feet of water you combine cannot be used to attack other squares. You cannot combine more than ½ the total number of squares you may normally attack in this fashion.

Stream:
This requires Control Water to take. It allows you to create a pressurized stream that stems from your zanpakutou. The stream is considered to be a bull rush attack against an opponent, but uses ½ your character level in place your strength bonus. Also, you do not have to move, the Stream attacks in a 90 ft. line and bulrushes anybody in its path. This can be used to bullrush through walls. You may take this ability multiple
times, each time gives you 15 extra feet or +2 to the bull rush check.

Whirlpool:
This requires Control Water and two other abilities to take. It allows you to create a whirlpool around yourself, but aside from its difference in form functions identically to the 8th level spell Whirlwind. A whirlpool is created as a Standard Action. You may take this multiple times, each time allows it to effect creatures one size category larger or increases the initial damage by 2d6 and the damage taken while suspended by 1d8.

Crushing Wave:
This allows you to use water to crush your target. As a move-equivalent action, you can sheathe your zanpakutou in water, giving it an additional 2d4 damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Crushing Wave:
This requires Crushing Wave to take. It grants an additional 2d4 damage when manifesting Crushing Wave, for a total of 4d4.

Superior Crushing Wave:
This requires Crushing Wave and Greater Crushing Wave to take. It grants an additional 2d4 damage when manifesting Greater Crushing Wave, for a total of 6d4.

Swift Crushing Wave:
This requires Crushing Wave to take. It allows you to manifest your Crushing Wave as a Swift Action.

Mirage:
This ability functions exactly like the 1st level spell Silent Image, except that it can create a single image of up to 50 foot by 50 foot space. It is manifested as a standard action. You may take this ability multiple times, each time allows you to increase the range by 50 feet and make one additional image or allows you to add the ability to give the illusions sound, smell, thermal illusion, tactile sense, the ability to move the images around, or to gain +2 to the save

DC to disbelieve. Targets gain a will save to disbelieve (DC 10+character level+wisdom modifier) as they interact with the illusions. Each added sense gives you +1 to the DC. Directing an image requires concentration.

Improved Mirage:
This ability adds minor sounds but not recognizable speech, adding +2 to the Will save DC to disbelieve.

Greater Mirage:
This ability adds sound, smell, and heat details, adding +2 to the Will save DC to disbelieve.

Superior Mirage:
This ability allow the images to mimic you, separating to individual squares but otherwise realistically copying your actions. Observers cannot be sure which is you; as part of this effect you may make a single five-foot step before the illusions appear. Creating mirror images this way is a full-round action.

Perfect Mirage: This ability allows you to set programmed scripts for your illusions of reasonable complexity (five rounds worth of actions per point of your Intelligence modifier), including your mirror images, adding +2 to the Will save to disbelieve.

Enhanced Mirage: This requires the Mirage ability to take. It allows you to direct an additional image while concentrating. You may take this ability multiple times, each
time allows you to direct an additional image and adds +2 to the save DC against Mirage.

Deadly Mirage: This requires the Mirage ability and two other water abilities to take. It allows the illusions created by Mirage to become partially real, dealing damage to the target who believes. A target that fails to disbelieve takes 2d6 damage from any attack launched by a Mirage. This ability may be taken multiple times; each time either gives an additional 2d6 to damage or allows you to attack with one other Mirage at a
time. Each time this ability is taken, the Mirage becomes more real, starting at 10% and gaining an additional 10% whenever the ability is taken again. The Mirages cannot become more than 80% real. Mirages disbelieved only do a percentage of damage equal to how real they are.

Blending Waves: This requires the Mirage ability to take. It allows you to conceal yourself in illusions, making yourself appear invisible as a standard action. This invisibility is cancelled the moment you attack, or after a number of rounds equal to your level, whichever happens first. This ability may be taken multiple times. Each time increases the amount of times you may attack before your invisibility is broken by 1,
and increases the level of invisibility, making it harder for things like the True Sight ability to penetrate.

Undersea Knight: This ability allows you to breathe water as easily as air. You also gain a swim speed equal to your land speed. This ability can be taken multiple times; each time increases your swim speed multiplier by 1.

Improved Undersea Knight: You may choose to walk through water as though walking on land, including over its surface. You may also move through water up and down as though
on a solid ramp of any degree you wish; Balance checks may be necessary if you need to move steeply without swimming.

Bestow Undersea Knighthood: This allows you to bestow your Undersea Knight ability on your allies. Bestowing it is a Standard Action that does not provoke an attack of opportunity, and it lasts until you reseal your zanpakutou.

Swift Bestow Undersea Knighthood: This requires Bestow Undersea Knighthood to take. It allows you to use the Bestow Undersea Knighthood ability as a swift action.

Vortex:
This ability requires Control water. It allows you to use a standard action to grapple a target within 60 feet with water, using a 5-foot cube of water per square they take up. The Grapple check is your level plus your Dex modifier. In order to maintain the grapple, you must make a concentration check.

Constricting Vortex:
This ability requires Vortex. It makes a target take your base Zanpakuto damage per round, modified by your Dex bonus, along with your Zanpakuto enhancement bonus.

WEAPON TYPE

"This is what I meant by 'don't misjudge.' My Houzukimaru ain't just a spear."
--Madarame Ikkaku, 11th Division 3rd seat

Weapon-type zanpakutou acquire abilities based around combat and combat prowess. They include changing a weapon's type, making the weapon's range greater, making critical blows more devastating or more frequent, and so on and so forth.

Change Form:
The most common of weapon abilities, this physically changes a weapon into another form with special abilities. For example, it might take the form of a double-weapon, a reach weapon, two weapons, a lance, a spiked chain, etc. This gives it all of the properties of 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. This ability may be taken multiple times, each time gives it the form of a different weapon. Switching between forms (or back to a standard zanpakutou form) is a swift action that does not provoke an
attack of opportunity.

Increased Reach:
This improves the reach of a weapon by 5 feet. You still threaten the area adjacent to you when you take this ability.

Increased Critical:
This either increases the critical hit threat range by one (to a maximum of 18-20) or increases the critical hit multiplier by one (to a maximum of x4). You cannot increase both range and multiplier, only one may be increased for each weapon.

Combat Maneuver:
This grants the weapon the ability to either Trip or Disarm a target.

Advanced Combat Maneuver:
This requires either Combat Maneuver or two other weapon abilities to take. It allows you to either gain the benefit of the Improved Trip, Improved Disarm, Improved Sunder, Improved Feint, or Whirlwind Attack feat, or it allows you to initiate a grapple or bullrush an opponent with the weapon itself (the weapon's reach is used to determine the range to initiate this action). This ability may be taken multiple times, each time
either gives you the benefit of a different feat or gives you +2 to all checks to a given ability (Trip, Disarm, Sunder, or Feint).

Increased Damage:
This increases the damage of your zanpakutou by one step

Weapon of Heaven: Your Zanpakutou's enhancement bonus increases by +1. You can take this ability more than once, it's effects stack.

Improved Weapon of Heaven: This requires Weapon of Heaven. Your Zanpakutou gains a weapon ability rated at +1. If you have at least two other Weapon abilities, you can choose an ability rated at +2. This ability can be taken multiple times.

Greater Weapon of Heaven: This requires Weapon of Heaven and your Zanpakutou to have an actual enhancement bonus of +3 or higher. It gains a weapon ability rated at +3 or +4. This ability may be taken multiple times.

Superior Weapon of Heaven: This requires Weapon of Heaven your Zanpakutou to be rated at +5 (actual). You gain a single weapon ability rated at +5 enhancement bonus.

Godslayer's Edge: This requires Weapon of Heaven, your Zanpakutou's actual enhancement bonus to be +5, and at least four other Weapon abilities. Each time you take this ability, your Zanpakutou's enhancement bonus increases by +1. This ability may be taken multiple times.

Armor of the Gods: This causes your weapon to encase you in a suit of armor equivalent to any of the standard armor types. The armor is treated like the basic version of its type for all intents and purposes, and you gain the benefit of all of the bonuses and penalties for wearing the armor. This can also cause the materialization of a shield, but the same rules will apply. You may still fight with your zanpakutou while using this ability.

Improved Armor of the Gods: This requires the Armor of the Gods weapon ability. It lets you designate either your armor or a shield (if present) and increase its enhancement bonus by +1 for every time this ability is taken. Alternatively, you can gain an armor ability not equivalent to an existing zanpakutou ability with an effective bonus of +1 or
+2, assuming your Armor of the Gods is already at least +1. Your enhancement bonus for Armor of the Gods may not exceed twice your actual enhancement bonus.

WIND TYPE

"The Flower God's cries, disheveled in the wind of flowers. Disheveled in Heaven's Winds, the Heavenly Demon laughs. Katen Kyoukotsu!"
--Kyouraku Shunsui, 8th Division Captain

Wind-type zanpakutou utilize and control the winds to attack their enemies and protect themselves.

Wind Blade:
This changes the form of your zanpakutou, into a blade of pure force, causing it to deal force damage. This may still be used in conjunction with Hurricane Blade. Your zanpakutou's damage decreases by one step with this ability.

Wind Form:
This changes the form of one of the zanpakutou's attacks, changing it to pure force. For example, Projectile-based Zanpakutou will now do force damage, whereas Summon-based Zanpakutou will gain the Force subtype and do force damage. Hurricane Blade may still be used in conjunction with Wind Form. Your zanpakutou's damage decreases by one step when using this ability.

Hurricane Blade:
This allows you to charge your zanpakutou with rippling force. As a move-equivalent action, you can charge your zanpakutou with force, giving it an additional 2d4 force damage. This effect lasts until you release your hold on your zanpakutou or reseal it.

Greater Hurricane Blade:
This requires Hurricane Blade to take. It grants an additional 2d4 force damage when manifesting Hurricane Blade, for a total of 4d4.

Superior Hurricane Blade:
This requires Hurricane Blade and Greater Hurricane Blade to take. It grants an
additional 2d4 force damage when manifesting Greater Hurricane Blade, for a total of 6d4.

Swift Hurricane Blade:
This requires Hurricane Blade to take. It allows you to manifest your Hurricane Blade as a Swift Action.

Control Wind:
This allows you to control the wind around you as a standard action in a 40 ft. by 40 ft. radius cylinder for ten minutes. It may be taken multiple times, each time either gives increases the range by 10 feet in both directions, allows you to increase or decrease the wind by one speed increment (to a maximum increase or decrease of the amount of times
this particular ability is taken. For example, if there are currently strong winds and you've invested two abilities into that particular ability, you can increase the speed by one increment per standard action, to a maximum of two increments, in this case a windstorm). Taking the ability also allows you to select one of the four wind patterns that you can mould the wind into, downdraft, updraft, rotation and blast. This ability remains active for as long as your zanpakutou is released.

Gust of Wind:
As a standard action, you may create a strong gust of wind as per the 2nd level spell. This ability may be taken multiple times, each time either increases the range by 10 feet or increases the size limitations (treat Large creatures as medium for the effects of the wind). If the ability is used in such a way, the smallest increment (creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per
10 feet) has both die rolls increased by one step. In this case, the increase goes to 1d6 and the step above has the 1d4 effect. Subsequent uses of the ability in this manner continue to increase the damage
die steps in the same pattern.

Whispering Wind:
As a standard action, this ability duplicates the effects of the 2nd level spell. It can be taken multiple times, each time either doubles the amount of words allowed, increases the radius spread by 5 feet, or increases the range by an extra mile. Base range is determined by your character level (1 mile per character level).

Air Walk:
As a standard action, this ability duplicates the effect of the 4th level spell for as long as your zanpakutou is released, targeting yourself. It can be taken multiple times, each time allows you to resist the effects of wind one increment stronger than normal or to grant the ability to one extra person each time the ability is taken in such a manner. If it ends while you are still in the air you begin falling immediately.

Wind Wall:
Upon releasing your zanpakutou, this creates a wall of wind around you that can deflect breath, projectile, or otherwise air-based attacks away from you. You may take this ability multiple times, each time gives you a stacking 20% chance to deflect any such attack (this applies to projectiles, arrows, thrown weapons, and breath attacks equally). You may raise the deflection percentage beyond 100%.

Wind Walk:This requires two wind abilities to take. It allows you to assume a cloudlike vapor form as per the Wind Walk spell as a Standard Action. Its effect lasts as long as your shikai is released, and if it ends while you
are still in the air you begin falling immediately. You may take this ability multiple times; each time allows you to bestow it upon one extra person.
Gaseous Form:
This allows you to assume a Gaseous Form as a standard action for as long as your shikai is released. It otherwise functions identically to the 3rd level spell. You may take this ability multiple times, each time gives you an additional 5 feet of fly speed.

Whirlwind:
This requires three wind abilities to take. It allows you to

create a Whirlwind as per the 8th level spell as a Standard Action. You may take this multiple times, each time allows it to effect creatures one size
category larger or increases the initial damage by 2d6 and the damage taken while suspended by 1d8.

BANKAI

"Someone like you is a thousand years too early to be killed by my Bankai."
--Kuchiki Byakuya, 6th Division Captain

There are two major parts of Bankai, the base and the Bankai abilities. To craft a Bankai base, count the number of shikai abilities you possess. Then, select one additional type (Summoning is the most common choice for this type. This applies even to those who have taken the Specialized Zanpakutou feat). Then, double the amount of shikai abilities you naturally possess (while you still gain the benefit from them in bankai, shikai abilities attained through feats are not doubled) and use them to construct your bankai. This can create a similar, improved version of your shikai or it can manifest completely differently at your prerogative. Also, the ability cap is lessened; you can take the same ability up to ½ your level, rounded down. The second aspect is the Bankai abilities. Bankai Abilities will provide modifiers and additional abilities beyond the scope of the basic Shikai. Most Bankai abilities are un-typed and represent powerful attacks you can use while unleashing your bankai. In the case of scaling Bankai abilities, you may not take the same bankai ability for the same function more than 1/5 your level, rounded down no matter your race.

Finally, while in Bankai, your hp total and current hp doubles.

Unless it states otherwise a bankai ability gained through any means can only be applied to your bankai (or murikai if you have one)

BANKAI ABILITIES

Tempo:
Every turn, you gain +2 to damage, which stacks with itself, to a maximum of +20. This lasts for the duration of your bankai. You may take this ability multiple times, each time increases the maximum by an additional
+20.

Furious Blade:
Once per encounter, as a full-round action, you may make two full- attack actions. Each full round attack action resolves separately, and all affects bound to one full-round attack action end after that action. You may take this ability multiple times; each time gives you another use of Furious Blade.

Pounce:
You may make a full-attack action on a charge.

Violent Whirlwind:
As part of a Whirlwind attack action, you may make a full attack against every target within range of the Whirlwind attack. This cannot differentiate between friend and foe, if using this ability you must attack everyone within range.

Vital Pierce:
Once per encounter as a standard action, make a single attack against a target and roll
1d20. If the roll is 1-7, the target takes an additional 2d6 dexterity damage and must succeed a fortitude save (DC 10+1/2 character level+constitution modifier+number of Bankai abilities possessed) or have their movement speed reduced to 0 for 1 minute. A result of 8-14 deals 2d6 strength damage and forces the target to succeed a fortitude save or take a -6 penalty on attack rolls and concentration checks for 1 minute. A roll of 15-20 does 2d6 strength and constitution damage, and forces the target to make a fortitude save or take an additional 2d6 points of constitution damage. In addition, you gain an additional 10d6 damage on the attack. You may take this ability multiple times, each time gives you an additional use of the ability per encounter.

Arcing Projectiles:
As part of a standard action to use a reflex save-based projectile ability, you may use that ability an extra time, reducing the damage on each attack by 1d6. This ability may be taken multiple times, each time reduces the damage of all attacks made in this manner by an additional 1d6 and gives an additional attack.

Negate Defenses:
Any attack made by your bankai negates any ability that allows it to evade more damage than normal on an appropriate saving throw (i.e. Evasion or Mettle). This ability may be taken multiple times, each time allows you to prevent a progressive step (i.e. Improved Evasion or Improved Mettle, Improved Evasion or Improved Mettle and one Steady Defense bankai ability, etc.)

Steady Defense:
This ability allows you to treat any one saving throw per round as 10, even after the roll has been made. This ability may be taken multiple times, each time allows you to take 10 one additional time per round. Alternately, this ability can prevent the “Negate Defenses” ability at a 1:1 ratio. You must decide which of these the ability applies to when the ability is taken, it cannot be changed.

Steady Offense:
This ability allows you to treat any one attack roll per round as a result of 10, even if the roll has already been made. This ability may be taken multiple times, each time allows you to take 10 one additional time per round.

Spell Resistance:
Gain an SR of 10+character level. This ability may be taken multiple times, each time gives you an additional +5 SR.

Mystic Regeneration:
Your zanpakutou regenerates 2 spell point a round. You

may take this ability multiple times; each time gives you an additional 2 Spell Points a round.

Kido Enhance:
Once per encounter, you may apply any one metamagic feat you possess to a kido you cast without paying any additional spell points. In the case of Heighten Spell, all spells are immediately Heightened to the highest level you can cast. This ability may be taken multiple times, each time gives you another use per encounter.

Extra Action:
This ability allows you to make an extra swift action every turn.

Ranged Maneuver:
You can use a special maneuver such as Bull-Rush, Grapple, Trip or Disarm at range, such as with a Projectile or Kidou attack. Attacks that do not linger in the air cannot continue a grapple. Use your modifiers when determining the opposed roll, but you do not suffer any penalty for losing. The damage of the attack is still dealt in addition to making the special attack. When grappling, the Ranged Maneuver will, on a successful pin, do automatic damage each turn it keeps the target pinned.

Bankai Restoration:
This bankai ability only applies for bankai that function off elements or other outside
sources (such as blood). With an abundant amount of the resource available you may, as a full-round action that provokes an attack of opportunity, restore the amount of rounds you may keep your Bankai active to full. The counter begins again on your next turn. There must be at least twice your mass in whatever material the bankai functions from in order to restore it (thus, a water or ice-based zanpakutou requires twice your weight and mass in water or ice in order to restore itself).

Enhanced Bankai Shape:
Gain two Shikai abilities that can be applied only to bankai.

Strengthening Healing:
If your healing kidou or zanpakutou effect would increase a target's hit points beyond their maximum, they gain temporary hit points equal to ½ the amount the healing exceeds their hit point total by, to a maximum of twice the number of hit points they possess and last for 10 minutes/level.

Enhanced Healing:
All cure spells you cast while in bankai have their dice rolls maximized.

Expert Strike
Benefit: Each round you fight an opponent you better study their style and learn to defeat it. Each round after the first you gain a cumulative +1 bonus to attack rolls up to a maximum of +10

Fire Baptism
Benefit: Each round you fight an opponent you better study their style and learn to defeat it. Each round after the first you gain a cumulative +1 bonus to your defense rolls up to a maximum of +10

Dash and Slash
Benefit: Once per encounter when your within your movement range of your opponent you may as a full-round action make a bluff check against your opponent; if you succeed you move behind them and make a melee attack against them catching them flatfooted (regardless of weather they normally can be flatfooted) dealing +4d6 damage and the amount your bluff beat their sense motive.

Master Shots

Master Shots: Quincy are proficient with their bows to the point where they can make shots that are absolutely impossible for a normal archer. Once you gain your third attack, and every 3 levels after, you may select any one of these Master Shot abilities.

Seeker Arrow: This Quincy has learned how to lock their shot onto a target's reiatsu, or spiritual fingerprint. They may make a singular attack as a full round action with their bow at their highest base attack bonus. The arrow is fired at a target known to them within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). To use this ability requires the Quincy to pay 5 spell points.

Cascade of Arrows: The Quincy has learned how to generate a multitude of arrows on their bow, and fire them all at various targets at once. As a full round action, a Quincy may fire an arrow at each and every target within range, to a maximum of one target for every Quincy level they have. Each attack uses the Quincy's primary attack bonus, and each enemy may only be targeted by a single arrow. If the Quincy is using a Web Bow, each foe in range is targeted by two attacks at the primary attack bonus –5. Using Cascade of Arrows costs 10 Spell points.

Piercing Arrow: The Quincy can fire their arrow straight through an opponent and into the creatures behind it. They select a line of effect equal in length to their range, and then make a single attack at their highest base attack bonus. This is compared to the Acs of all individuals within range, and all that it would hit take damage equal to the Quincy's normal bow damage plus any relevant modifiers. If an individual takes up multiple squares within the Line of Effect, then they are rolled as only one individual, and if they are hit, are hit by a number of attacks equal to the number of squares they occupy within the Line of Effect. Using Piercing Arrow costs 10 Spell points.

Anticipatory Shot: The Quincy follows the spiritual signatures of others, catching them off guard after they come out of a teleportation-like maneuver. Whenever an opponent uses Shunpo, Hirenkyaku, or any similar ability, if it ends their move within this character's bow's range, this character may make an attack of opportunity on them by paying 5 Spell points. You my not exceed your normal number of attacks of opportunity in this way.

Soul Shot: The Quincy targets the source of the target's power, instead of wounding their body directly. By paying 5 Spell points, they may have their attack deal damage to the target's Spell Points instead of their HP.

Shoot Away: The Quincy can knock away attacks targeting their teammates using their bow. When an ally of theirs takes damage from an attack within their bow range, the Quincy may choose to pay a number of Spell points equal to the one tenth the damage dealt to negate that damage. This ability may be used to protect themselves. Doing such is treated as making an attack of opportunity, although it is not attacking a foe, and may only be done a number of times up to the number of times that the Quincy may normally make attacks of opportunity.

Stepping Shot: The Quincy uses Flash Step after an attack to evade retaliation. As a standard action, by paying 1 spell point, they may make a single attack at their highest base attack bonus and then use Flash Step as normal, even if they had already used Flash Step during that turn.

Knockdown Shot: The Quincy can take a foe off their feet using their arrows. As a full round action, by paying, 5 Spell Points, the Quincy may make single attack at their highest base attack bonus. If the attack hits, the target is knocked Prone. If the target is smaller than Medium, decrease the cost in Spell Points by 1 per level. (Small would cost 4, etc.) If the target is larger than medium, increase the cost by 3 per level (8 for Large, etc.)

Pushing Shot: The Quincy may use their shot to shove a foe away instead of harming them. As a full round action, by paying 5 Spell points, they may make a single attack at their highest base attack bonus. If the attack hits, it deals no damage, but damage is still rolled. Move the target away from the Quincy until the reach the limit of the Quincy's range. This does incur attacks of opportunity, and an attack of opportunity that hits ends this movement. Every 10 ft., they are entitled to make a strength check (DC=10+the damage the attack would have

dealt) to stop moving.

Disintegrating Shot: This Quincy may loose some spirit particles from a target with this attack. By reducing the damage on all attacks made during a turn to 0, declared at the start of their turn, they add the result of that d6 once per each hitting attack to their spell point pool, even if it is above their normal. A quincy can hold only 1.5 x their normal maximum spell point total, anything above this bleeds off. This may be used only once per encounter.

Burst Shot: The Quincy causes a small explosion in an area far from him. Choose a square within range of your bow. You may fire an arrow to that square making an attack roll (DC 10) versus the square in question. If you hit, you cause an explosion of Force energy to everything within five feet per 3 character levels of the quincy. This explosion of Force energy deals damage as your normal for your Quincy Bow.

High Arcing Projectile: To deal more damage a Quincy can choose to release an arrow and delay it's descent. You fire an arrow into the air, choosing between 1 and 4 rounds to which the arrow stays aloft. For each round it stays aloft, the arrow's damage moves up one dice size (d6 becomes d8, d8 becomes d10, d10 becomes d12, d12 becomes d20) and gains a +2 bonus to hit.

Running Shot: The Quincy can gain a bonus to defense while gaining a bonus to hit and damage on their shot. For every 10 feet the Quincy moves during a round, they gain a +2 bonus to defense rolls, attack rolls and defense rolls. Flash Stepping doesn't count for this effect, but the run action does. While using this master shot you may use the run action and fire off one shot.

Distracting Shot: A mind affecting effect, the Quincy can attempt to distract a kido wielder and make them lose their spell. If the attack hits, the spell caster must make a fortitude saving throw or lose the kido they were casting and the spell points they were using.

Spell Shot
The quincy can charge his arrow with the power of a spell with the range of touch, and deliver it with a ranged attack. This shot requires the spell points needed to cast the spell +5 to be spent.

Doll Powers

When you gain a Doll, they act as an Astral Construct of level 1. Every two levels, the astral construct gains a new level and gains another choice from a Menu. Levels 1, 2 and 3 gain menu choices from Menu A at each level. Levels 4, 5 and 6 use either Menu B, or gain 2 choices from Menu A at each level. At Levels 7 and 8, they gain a choice from either Menu C, 2 Choices from Menu B, or 4 choices from Menu A. 9th level doubles 7th and 8th.

Menu A

A Bounto creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

Buff (Ex)
The astral construct gains an extra 5 hit points.

Celerity (Ex)
The astral construct's land speed is increased by 10 feet.

Cleave (Ex)
The astral construct gains the Cleave feat.

Deflection (Ex)
The astral construct gains a +1 deflection bonus to Defense Rolls.

Fly (Ex)
The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex)
The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex)
The astral construct gains the Improved Natural Attack feat.

Mobility (Ex)
The astral construct gains the Mobility feat.

Power Attack (Ex)
The astral construct gains the Power Attack feat.

Resistance (Ex)
Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex)
The astral construct is streamlined and sharklike, and gains a swim speed of 30 feet.

Trip (Ex)
If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Dodge (Ex)
The astral construct gains the dodge feat

Improved Grapple (Ex)
The astral construct gains the Improved Grapple feat

Burrow (Ex)
The Astral construct gains a burrow speed of 15ft

Persistance (Ex)
The astral construct gains the Diehard feat

Menu B

Energy Touch (Ex)
The astral construct deals an extra 1d6 points of damage of an energy type you choose (fire, cold, acid, or electricity) when you manifest the construct.

Extra Attack
If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier × 1½. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex)
The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Deflection (Ex)
The astral construct gains a +4 deflection bonus to Defense Rolls.

Improved Buff (Ex)
The astral construct gains an extra 15 hit points.

Improved Critical (Ex)
The astral construct gains the Improved Critical feat with its slam attacks.

Improved Damage Reduction (Ex)
The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

Improved Fly (Ex)
The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex)
To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

Improved Swim
The astral construct is streamlined and sharklike, and gains a swim speed of 60 feet.

Muscle (Ex)
The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex)
If the astral construct hits with a melee attack, the target must make an initial Fortitude save (DC 10 + ½ astral construct's HD + astral construct's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Pounce (Ex)
If the astral construct charges a foe, it can make a full attack.

Smite (Su)
Once per day the astral construct can make one attack that deals extra damage equal to its Hit Dice.

Trample (Ex)
As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + ½ astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a -4 penalty.

Agile Reposte (Ex)
The astral construct gains the Agile Reposte feat

Improved Burrow (Ex)
The Astral Construct gains a burrow speed of 30ft

Tough (Ex)
The astral construct gains +4 Constitution

Fast (Ex)
The astral construct gains +4 to Dexterity

Menu C

Blindsight (Ex)
The astral construct has blindsight out to 60 feet.

Concussion (Ps)
The astral construct can manifest concussion blast (manifester level 7th) as a free action once per round.

Constrict (Ex)
The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Dimension Slide (Ps)
The astral construct can manifest dimension slide (manifester level equal to Hit Dice) as a move action once per round.

Energy Bolt (Ps)
The astral construct can manifest energy bolt (manifester level 8th) as a standard action once per round. The creator sets the energy type that the astral construct can manifest when he creates it.

Extra Buff (Ex)
The astral construct gains an extra 30 hit points.

Extreme Damage Reduction (Ex)
The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.

Extreme Deflection (Ex)
The astral construct gains a +8 deflection bonus to Defense Rolls.

Natural Invisibility (Su)
The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the invisibility purge spell.

Power Resistance (Ex)
The astral construct gains power resistance equal to 10 + its Hit Dice.

Rend (Ex)
The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1½ times its Str modifier.

Spring Attack (Ex)
The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex)
The astral construct gains the Whirlwind Attack feat.

Swallow Whole (Ex)
The astral construct can swallow an opponent it successfully grabs that is one size category smaller than itself or smaller.

Size Increase
The astral construct grows a size category gaining +8 strength, -2 Dexterity and +4 Constitution. It's attacks move up 1 dice size, and it's AC and Attack rolls are reduced by 1. It gains +1 Natural Armor.

Spell-Like Ability (Sp)
The astral construct gains a spell like ability that is usable once per day. The ability's level cannot be above the Construct's.

Doll Chart

	1st-Level Doll	2nd-Level Doll	3rd-Level Doll
Size/Type:	Small Construct	Medium Construct	Medium Construct
Hit Dice:	5 + 25 (30 hp)	10 + 25 (35hp)	15 + 25 (40hp)
Initiative:	-+4	-+4	-+5
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	+7 (+4 Skill, +2 Dex, +1 size), touch +5, flat-footed +10	+7 (+5 Skill, +2 Dex), touch +5, flat-footed 12	+8 (+6 Skill, +2 Dex), touch +5, flat-footed +14
Base Attack/Grapple:	+4/ 0	+5/+8	+6/+11
Attack:	Slam +6 melee (1d4+3)	Slam +7 melee (1d6+4)	Slam +8 melee (1d6+7)
Full Attack:	Slam +6 melee (1d4+3)	Slam +7 melee (1d6+4)	Slam +8 melee (1d6+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—	—
Special Qualities:	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision, DR 1/-	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision DR 2/-	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision, DR 3/-
Saves:	Fort +0, Ref +2, Will +0	Fort +0, Ref +2, Will +0	Fort +1, Ref +3, Will +1
Abilities:	Str 15, Dex 15, Con 10, Int 10, Wis 11, Cha 10	Str 17, Dex 15, Con 10, Int 10, Wis 11, Cha 12	Str 21, Dex 15, Con 10, Int 10, Wis 11, Cha 14
Skills:	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense
Feats:	5 Feats	6 Feats	8 Feats
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	4th-Level Astral Doll	5th-Level Doll	6th-Level Doll
Size/Type:	Medium Construct	Large Construct	Large Construct
Hit Dice:	25 + 25 (50hp)	35 + 25 (60hp)	50 + 25 (75hp)
Initiative:	-+6	-+7	-+7
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	+10 (+8 skill, +2 Dex), touch +6, flat-footed +18	+10 (+10 Skill, +1 Dex, -1 size), touch +5, flat-footed +22	+13 (+13 Skill, +1 Dex, -1 size), touch +6, flat-footed +27
Base Attack/Grapple:	+8/+15	+10/+23	+13/+25
Attack:	Slam +10 melee (2d6+10)	Slam +13 melee (2d8+9)	Slam +16 melee (3d8+11)
Full Attack:	Slam +10 melee (2d6+10)	2 slams +13 melee (2d8+9)	2 slams +16 melee (3d8+11)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	One ability from Menu B, construct traits, darkvision 60 ft., low-light vision, DR 5/-	One ability from Menu B, construct traits, DR 7/-, darkvision 60 ft., low-light vision	One ability from Menu B, construct traits, DR 10/-, darkvision 60 ft., low-light vision
Saves:	Fort +1, Ref +3, Will +1	Fort +2, Ref +3, Will +2	Fort +3, Ref +4, Will +3
Abilities:	Str 25, Dex 15, Con 10, Int 10, Wis 11, Cha 16	Str 29, Dex 13, Con 10, Int 10, Wis 11, Cha 18	Str 33, Dex 13, Con 10, Int 10, Wis 11, Cha 20
Skills:	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense
Feats:	10 Feats	13 Feats	17 Feats
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	7th-Level Doll	8th-Level Doll	9th-Level Doll
Size/Type:	Large Construct	Large Construct	Huge Construct
Hit Dice:	65 + 25 (90hp)	80 + 25 (105hp)	95 + 25 (120hp)
Initiative:	+1	+1	+0
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	50 ft. (10 squares)
Armor Class:	+16 (+16 Skill, +1 Dex, -1 size), touch +8, flat-footed +32	+19 (+19 Skill, +1 Dex, -1 size), touch +9, flat-footed +37	+20 (+22 Skill, -2 size), touch +9, flat-footed +45
Base Attack/Grapple:	+16/+32	+19/+37	+22/+42
Attack:	Slam +19 melee (4d8+12)	Slam +22 melee (4d8+14)	Slam +24 melee (4d10+16)
Full Attack:	2 slams +19 melee (4d8+12)	2 slams +22 melee (4d8+14)	2 slams +24 melee (4d10+16)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	—	—	—
Special Qualities:	One ability from Menu C, construct traits, DR 13/-, darkvision 60 ft., low-light vision	One ability from Menu C, construct traits, DR 16/-, darkvision 60 ft., low-light vision	Two abilities from Menu C, construct traits, DR 19/-, darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +5, Will +4	Fort +5, Ref +6, Will +5	Fort +6, Ref +6, Will +6
Abilities:	Str 35, Dex 13, Con 10, Int 10, Wis 11, Cha 22	Str 39, Dex 13, Con 10, Int 10, Wis 11, Cha 24	Str 43, Dex 11, Con 10, Int 10, Wis 11, Cha 26
Skills:	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense	Unarmed Strike, Fortitude, Defense
Feats:	21 Feats	25 Feats	29 Feats
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	8	9	10
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

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.

Skill Description Format

Skill Name (Key Ability) Trained Only; Armor Penalty
The skill name line and the line beneath it include the following information:
Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have “None” given as their key ability because the use of these skills never requires a check.
Trained Only: If “Trained Only” appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If “Trained Only” is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).
Armor Penalty: If “Armor Penalty” appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.
Check: What a character can do with a successful skill check, and the check’s DC.
Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.
Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.
Untrained: Any details about using a skill untrained. If this entry doesn’t appear, it means the skill works the same even when used untrained, or that an untrained character can’t make checks with this skill (true for skills that are designated “Trained Only”).
Time: How much time it takes to make a check with this skill.

COMBAT SKILLS
UNARMED STRIKE (DEX)
This is your Base attack bonus when using unarmed strikes. Being trained in this skill means you are counted as armed when making Unarmed Attacks.
Check: Roll a skill check against your target Defense Roll 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.
Parry Action: You may surrender an attack from your next round of combat to attempt to parry an attack in this round.
Check: Make an attack roll at your full attack bonus versus the attack roll of the enemy. Success means you have parried the attack, and you take no damage. Failure indicates that you have taken damage
Taking 10, 15 OR 20 on a Parry Roll: You may always take a 10 on your Parry Roll. You may not take a 15 on your Parry Roll. You may not take a 20 on your Parry Roll.

WEAPON ATTACK (STR)
This is your Base attack bonus when attacking with close quarter weapons (including weapons with reach). Once trained in this skill, select 1 melee weapon. You are proficient with that weapon, all other weapons receive a -4 penalty to attack rolls.
Check: Roll a skill check against your target Defence Roll 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.
Parry Action: You may surrender an attack from your next round of combat to attempt to parry an attack in this round.
Check: Make an attack roll at your full attack bonus versus the attack roll of the enemy. Success means you have parried the attack, and you take no damage. Failure indicates that you have taken damage
Taking 10, 15 OR 20 on a Parry Roll: You may always take a 10 on your Parry Roll. You may not take a 15 on your Parry Roll. You may not take a 20 on your Parry Roll.

RANGED SHOT (WIS)
This is your Base attack bonus when using ranged weapons. Once trained in this skill, select 1 ranged weapon. You are proficient with that weapon, all other weapons receive a -4 penalty to attack rolls.
Check: Roll a skill check against your target Defence Roll 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.
Parry Action: You may surrender an attack from your next round of combat to attempt to parry an attack in this round.

Check: Make an attack roll at your full attack bonus versus the attack roll of the enemy. Success means you have parried the attack, and you take no damage. Failure indicates that you have taken damage
Taking 10, 15 OR 20 on a Parry Roll: You may always take a 10 on your Parry Roll. You may not take a 15 on your Parry Roll. You may not take a 20 on your Parry Roll.

PROTECTION SKILLS

FORTITUDE SAVE (CON)
When something threatens your body, be it instant physical death, or damage to your Strength, Dexterity or Constitution you are entitled to a Fortitude Roll. Rolls of this kind are made immediately upon the effect hitting the target. Most Fortitude effects have Full and Partial Effects. When making a Fortitude Roll, failure exposes you to the full effect of the fortitude effect. Success gives you partial effects as described in the fortitude effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the fortitude effect regardless of description.
Check: Whenever asked for a Fortitude save, roll a skill check against the given DC.

REFLEX SAVE (DEX)
Attacks that are too large to really miss may incur a Reflex Roll. Rolls of this kind are made immediately upon the effect hitting the target or targets. Most Reflex effects have Full and Partial Effects. When making a Reflex Roll, failure exposes you to the full effect of the Reflex effect. Success gives you partial effects as described in the reflex effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the reflex effect regardless of description.
Check: Whenever asked for a Reflex save, roll a skill check against the given DC.

WILL SAVE (WIS)
Attacks on the mind normally incur a willpower roll to resist.. Rolls of this kind are made immediately upon the effect hitting the target or targets. Most willpower effects have Full and Partial Effects. When making a willpower roll, failure exposes you to the full effect of the willpower effect. Success gives you partial effects as described in the willpower effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the willpower effect regardless of description.
Check: Whenever asked for a Will save, roll a skill check against the given DC.

REACTION SKILLS

INITIATIVE (DEX or INT)
This skill measures your ability to react swiftly in combat. There are two ways to use this skill. Reaction and Initiative. When you first train this skill, choose whether you go off of Dexterity or Intelligence. This cannot be changed later, except through the Retread Feat
Reaction: When surprised, there is a chance the enemy will get the drop on you.
Check: Roll Initiative vs a DC (10+ Average Hit Dice of the Enemy Attacking – Your Wisdom Modifier.. IE: Someone with a Wisdom of 16 [+3] being surprised by a group of 10HD Menos would roll an Initiative Check vs a DC of 17). Should you succeed, you immediately roll initiative, and combat proceeds as normal. Should you fail, you cannot act on the first round of combat, and roll initiative at the start of the second. Also, should you fail, you are denied your dexterity bonus to your defenses.

Initiative: When combat begins, how fast you act is dependent on this roll.
Check: Roll 1d20 + This Skill's total. That is your place in the initiative order. Initiative is resolved from highest total to lowest. You may willingly lower your initiative total to go later in the count in order to coordinate with fellow party members.

DEFENSE (DEX or INT)
This measures your ability to avoid damage completely. This skill uses the higher of your Intelligence or Dexterity Modifiers, and changes as they do.
Check: When you are attacked by something that does not require one of the protection skills above, roll 1d20 + This Skill's total + any other applicable modifiers. That result is checked versus the enemy's attack roll. If your roll is higher, you have avoided the damage. If it is lower, you take damage. If you beat the enemy's attack by 10 or more, you gain a +2 bonus on your next attack roll vs that target.
Taking 10, 15 OR 20 on a Defense Roll: You may always take a 10 on your Defense Roll. You may always take a 15 on your Defense Roll, but you take a -5 to all attack rolls on your next initiative. You may always take a 20 on your defense roll, but you may make no attacks on your next initiative.

FLASH STEP (DEX)
The ability to use high speed movement. If specialized in, it can do quite a bit.
Check: When you wish to use high-speed movement, make a d20 roll and add your Flash Step skill modifier. The DC for high speed movement is 2 per 5 feet covered (IE to move 15 feet, it's a 6 DC, to move 100ft, it's a 40 DC).

High Speed Dodge: You may attempt to use Flash Step to aid you in dodging your opponents attacks. If you are making a defense roll, you may take an immediate action to roll a special Aid Another check using this skill.
Check: Roll a d20 + Flash Step. If you roll above a (10 + Opponent's Dexterity Modifier), you succeed. Should you succeed, add 1 + 1 per 5 points of your total Flash Step Modifier (Minimum +2) to your Defense Skill for the entire round.

Core Skills

Core Skills are those Skills that do not relate to combat in a direct way most times. Some, like Balance, Jump, Tumble and Swim may be used in combat, but only Base Skills are always in use.

Skill Description Format

Skill Name (Key Ability) Trained Only; Armor Penalty
The skill name line and the line beneath it include the following information:
Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have “None” given as their key ability because the use of these skills never requires a check.
Trained Only: If “Trained Only” appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If “Trained Only” is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).
Armor Penalty: If “Armor Penalty” appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.
Check: What a character can do with a successful skill check, and the check’s DC.
Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.
Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.
Untrained: Any details about using a skill untrained. If this entry doesn’t appear, it means the skill works the same even when used untrained, or that an untrained character can’t make checks with this skill (true for skills that are designated “Trained Only”).
Time: How much time it takes to make a check with this skill.

BALANCE (DEX) Armor Penalty
Check: The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.
Accelerated Movement: The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her Balance check. (Moving twice the character’s speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of the character’s speed (or fraction thereof) that the character charges.
Special: A character can take 10 when making a Balance check, but can’t take 20.
A character with the Focused feat gets a +2 bonus on all Balance checks.
Time: Balancing while moving one-half the character’s speed is a move action.
Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.
Balancing on Air: The spirit form allows characters to balance on air with ease if properly trained, and they react differently to small and unstable material.
Check: While in the spirit world, lower all DC by 10, and in spirit form add the possibilities below.

Time: Balancing on Air is a free action.

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

BLUFF (CHA)

Check: A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

Example Circumstances	Sense Motive Modifier
The target wants to believe the character.	–5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

A bluff is not the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude aren't a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he or she discovers evidence to the contrary. A character should not make a Bluff check every time he or she utters a lie.

Feinting in Combat: A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a –8 penalty on the check. Against a nonintelligent creature, feinting is impossible.

Creating a Diversion to Hide: A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

Hiding your Reiatsu: 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.

Sending a Secret Message: A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again?: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the

same circumstances. For feinting in combat, the character may try again freely.
Special: A character can take 10 when making a bluff (except for feinting in combat), but can't take 20.
A character with the Deceptive feat gets a +2 bonus on all Bluff checks.
Time: A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

CLIMB (STR) Armor Penalty
Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).
A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.
A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).
The Check DC depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.
Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense).
Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.
Accelerated Climbing: A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)
Making Handholds and Footholds: A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.
Catching Yourself When Falling: It's practically impossible for a character to catch him or herself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).
Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.
A character can take 10 while climbing, but can't take 20.
A character without climbing gear takes a –4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface can't be climbed.
–10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).
*These modifiers are cumulative; use any that apply.	

Time: Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.
Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

COMPUTER USE (INT)

Check: Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.
To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.
One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.
To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.
Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).
A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.
A specific task, in this case, is one type of operation with one target.
The DC to write a program is 20; the time required is 1 hour.
Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)
Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

CONCENTRATION (CON)
Check: A character makes a Concentration check whenever he or she may potentially be distracted while engaged in some action that requires his or her full attention (such as making a Disable Device or Treat Injury check). Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require a character to make a Concentration check.
If the Concentration check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails (with the appropriate ramifications, if any), and the action is wasted.
A successful Concentration check still doesn't allow a character to take 10 when in a stressful situation; he or she must

roll the check as normal.
The check DC depends on the nature of the distraction.
Try Again?: Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.
Special: A character can use Concentration to avoid attacks of opportunity when attempting a skill check that normally provokes attacks of opportunity. The DC to do so is 15.
If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. If the Concentration check fails, the related check automatically fails just as if the character's concentration had been disrupted by a distraction. The character does not provoke attacks of opportunity,
This use of Concentration applies only to skill checks. It does not apply to other actions that normally provoke attacks of opportunity, such as movement or making unarmed attacks.
A character with the Focused feat gets a +2 bonus on all Concentration checks.
The concentration skill has further uses for characters using magic or psionics.
Time: Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Distraction	DC
Damaged during the action [1]	10 + damage dealt
Taking continuous damage during the action [2]	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, belowdecks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

1 Such as an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).
2 Such as from catching on fire.

CRAFT (INT)
This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).
Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.
To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).
Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

Craft (chemical) (Int) Trained Only
This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.
Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

		Craft DCs		
Type of Acid	Purchase DC	Acid	Base	Time
Mild (1d6/1d10) [1]	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

1 The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.
If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Reflex DC (save for half damage)	Time
Improvised (1d6/5 feet) [1]	6	10	10	1 round
Simple (2d6/5 feet)	12	15	12	10 min.
Moderate (4d6/10 feet)	16	20	12	1 hr.
Complex (6d6/15 feet)	20	25	15	3 hr.
Powerful (8d6/20 feet)	25	30	15	12 hr.

Devastating (10d6/25 feet)	30	35	18	24 hr.

1 The figures in parentheses are typical damage/burst radius for each type of explosive.

Scratch built explosives deal concussion damage.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Table: Poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform[1]	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Nauseated 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.
Shinten	Contact	22	Unconsciousness 1d3 hours	—	20	Res (+2)	30	12 hr.

1 Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.
n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Craft (electronic) (Int) Trained Only

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Special: A character without an electrical tool kit takes a –4 penalty on Craft (electronic) checks.
A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

Craft (mechanical) (Int) Trained Only
This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr
Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks.
A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

Craft (pharmaceutical) (Int) Trained Only
This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.
The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

Special: A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.
A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

Craft (structural) (Int)
This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.
Special: A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks.
A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

Craft (visual art) (Int)
This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.
When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.
Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.
Special: A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

Craft (writing) (Int)
This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.
When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.
No Wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.
Special: A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

DECIPHER SCRIPT (INT) Trained Only
Check: A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.
If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)
The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.
Try Again?: No, unless conditions change or new information is uncovered.
Special: A character can take 10 when making a Decipher Script check, but can't take 20.
A character with the Studious feat gets a +2 bonus on all Decipher Script checks.
Time: Decipher Script takes 1 minute or more, depending on the complexity of the code.

DEMOLITIONS (INT) Trained Only
Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.
Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.
A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.
Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.
The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.
Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.
Special: A character can take 10 when using the Demolitions skill, but can't take 20.
A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.
A character without a demolitions kit takes a –4 penalty on Demolitions checks.
Making an explosive requires the Craft (chemical) skill. See that skill description for details.
Time: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

DIPLOMACY (CHA)
Check: A character can change others' attitudes with a successful check (see the table below. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.
Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call

for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.
Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.
Special: A character can take 10 when making a Diplomacy check, but can't take 20.
A character with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.
Time: Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial Attitude	New Attitude				
	Hostile	**Unf.**	**Indif.**	**Friendly**	**Helpful**
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

Bribery and Diplomacy
Offering money or another form of favor can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.
An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't requires, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities.
To bribe a character, make a Wealth check. Typical DCs are shown on below, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

DISABLE DEVICE (INT) Trained Only
Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.
Open Lock: A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device: A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.
When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.
A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).
Try Again?: Yes, though the character must be aware that he or she has failed in order to try again.
Special: A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed.
Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic toll kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a –4 penalty on your check.
A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.
A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.
Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

DISGUISE (CHA)
Check: A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.
If the character doesn't draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.)
The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	–2
Disguised as different age category	–2 [1]

1 Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).
Try Again?: No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.
Special: A character can take 10 or take 20 when establishing a disguise.
A character without a disguise kit takes a –4 penalty on Disguise checks.
A character with the Deceptive feat gets a +2 bonus on all Disguise checks.
A character can help someone else create a disguise for him or her, treating it as an aid another attempt.
Time: A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

DRIVE (DEX)
Check: Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.
Try Again?: Most driving checks have consequences for failure that make trying again impossible.
Special: A character can take 10 when driving, but can't take 20.
A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.
There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a –4 penalty on Drive checks.
Time: A Drive check is a move action.

ESCAPE ARTIST (DEX) Armor Penalty
Check: Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.
For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.
A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

Try Again?: A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.
Become Immaterial: 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.
Special: A character can take 10 on an Escape Artist check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).
A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.
Time: Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

FORGERY (INT)
Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Factor	Check Modifier	Time
Document Type		
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	–2	20 min.
Complex (stock certificate, driver's license)	–4	1 hr.
Difficult (passport)	–8	4 hr.
Extreme (military/law enforcement ID)	–16	24 hr.

Familiarity	DC
Unfamiliar (seen once for less than a minute)	–4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4

Forger has produced other documents of same type	+4
Document includes specific signature	–4

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests [1]	+4
Examiner only casually reviews the document [1]	–2
1 Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.	

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).
Try Again?: No, since the forger isn't sure of the quality of the original forgery.
Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)
A character can take 10 when making a Forgery check, but can't take 20.
A character without a forgery kit takes a –4 penalty on Forgery checks.

Time: Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

GATHER INFORMATION (CHA)
Check: By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.
If the situation doesn't require the expenditure of money, no Wealth check is necessary.
Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC
General	10
Specific	15
Restricted	20
Protected	25

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.
The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.
Try Again?: Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.
Special: A character can take 10 when making a Gather Information check, but cannot take 20.
A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.
Time: A Gather Information check takes 1d4+1 hours.

HANDLE ANIMAL (CHA) Trained Only
Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

Handle an Animal: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.
"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.
Teach an Animal a Trick: The character can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.
The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a –10 penalty on his or her Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.
Possible tricks include, but are not limited to, the following.
Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.
Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).
Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.
Down (DC 15): The animal breaks off from combat or otherwise backs down.
Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.
Guard (DC 20): The animal stays in place and prevents others from approaching.
Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn't go.
Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.
Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).
Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track (DC 20): The animal tracks the scent presented to it.
Work (DC 15): The animal pulls or pushes a medium or heavy load.
Train an Animal: Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.
Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.
Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.
Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.
Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.
Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.
Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.
Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.
Try Again?: Yes.
Special: A character can take 10 or take 20 when handling animals.
An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.
A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.
Time: See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

HIDE (DEX) Armor Penalty

Check: A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running, or charging.

The hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium-size	+0		

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can't hide if he or she has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide: A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a –10 penalty because the character has to move fast.

Tailing: A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

Special: A character can take 10 when making a Hide check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.

Time: A Hide check is an attack action.

INTIMIDATE (CHA)

Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.)

Soul Crush: 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 ½ the amount they defeated your surge by rounded down, to a minimum of 1.

Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do.

The character can't force someone to obey his or her every command or do something that endangers that person's life.

If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special: A character can take 10 when making an Intimidate check, but can't take 20.

A character immune to fear effects can't be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a –2 penalty to his or her check for every size category the character is smaller than his or her target.

A character with the Confident feat gets a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

Time: An Intimidate check is a full-round action.

INVESTIGATE (INT)Trained Only
Check: A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.
Analyze Clue: The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.
The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.
To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a –5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.
This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.
Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.
Special: A character can take 10 when making an Investigate check, but cannot take 20.
Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a –4 penalty on his or her check.
A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.
Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

JUMP (STR) Armor Penalty
Check: The DC and the distance the character can cover vary according to the type of jump the character is attempting. The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of –6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.
If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.
Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.
Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.
All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC[1]	Long Jump Distance	DC[1]
5 feet	5	20 feet	20
10 feet	10	25 feet	25
15 feet	15	30 feet	15

1 Requires a 20-foot move. Without a 20-foot move, double the DC.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).
High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.
All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC[1]	High Jump Distance	DC[1]
1 foot	4	5 feet	20
2 feet	8	6 feet	24
3 feet	12	7 feet	28
4 feet	16	8 feet	32

1 Requires a 20-foot move. Without a running start, double the DC.

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Your size grants you bonuses to your Jump Check

These bonuses are as follows

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium-size	+0		

Hop Up: The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

Time: Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Special: 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.

KNOWLEDGE (INT) Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Behavioral Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

History: Events, personalities, and cultures of the past. Archaeology and antiquities.
Kido Lore: The occult, kido and the supernatural, astrology, numerology, and similar topics.
Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.
Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.
Rukon District: The goings on in a particular Rukon District
Seretai: The goings on in the central portion of the Soul Society.
Streetwise: Street and urban culture, local underworld personalities and events.
Tactics: Techniques and strategies for disposing and maneuvering forces in combat.
Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.
Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.
Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.
A character can take 10 when making a Knowledge check, but can't take 20.
A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.
The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.
Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

LISTEN (WIS)
Check: Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.
The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.
The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.
A successful Listen check when there isn't anything to hear results in the character hearing nothing.

DC	Sound
–20	Gunfire
–10	A melee battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level Fast hero sneaking up on someone [1]
20	A tiger stalking prey [1]
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

1 This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	–1
Listener distracted	–5

Try Again?: A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.
Special: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.
A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.
A sleeping character can make Listen checks, but takes a –10 penalty on the checks.
Time: A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to hear something).

MOVE SILENTLY (DEX) Armor Penalty
Check: A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a –5 penalty. It's practically impossible (–20 penalty) to move silently while attacking, running, or charging.
Special: A character can take 10 when making a Move Silently check, but can't take 20.
A character with the Stealthy feat gets a +2 bonus on all Move Silently checks.

Time: Move Silently is a move action.

NAVIGATE (INT)
Check: Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.
For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.
A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.
A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.
A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.
Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.
A character with the Guide feat gets a +2 bonus on all Navigate checks.
Time: A Navigate check is a full-round action.

PERFORM (CHA)
This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.
The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.
Check: The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.
The eight Perform categories, and the qualities each one encompasses, are as follows.
Act: The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.
Dance: The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.
Keyboards: The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.
Percussion Instruments: The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.
Sing: The character is a musician gifted with a talent for producing musical tones with your voice.
Stand-Up: The character is a gifted comedian, capable of performing a stand-up routine before an audience.
Stringed Instruments: The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.
Wind Instruments: The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Try Again?: Not for the same performance and audience.
Special: A character can take 10 when making a Perform check, but can't take 20.
A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a –4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.
Every time a character takes the Creative feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.
Time: A Perform check usually requires at least several minutes to an hour or more.

PILOT (DEX) Trained Only
Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).
Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.
Special: A character can take 10 when making a Pilot check, but can't take 20.
A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.
There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a –4 penalty on Pilot checks.
Time: A Pilot check is a move action.

PROFESSION (WIS)
Check: Making a Profession check while engaged in combat with others of your profession grants your allies that can hear you within your total modifier in yards a bonus on all d20 rolls for that round. You may also attempt to plan ahead, extending the length of the bonus. Doing so is a second Profession check The bonuses and durations are as follows

Roll	Bonus
1 or less	0
2 to 5	1
6 to 10	2
11 to 15	3
16 to 20	4
21 plus	5

Roll	Time
1 or less	Current Round
2 to 5	2 additional rounds
6 to 10	4 additional rounds
11 to 15	6 additional rounds
16 to 20	8 additional rounds
21 plus	10 additional rounds

Special: If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career-related situation.

READ/WRITE LANGUAGE (NONE) Trained Only
The Read/Write Language skill doesn't work like a standard skill.
- A character automatically knows how to read and write his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.
- A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't.
- To be able to speak a language that the character can read and write, he or she must take the Speak Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Language Groups
There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.
A language's group doesn't matter when a character is buying ranks in Speak Language or Read/Write Language. Language groups are provided because they pertain to the Smart hero's Linguist talent.
This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.
Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.
Armenian: Armenian.
Athabascan: Apache, Chipewyan, Navaho.
Attic: Ancient Greek*, Greek.
Baltic: Latvian, Lithuanian.
Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.
Finno-Lappic: Estonian, Finnish, Lapp.
Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.
Hamo-Semitic: Coptic*, Middle Egyptian*.
Indic: Hindi, Punjabi, Sanskrit*, Urdu.
Iranian: Farsi, Pashto.
Japanese: Japanese.
Korean: Korean.
Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.
Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.
Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.
Tibeto-Burman: Burmese, Sherpa, Tibetan.
Turkic: Azerbaijani, Turkish, Uzbek.
Ugric: Hungarian (aka Magyar).
*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

REPAIR (INT) Trained Only
Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs to rare or superiorly complex machines, may require you to gather the resources needed. If this is needed, triple the time noted.

Repair Task (Example)	Repair DC	Time
Simple (tool, simple weapon)	10	1 min.
Moderate (mechanical or electronic component)	15	10 min.
Complex (mechanical or electronic device)	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.
A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.
The jury-rig application of the Repair skill can be used untrained.
Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.
Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.
Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a –4 penalty on the check.
Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).
A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.
Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

RESEARCH (INT)
Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.
Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.
The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.
Try Again?: Yes.
Special: A character can take 10 or take 20 on a Research check.
Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).
Time: A Research check takes 1d4 hours.

RIDE (DEX)
Animals ill suited as mounts provide a –2 penalty on their rider's Ride check.
Check: Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.
Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.
Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.
Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.
For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.
Cover (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.
Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.
Leap (DC 15): The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.
Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)
Special: If the character is riding bareback, he or she takes a –5 penalty on Ride checks.
A character can take 10 when making a Ride check, but can't take 20.
A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.
Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

SEARCH (INT)
Check: The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.
A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Special: A character can take 10 or take 20 when making a Search check.
A character with the Meticulous feat gets a +2 bonus on all Search checks.
Time: A Search check is a full-round action.

SENSE MOTIVE (WIS)
Check: A successful check allows the character to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.
Sense Reiatsu: 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.
Try Again?: No, though the character may make a Sense Motive check for each bluff made on the character.

Special: A character can take 10 when making a Sense Motive check, but can't take 20.
A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.
A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.
Time: A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

SLIEGHT OF HAND (DEX) Trained Only; Armor Penalty
Check: A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.
When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the action, just from doing it unnoticed.
When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.
A character can use Sleight of Hand to conceal a small weapon or object on his or her body.
Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.
Special: A character can take 10 when making a Sleight of Hand check, but can't take 20.
A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.
A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.
Time: A Sleight of Hand check is an attack action.

SPEAK LANGUAGE (NONE) Trained Only
The Speak Language skill doesn't work like a standard skill.
- A character automatically knows how to speak his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.
- A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or doesn't.
- To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

SPELLCRAFT (INT) Trained Only
Use this skill to identify spells as they are cast or spells already in place.

Spellcraft DC	Task
13	When using *read magic,* identify a *glyph of warding.* No action required.
15 + spell level	Identify a kido being cast. (You must see or hear the kido's verbal or somatic components.) No action required. No retry.
15 + spell level	When casting *detect magic,* determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a kido effect, the DC is 15 + one-half caster level.) No action required.
19	When using *read magic,* identify a *symbol.* No action required.
20 + spell level	Identify a kido that's already in place and in effect. You must be able to see or detect the effects of the kido. No action required. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a *wall of iron* spell. No action required. No retry.
20 + spell level	Decipher a written kido (such as a scroll) without using *read magic.* One try per day. Requires a full-round action.
25 + spell level	After rolling a saving throw against a kido targeted on you, determine what that kido was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a diagram to allow *dimensional anchor* to be cast on a *magic circle* kido. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.
Bypass Incantation: 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.
Action: Varies, as noted above.
Try Again: See above.

SPOT (WIS)
Check: The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity.
The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.
A successful Spot check when there isn't anything to notice results in the character noticing nothing.
Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.
A character's Spot check is modified by a –1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further –5 penalty if the character is in the midst of activity.
Try Again?: A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.
Special: A character can take 10 or take 20 when making a Spot check.
A character with the Alertness feat gets a +2 bonus on all Spot checks.
Time: A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).

SURVIVAL (WIS)
Check: A character can keep his or herself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.
Special: A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.
A character with the Guide feat gets a +2 bonus on all Survival checks.
Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

SWIM (STR)Armor Penalty
Check: A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.
If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.
The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.
Fly: The Spiritual 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

Try Again?: A new check is allowed the round after a check is failed.
Special: A character takes a penalty of –1 for every 5 pounds of gear he or she carries, including armor and weapons.
A character can take 10 when making a Swim check, but can't take 20.
A character with the Athletic feat gets a +2 bonus on all Swim checks.
Time: A Swim check is either a move action or a full-round action, as described above.

TUMBLE (DEX) Trained Only; Armor Penalty
Check: A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.
Land Softly: The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.
Tumble past Opponents: With a successful Tumble check (DC 15), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.
Tumble through Opponents: With a successful Tumble check (DC 25), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.
Try Again?: No.
Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense.
A character can take 10 when making a Tumble check, but can't take 20.
A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.
Time: A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.

USE MAGIC DEVICE (CHA) Trained Only
Use this skill to activate magic
Check: You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.
You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.
You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.

Task	Use Magic Device DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.
Decipher a Written Spell: This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC

is 5 points higher. Deciphering a written spell requires 1 minute of concentration.
Emulate an Ability Score: To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for sorcerer or bard spells). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some magic items have positive or negative effects based on the user's alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).
Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Scroll: If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate Use Magic Device check (see above).
This use of the skill also applies to other spell completion magic items.
Use a Wand: Normally, to use a wand, you must have the wand's spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items, such as staffs.
Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.
Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.
Special: You cannot take 10 with this skill.
You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

SHINIGAMI 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. If a prestige Path says you gain a bonus feat, it is above and beyond the feat granted per level.

Captain

A Taichō (□□, 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' (□) 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
Special: Completion of one of the following conditions:
- To take the captain proficiency test (□□, 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: Gain 2 additional shikai abilities or 1 Bankai Ability. You cannot gain a Bankai Ability if you do not have access to Bankai

2- Any one Release or Reiatsu feat OR gain 1 additional shikai ability

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 OR gain 1 additional shikai ability

5- PERFECT BANKAI [PRESTIGE]
Benefit: Gain 2 Bankai Abilities or 4 Shikai abilities. You cannot gain Bankai Abilities if you do not have the Bankai feat

2nd Division Special Ops

Also called the Secret Mobile Unit/Corps or Covert Ops, the onmitsukidō (onmitsukidō lit. secret tactics, called the Stealth Force in the English dubbed version) has five divisions. The top rank is the Executive Militia (keigun), the second is the Patrol Corps (keiratai), and the fifth division is called the Reversal Counter Force or Correctional Force (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 (□ □ □ □, sōshireikan). The leaders of each on the five divisions are ranked as corps commander (□□□, 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 (□□, 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, Sneak Attack, Seasoned, Skill mastery
Skills: Hide 10 ranks, Flash Step 10 Ranks

1- IMPROVED SNEAK ATTACK [PRESTIGE]
Benefit: Your Sneak attack damage is upgraded to d8.

2- Any one Reiatsu 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 12 + 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 Reiatsu or Flash step feat
5- SHUNKŌ [PRESTIGE]
Benefit: The greatest refinement of offensively used kido, Shunko covers the user in crackling aura of lightning that gives them a +4 bonus to Strength and Dexterity allows them to add 2d6 lightning damage to their unarmed attacks. This also allows them to use Hankai as if they were a member of the Kido Corps. Activating this ability costs 7 spell points and can last up to 1 minute per character level. After using this ability you become fatigued until you receive 8 hours of rest. If you are already fatigued, you become exhausted, if you are already exausted you go unconscious after using this technique.

3rd Division Repenter

The third division is taught to despise war, and battle. They see no glory in it, they see no honor, only death and despair. As such a select few are taught the secrets of the Repenter, a select group that seeks to end war by peaceful measures. They don't always succeed, but are known to be wonderful diplomats.

Prerequisites:
Feats: Skill Focus Intimidate, Skill Focus Diplomacy
Skills: Knowledge (Kido) 8+ Ranks, Diplomacy 6+ Ranks, Intimidate 6+ Ranks

1 – REPENT [PRESTIGE]
Using the weight of your words alone, you cause others around you to fall into despair. When you soul crush someone, you may replace the effect with a feeling of repentance. Any who become soul crushed instantly drop to their knees and begin crying. They take a -1 penalty to all d20 rolls per 3 character levels. If the target does not wish to repent, they take 1d6 non-lethal damage per their character level.

2 – Bonus Feat

3 – THE END IS NIGH [PRESTIGE]
The repenter makes a melee touch attack that may be made with a hand or zanpakutou. If successful, the target is marked and is given a code of conduct by the repenter. If the target fails to uphold this code of conduct they take 1d6 damage per 3 character levels of the repenter.

4 – Bonus Feat

5 – AN END TO WAR [PRESTIGE]
Once per day per 3 character levels, the Repenter may set up an invisible field 80 feet in diameter. All within instantly know that any who becomes hostile within will be met with dire consequences. Any being that makes an attack while the field is up takes 1d6 damage per the repenter's character level (lethal or non lethal must be chosen when the user uses this ability and cannot be changed afterward until the next use.) and must make a fortitude save (DC 10+ Character Level + Spell Score Modifier) or be struck deaf and blind for 1d4+1 rounds. This effect lasts for 3 + Spellscore Modifier rounds.

4th Division Specialist

One of the least respected squads of all the Gotei 13, yet possibly the most important, the 4th division is responsible for the lives of Shinigami everywhere. They are the battlefield medics, surgeons, doctors and generally healers. Also, they service the Seireitai itself cleaning streets, gutters and regulating sewage.

The 4th Division Specialist is a master of healing, someone that might even be able to recombine a soul before it passes onto it's next incarnation. To those that don't know them, they seem weak, effeminate and foolish. Never willing to fight, always healing everyone on a battlefield that is still alive, even enemies. The worst offenders of the prejudice is Squad 11, who value strength over everything else.

Prerequisites
Spells: Access to a Spell list with 9th level healing spells.
Spells: Must be able to cast at least 3 Kido of the Healing subtype
Heal: 8+ Ranks

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

Usage	Divine Channeling Point Cost
Empower Healing (as the feat)	2
Maximize Healing (as the feat)	2
Add 1d8 points to a healing spell	1
Imbue liquid with Sleep	1
Imbue liquid with Deep Slumber	2
Gain +4 bonus on Fort Saving Throw for one turn	1
Give +4 bonus on Will Saving Throw for one turn	1
Use a Healing Kido without spending Spell Points	3
Remove Disease/Blindness/Deafness	2

2 – Bonus Base Feat or +2 Channel Divinity Points

3 – HEALING AURA [PRESTIGE]
By using one use of Divine Channeling, you may use a Healing Kido with a range of Touch in a 20 foot burst per Divine Channeling point spent. You may not use more than your Fourth Division Specialist levels in points for this effect.

4 – Bonus Base Feat or +2 Channel Divinity Points

5 – RECOMBINATION [PRESTIGE]
If you can get to a being that's been slain (that was alive or not beforehand) within 1d4 rounds per character level of it's death, you can spend a number of Channel Divinity points equal to it's HD to reform it's essence into the body it was before it moves on the path of reincarnation. NOTE: If used on a Hollow, the Hollow must make a Fortitude Save with a DC equal to it's own Hit Dice or revert back to it's original Plus State.

5th Division Kido Master

While the Kido Corps use Kido almost exclusively to fight their battles, there are some that use kido as a fluid part of a style of combat. This is exemplified in the teachings of Souske Aizen before his betrayal of soul society. He taught that while good martial skills are an asset, they are nothing without good kido skills to back them up. This lesson was learned most harshly by those that became outcasts in soul society 100 years ago.

Prerequisites: Kido Artist, Zanjutsu Master, Weapon Attack 12+ ranks, Fortitude and Will 12+ Ranks

KIDO MASTERY [PRESTIGE]
A 5th Division Kido Master gains the opportunity to select a special ability from among those described below by permanently eliminating existing spell points. Each special ability has a minimum required spell point reduction, as specified in its description. You may do this five times, each time is a feat choice and counts as your prestige feat for that level

Arcane Fire (Su): The 5th Division Kido Master gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of 5th Division Kido Master) that deals 1d6 points of damage per class level of the 5th Division Kido Master plus 1d6 points of damage per level of the spell used to create the effect. This ability costs 9 spell points.

Arcane Reach (Su): The 5th Division Kido Master can use spells with a range of touch on a target up to 30 feet away. The 5th Division Kido Master must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 5 spell points.

Mastery of Counterspelling: When the 5th Division Kido Master counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. This ability costs 13 spell points.

Mastery of Elements: The 5th Division Kido Master can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs 3 spell points.

Mastery of Shaping: The 5th Division Kido Master can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs 11 spell points.

Spell Power: This ability increases the 5th Division Kido Master's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs 3 spell points.

Spell-Like Ability: An 5th Division Kido Master who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The 5th Division Kido Master does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs 9 spell points.
The spell-like ability normally uses a spell slot of the spell's level, although the 5th Division Kido Master can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.
The 5th Division Kido Master may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.
If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

6th Division Flash Dancer

Using flash step as a deadly dance of death, the flash dancer is a force to be reckoned with in combat and can almost go unseen until the first of the enemies dies.

Prerequisites:
Skills: Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.
Feats: Combat Reflexes, Dodge, Mobility.

1 – HIDE IN PLAIN SIGHT [PRESTIGE]
A flash dancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a flash dancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

2 – SHADOW ILLUSION [PRESTIGE]
The flash dancer gains the feat Flash Step Decoy and the Feat Flash Step Invisibility regardless of eligibility

3 – FLASH LEAP [PRESTIGE]
Whenever a flash dancer rolls a flash step check, any roll of a 1-9 is considered a 10. Also, the Flash Dancer gains the feat Flash Step Spring Attack regardless of eligibility.

4 – SHADOW SOUL [PRESTIGE]
Whenever a Flash Dancer is near a shadow, they can cause that shadow to envelop them and transport them to another shadow within flash step distance. This is done by making a Flash step check. Should it succeed to cover the distance, you move the distance and, if you moved adjacent to an opponent, they must make a will save or be caught flat footed.

5 – IMPROVED FLASH LEAP [PRESTIGE]
Whenever a flash dancer rolls a flash step check, any roll of 1-14 is considered a 15. Also, the flash dancer may make an additional attack while using Flash Step Spring Attack per point of Dexterity modifier they posess.

7th Division First Responder

Disasters happen, and when they do, the Gotei 13's first people in, are those of 7th squad. Though not a lofty position, they act as firemen, medics and a steady supply of information to make sure that the rest of the Gotei knows exactly what's going on.

Prerequisites: Skill Focus (Initiative), Lightning Reflexes, Combat Reflexes, Skill Focus (Heal)

1 – FIRST IN [PRESTIGE]
You gain a +3 bonus to your initiative rolls. In addition, if you are the first person to act on initiative, you gain that same bonus to any action you take on that round, and may take an extra standard action during that same round.

2 – INFORMATION CHAIN [PRESTIGE]
You gain the ability to use the spell *Whispering Wind* up to spell score modifier per day. The only difference is that range is increased to 1 SPIRIT mile per caster level. Your caster level and character level are the same.

3 – Bonus Feat

4 – HELP EVERYONE [PRESTIGE]
Once per day per character level, you may create a 80 foot aura around you that grants everyone within it, save enemies, either a *heal* spell, or a *teleport without error* spell away from the area at the effected creature's choice. They cannot receive both benefits at the same time. The aura lasts 1 round per two character levels.

5 – KEEP GOING [PRESTIGE]
Sometimes you have to push yourself beyond the limits of even a shinigami. You can force your healing system to speed up tremendously. Once per day per point of spell score modifier, you gain Fast healing equal to your spell score for a number of rounds equal to your spell score.

8th Division Inebriated Brigade

Taking after their captain, Shunsui Kyōraku, many members of squad 8 have learned to fight while under the influence. It gives them more ability to absorb damage, and makes them hit harder by lowering their inhibitions.

Prerequisites: Endurance, Diehard, Heroic Attribute (Constitution)
Skills: Unarmed Attack: 4+ Ranks, Weapon Attack 8+ Ranks, Defense 6+ Ranks

1 – INEBRIATED METABOLISM [PRESTIGE]
It takes a lot to get you drunk. And you're never as drunk as you appear. You gain a +4 bonus to fortitude saves to stave off drunkenness, but if you would have failed without the +4, you gain the bonus of being drunk (+1 to Strength or Constitution for each drink beyond the first, Max, +10). If you gain the bonus, you appear to have suffered the penalty, but you know better. Each charge lasts one round per level.

2 – FIRE BREATH [PRESTIGE]
If you have drunken at least one tankard of alcohol before battle, you may exude a 30 foot cone of fire that does 1d6 damage per point of Constitution Modifier. You may do this once per battle per tankard you drank prior to battle (within the last hour before battle began).

3 – SWERVE DEFENSE [PRESTIGE]
Your bonus from Endurance counts towards your Defense skill as long as you are inebriated, or under the effects of inebriated metabolism. In addition, if someone misses you with an attack, you can take an attack of opportunity against that target with a bonus equal to the number of bonuses you have from inebriation.

4 – BEER IS GOOD... AND STUFF [PRESTIGE]
You may prematurely end one charge of Inebriated Metabolism to gain the effects of a healing effect that heals you 1d8 per 2 levels + 1 per level hit points of damage. You may do this a number of times per day per spell score modifier.

5 – COARKSCREW HEADBUTT [PRESTIGE]
The ultimate move of the inebriated brigade. Make a charge attack regardless of distance from your target. If you hit, you deal triple damage. If you fail, you fall prone and can't get up till the end of the opponent's next turn.

9th Division Scribe

Prerequisites: Scribe Scoll, Quicken Spell, any other Metamagic Feat
Spellcraft 9+ ranks, Knowledge (Kido) 8+ Ranks, Concentration 9+ Ranks

1 – QUICK SCRIBE [PRESTIGE]
In combat, a 9th Division Scribe may take a full round action to quickly pen a scroll, even without an impliment and paper. The scroll will be suspended in midair and visible to all that can make a DC (15 + Spell level) Spellcraft check. The scroll must be used on the next action the scribe has and when created drains spell points equal to it's casting cost -1 (minimum 1). You may not place metamagic feats onto your quick scribed scrolls, and casting a scribed scroll is a standard action.

2 – QUICKENED SCRIBING [PRESTIGE]
When you use a scroll you have penned in combat, it takes a swift action to use the scroll. You may make a swift and a full round action in the same round regarding this effect.

3 – SCRIBING METAMAGIC [PRESTIGE]
You may now place metamagic feats into your quick scribing

4 – EMPOWERED SCRIBING [PRESTIGE]
When you scribe a scroll in combat, the spell it casts is empowered without having to pay it's extra cost.

5 – SYMBOL [PRESTIGE]
You may cast any of the symbol spells using your Quick Scribe feat and treat them as 10th level spells towards the resistance DC. Additionally, if the symbol does damage this damage is maximized. Also, you may use the spell Explosive Runes while using the Symbol effect.

10th Division Gate Guardians

Prerequisites: Weapon Attack 8+ ranks, Unarmed Combat 4+ Ranks, Deflect Arrows, Endurance, Diehard.

1 – FOCUS [PRESTIGE]
As a standard action you can make a DC 12 Concentration Check. Should you succeed, you are focused. This focus lasts 3 + Spellscore Modifier in rounds. While focused you receive a +2 to all Base Skill rolls, and may expend this focus to power other prestige feats from this path. Also, if you have an ability you can only use for a fixed times per day, you can make a DC 30 Concentration check while in Focus to gain 1 more use. This portion can only be used once per day.

2 – FEEDBACK LOOP [PRESTIGE]
Expend your Focus. For a number of rounds of Focus surrendered, all enemies that deal damage to you take the same amount of damage. They may make a Fortitude check (DC 10 + Character Level + Spellscore Modifier) to take half damage.

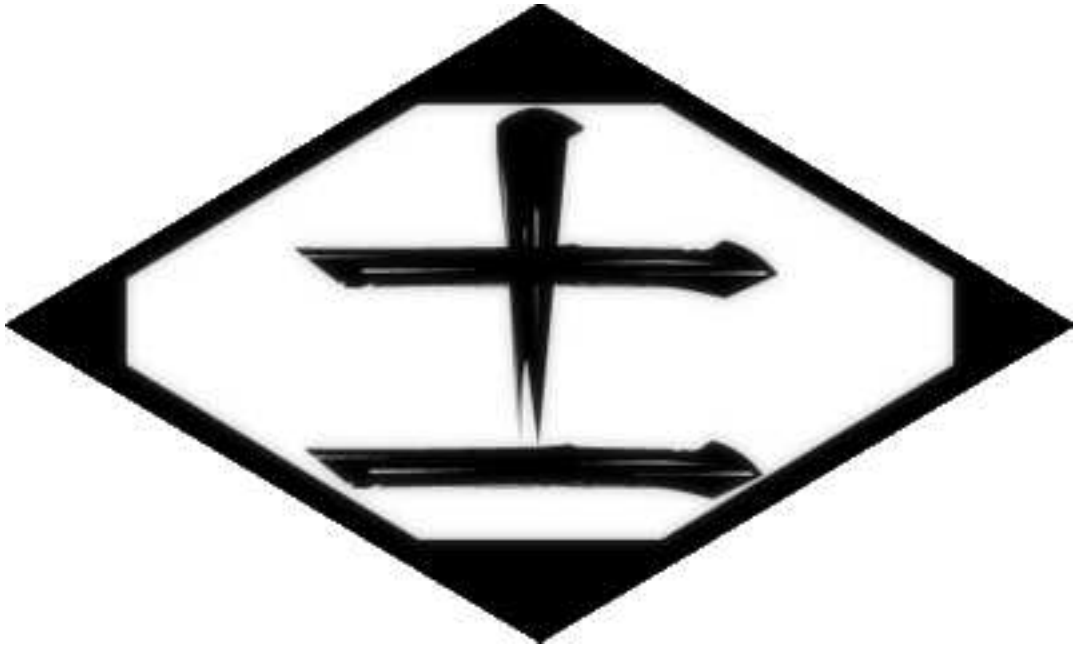
3 – ENERGY BASTION [PRESTIGE]
Expend your focus. For a number of rounds of focus surrendered, you gain resistance to all damage equal to your level + spellscore modifier.

4 – INTREPID BARRIER [PRESTIGE]
By expending your focus you can erect a shield of energy. This field can encompass an area of 5 ft per level and grants all inside DR 15/- and Energy Resistance to all energy types 15. The damage reduction gained stacks with all other types of Damage reduction. It also grants a bonus to defensive rolls equal to your level. This effect lasts one round per sacrificed focus. By taking 10 damage per round remaining, you can extend the duration of your barrier to minutes. You must be healed before you can use this ability again if you choose to take damage.

5 – PATCH [PRESTIGE]
You can expend your focus to change damage to non-lethal damage at a rate of 1d8 per round remaining in your focus. You may do this to only yourself, and you heal this non-lethal damage as you would normally lethal damage (1 point per level per night of rest)

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, Zantetzuken, 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- CRAFT CONSTRUCT [PRESTIGE]
Benefit: The Scientist gains the *craft construct* feat as a bonus feat.

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 ¾ 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 INVENTION [PRESTIGE]
Benefit: The GP and XP cost for creating magical items is halved for all item classes instead of only one.

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

13th Division Storm Lord

Prerequisites: An elemental Zanpakutou, 2 times base zanpakutou damage, Weapon Skill Focus: Weapon Attack

1 - ELEMENTAL POWER [PRESTIGE]
Your elemental style attacks are considered empowered once per day per point of spellscore modifier

2 - Bonus Variable Release or Alternate Release Feat

3 - ELEMENTAL FORCE [PRESTIGE]
All your elemental damage also counts as force damage for resistances and immunities.

4 - Bonus Variable Release or Alternate Release Feat

5 - ELEMENTAL MASTERY [PRESTIGE]
When you use an elemental attack with your Zanpakutou, you ignore the first [Character Level] points of any style of damage inhibition.

Kidō Corps

There is currently little information on the Kido Corps (???, kidoshu), 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 Kido Corps is marshalling the borders of the known spiritual realms, making sure no being or other extraordinary phenomenons 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 pops up in the spiritual void between the realms.
The Kido Corps is also responsible for opening the senkaimon (???, senkaimon lit. world penetration gate) between the human world and Soul Society.

Prerequisites:
Feat: Shinigami, Kido artist, Kentate
Skills: Knowledge (Kido) 10 ranks, Spellcraft 10 ranks, Concentration 10 ranks

Special Feats:

1- BUILD KIDO [PRESTIGE]
Benefit: Consult your GM to build a kido 2 levels lower than your highest level kido. Every four levels you may build a new Kido.

2- Any one Metamagic feat

3- HANKI [PRESTIGE]
Benefit: This technique nullifies an opponent's supernatural (Kido, Cero, Elemental Release damage...) attack by hitting them with a perfectly opposite surge of energy. The Kido Corp must spends 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.

4- Any one Metamagic feat

5- GATE OF JIGOKU [PRESTIGE]
Benefit: This is one of the most well kept secret from the Kido Corps. Their long study of the spirit realms have given them power over Hell itself. Once per day, A Kido 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.

Quincigami

A Quincigami is a former Quincy that has lost their powers before they died thus placing them back into the cycle of reincarnation. Once dead, their Reiatsu is enough that they were able to become a Shinigami. Somewhere along the line however, a piece of their former life found them, and they once again begin to grasp their Quincy heritage.

When a Shinigami realizes that they were once a Quincy in life, they begin to regress old powers, the first of which is the redesign of their Zanpakutou as a Ranged Weapon, and the need to focus through a Quincy Cross to access some powers.

Once their Zanpakutou spirit recognizes their new knowledge, it continues to be able to shift back and fourth between it's old form and it's new, giving the Quincigami remarkable versatility and power.

Prerequisites:
Feats: Shinigami, Oldblood (Quincy)
Ranged Combat: 6+ Ranks
Weapon Combat: 6+ Ranks
Must have lost the Alive Feat by dying (If you lose the alive feat by dying, please retrain the alive feat with another feat that you meet the prerequisites for.)
Must own a Quincy Cross.

1 – RANGED ZANPAKUTOU [PRESTIGE]
Your Zanpakutou has recognized the fact that you were once a Quincy, and as such reforms itself into a ranged weapon of your choice as if you had chosen the Renewed Release feat for each of your current releases. Using a Quincy Cross as a focus makes your Zanpakutou's critical modifier 1 higher than normal (x2 becomes x3, x3 becomes x4, to a maximum of x7)

2 – Any Flash or Reiatsu Feat

3 – SHIFTING RELEASE [PRESTIGE]
Your Shinigami heritage cannot be denied, as such, you gain an Alternate Release for your Zanpakutou that is the equal of your original Zanpakutou. You may shift your Zanpakutou's form back and forth between these two forms a number of times equal to 3 + Wisdom Modifier. Using a Quincy Cross as a focus makes this transition easier, and that focus may count as 1 shift per day, and you may transfer one choice per 4 levels of Release Powers between the two forms.

4 – Any Character or Flash Feat

5 – SEELE SCHNEIDER RELEASE [PRESTIGE]
The epitome of your power as a Quincigami. Once per day per three character levels, you make your Zanpakutou split into both your ranged and melee forms. You may then use your melee Zanpakutou as a Quincy Arrow of unprecedented power with all it's abilities attatched. Using this power eliminates your Zanpakutou's melee form for 1d4 rounds. If used more than 3 times in one day, the Quincigami must rest for a full day before using it again. Using a Quincy Cross as a focus makes this easier, reducing the time between shots to one round, and the times per day that it can be used increases to one half character level.

Baishinisan

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: 3[BW] 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 constition 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 Baishinisan'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 Baishinisan'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.
- +10 on saves vs mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- Only takes one quarter of nonlethal damage, ability damage, ability drain or energy drain. (EXCLUDING the sword frenzy's WIS damage)
- +5 to all saves vs fatigue, exhaustion. If a condition would automatically place them into one of these conditions, they gain a fortitude saving throw equal to 12 + their own hit dice vs the effect.
- +10 to saves vs death from massive damage.

Bakkotou Wielder

Forbidden by Soul Society for the danger to the wielder, some have found a way to enact ancient rituals that force their Zanpakutou to begin to gain Hollow Traits. Different than a Vizard or an Arrancar, there are some very similar elements between the two.

The true drawback of the Bakkotou is that over time, if you are weak, the Bakkoutou drains your life energy and kills you, sucking your soul into the Bakkotou to use as power for the next user foolish enough to activate it. Strong wielders generally give off enough Reiatsu to satiate their Bakkotou without taking penalties.

Prerequisites
Shinigami Feat
Shikai
Spellcraft 6+ Ranks
Exclusive Constant Release, Greater Constant Release.

1 – BAKKOTOU [PRESTIGE]
Your Zanpakutou is forever changed into a Bakkotou. The spirit within is now a hollow, with no chance at redemption. It wants nothing more than to consume spirit energy, and does so with every swing. Every time you kill an opponent, one point goes into your Bakkotou as a Soul Charge. When you gain 10 or more Soul Charges, your Bakkotou gains a Hollow Growth Ability. This can only be a Monstrous Feat, Scent, or a Supernatural Ability, which it confers to it's wielder. In exchange, when a Hollow Growth Ability is gained, the user must make a Fortitude Saving throw (DC 12 + The total number of Hollow Growth Abilities gained thus far) or take 1d4 points of permanent Constitution drain. If the Fortitude Saving throw fails, the wielder must make a Willpower Save with the same DC as the Fortitude save, or take 1d4 permanent Wisdom drain. If either ability becomes 0, the Bakkotou wielder dies, and is sucked into the Bakkotou, and the weapon itself gains an extra Hollow Growth Ability and becomes dormant waiting for the next user. In all other ways, the Bakkotou is a Zanpakutou except that you cannot take Bankai or Constant Release feats with a Bakkotou. A Bakkotou begins with 1 Hollow Growth Power that it can legally take per point of Charisma Bonus of the wielder. (Max 3, Min 1). In this form you keep your Shikai and it's progression thereafter gaining a new shikai ability every 2 levels. The Bakkotou counts as a Zanpakutou for all abilities.

2 – Any Base or Character Feat

3 – BAKKOTOU RESILLIANCE [PRESTIGE]
Through trial and error, and surviving the harrowing trials the Bakkotou places on you, you have steeled yourself to the malevolent spirit of the Bakkotou. You now only make a saving throw once every two Hollow Growth Abilities gained. You also gain a bonus to your saving throws equal to your Charisma Modifier.

4 – Any Base or Soul Feat

5 – BAKKOTOU FINAL RELEASE [PRESTIGE]
The Bakkotou version of Bankai, this is a combination of Bankai and Resserrection. For one round per (Level + Constitution Modifier) per day, you may release your Bakkotou's full power. Doing so you gain a number of Physical Alteration Hollow Growth abilities or Combat Manuver Hollow Growth Abilities equal to your Bakkotou's other Hollow Growth Abilities. You take on a chitinous Arrancar appearance, but your sword is still available to you with all it's abilities still intact.

Onmitsukidō Hakuda Expert

The Onmitsukidō is a special strike unit under the command of the Central 46 Chambers. It is divided into five units, each of which has its own special duties to carry out. These duties range from relaying information to patrol, discipline and assassination. If the Gotei 13 are the considered as an exterior guard, then the Onmitsukidō is an interior, covert guard. Originally a separate branch of Soul Society's army, the Onmitsukidō was traditionally tied to the Shihōin family. When the Commander-in-Chief would gain a title within the Gotei 13, the Onmitsukidō would become attached to that division as well. The Special Forces is generally commanded by a member of the noble family Shihōin, though the last member to hold this position was Yoruichi Shihōin before she departed Soul Society around 100 years before the main story line. Since that time, the Special Forces seem to be highly merged with the Gotei 13's 2nd Division.

The first branch of the Onmitsukidō. It is ranked the highest of the five branches in the division. Their responsibilities including punishment and assassination of ex-comrades who break the law and acting as scouts during battle against Hollows. Its members are dressed all in black and are known for their cold-bloodedness. They specialize in combat using Hakuda. It is normally headed by the the Commander-in-chief of the Onmitsukidō. Hakuda is a system of unarmed combat mastery that forsakes the Zanpakutou until either the finishing blow, or the direst need.

Prerequisites:
Feats: Hakudo Adept, Increased Flash Step, Supersonic Strike
Skills: Unarmed Attack, Balance, Jump and Tumble 8+ Ranks
Special: Must be chosen by another Hakuda Expert for training.

1 – HAKUDA DOUBLE TAP [PRESTIGE]
You may surrender quantity for quality. By surrendering all your other attacks in a full attack action, you may make an unarmed attack at your highest attack bonus with a bonus equal to one half your Strength Modifier (If you have the Weapon Finesse Feat, you use one half your Dexterity Modifier instead). If this attack hits, it automatically threatens critical and does double damage (Thus if the critical hit is confirmed the attack does x3 damage). When calculating damage, add one and a half times your strength modifier instead of normal.

2 – Bonus Flash or Reiatsu Feat

3 – HAKUDA COUNTERATTACK [PRESTIGE]
You may surrender unarmed striking for counter-striking. By surrendering all your attacks in a full attack action, you may instead gain those attacks as attacks of opportunity against any opponent that attacks you in melee regardless if they hit you or not. For purposes of these attacks, your opponent is denied their Dexterity Bonus to AC, but only counts for sneak attack purposes if you are four or more character levels above them.

4 – Bonus Flash or Soul Feat

5 – HAKUDA FLASH KICK [PRESTIGE]
You can move your body in such a way that your opponent might not see your attack until it's too late to block or dodge. You may use Hakuda Flash Kick three times per day plus once per point of your Dexterity Modifier. When you use Hakuda Flash Kick, make an attack roll as normal. Your opponent must then make a Spot Check with a DC equal to your roll. If they make the check, they defend normally with a -2 penalty to their AC. If they miss the check, they are also considered flat-footed (And are denied their Dexterity Bonus to AC)

Vizard

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" (□□, horō-ka).
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+ rank special: Must have faced and subdued the inner hollow.

1- MASKED WARRIOR [PRESTIGE]
When downing 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 a 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 Reiatsu 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 12+ 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.

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Jikojitsugen

There are some schools of thoughts among the Shinigami that state that Zanpakutou are merely swords and illusions. That the power of the Shinigami are within the shinigami himself. The follower of the Jikojitsugen path actualizes that tenant, gaining shikai powers of their own.

Prerequisites: Shinigami, Shikai, Sealed Zanpakutou Ability, Weapon Attack 11+ Ranks

1 – SELF ACTUALIZATION [PRESTIGE]
Choose one of your shikai powers. This power can now be activated at will whether or not you carry your Zanpakutou. Each level of this class, choose another Shikai power to self actuate. If you choose a power that empowers your Zanpakutou, your unarmed strikes gain the bonus (IE if you have Crackling Blade, your fists would do +2d6 electricity damage)

2 – Bonus Feat

3 – WEAPON ACTUALIZATION [PRESTIGE]
Any power you can actualize in yourself, you can actualize in any weapon you grasp. That weapon deals damage as your Zanpakutou.

4 – Bonus Feat

5 – FULL ACTUALIZATION [PRESTIGE]
You can activate all your Shikai powers within yourself without your Zanpakutou. If you have a weapon in hand, you can have it function as your Full Zanpakutou including Bankai Powers and damage.

NON RACIAL PRESTIGE PATHS

OUTCAST

Sometimes you just have to leave the Soul Society, Hueco Mundo, The Shinkoukenjin or the Oni Courts and run. Even if it's to help them. Once branded an outcast by your collective, you won't be welcome there except in times of great strife, and will probably be killed on sight (If they can that is). Some will still deal with you unless you are seen as a blight on that society, or an outcast from a violent uprising.

Prerequisites: Any 1 Racial Feat, Respective attack skill 6+ ranks., Have been banned from your respective race.

1 - LIVING [PRESTIGE]
You gain the benefits of the alive feat even if you are not so.

2 - FORBIDDEN KNOWLEGE I [PRESTIGE]
Pick spell they know, no higher than 5th level. This becomes a supernatural ability usable 3/day

3 - FORBIDDEN KNOWLEDGE II [PRESTIGE]
Pick spell they know, no higher than 5th level. This becomes a supernatural ability usable 3/day. Should you pick the same ability as Forbidden Knowledge I, it gains 3 more uses per day.

4 - FORBIDDEN KNOWLEDGE III [PRESTIGE]
Pick spell they know, no higher than 5th level. This becomes a supernatural ability usable 3/day. If you pick the same ability as Forbidden Knowledge II, it gains 3 more uses per day. If you chose the same ability for all three Forbidden Knowledge gains, it becomes at will.

5 - OUTCAST
You may choose one race other than your own. You qualify for prestige paths and feats as if you were a member of that race, and gain the base attack of that race.

Bounty Hunter

Bring 'em back ... Usually its' bring them back alive, but not always. However you want them, the Bounty Hunter is ready to deliver, for a price. The Bounty Hunter's treasure is the personal or institutional vendettas of others. Some states and nations employ Bounty Hunters to track down escaped prisoners, political activists and enemies of the state. Other Bounty Hunters work for organized crime rings or other powerful entities; many work freelance, taking on whatever bounties are offered.

Prerequisites: Any 1 Attack Skill: 5+ Ranks
Spot: 8+ ranks
Gather Information: 8+ ranks
Intimidate: 5+ ranks
Move Silent: 5+ ranks
Feats: Track, Alertness

1 – CHOSEN TARGET [PRESTIGE]
By taking 24 hours of careful study of a target, with information gathered by a DC [10 + Target's Character Level] Gather Information check, the Bounty hunter may designate this person as a target. A Bounty Hunter gains a +2 bonus per 3 character levels against their chosen target for all rolls including damage.

2 – BRING'EM BACK ALIVE [PRESTIGE]
You may always choose to deal non-lethal damage to your chosen target without taking the penalties to attack rolls. You still retain your Chosen Target bonuses.

3 – PUT'EM DOWN [PRESTIGE]
You gain one stance with the following descriptors
- Situation: Chosen Target Attacks You
- Benefit: Attack of Opportunity

4 – CAREFUL STUDY [PRESTIGE]
You can choose to add 10 to the DC of your Gather Information check to either speed up the study to 12 hours, or enhance your bonus to +3 per 4 levels.

5 – DEATH ATTACK [PRESTIGE]
By studying your chosen target for 3 rounds in combat, you can attempt to kill them outright. Once you make the attack roll, if it hits, the target must make a Fortitude save versus your attack roll or be slain instantly. They aren't sent along the cycle or reincarnation, but are instead changed into a soul pupae (similar to the Oni currency). Should you destroy the Pupae, they are sent along reincarnation's cycle.

Battlecaster

Some casters can take their powers to the extreme. These casters are a force of nature when in battle, doing things with spells others can't imagine.

Prerequisites: Spellcaster, Spellcraft 8+ ranks

1 – WARRIOR MAGE [PRESTIGE]
Your ability to cast in combat increases. You gain a +4 deflection bonus to defense rolls to avoid attacks of opportunity. Also, if casting ranged spells at a target within 30 feet of you, you may add your intelligence modifier to damage. Lastly, when you use an unarmed strike to deliver a touch spell, you add your wisdom modifier to damage.

2 – Bonus Feat

3 – EXPANDED KNOWLEDGE [PRESTIGE]
You gain +2 Spell Points per level. This counts retroactively. Also, choose a spell list you do not have, you gain one spell of a level you can cast added to your spell list per point of intelligence bonus from that spell list.

4 – Bonus Feat

5 – MAGICAL AVENGER [PRESTIGE]
Once per day you may use a metamagic feat you know without expending it's power points. This one use of a metamagic feat can be stacked on itself provided you pay for the second iteration.

Heartless Acolyte

Some beings become hollows when they die, some evolve powers that seem hollow-like in nature. Others, use hollows in rituals to bind them to their souls gaining their powers slowly over time.

Prerequisites: Must not already be a Hollow, Alive Feat, Spellcraft 8+ Ranks,

1 – BIND THE HOLLOW [PRESTIGE]
You bind a hollow to your soul, gaining 1 Hollow Growth power that does not change your physical appearance. You also gain +1 natural armor per 2 hollow growth powers you gain (Minimum +1), and +2/- Damage reduction that stacks with all other types of damage reduction. You are forever considered a hollow for effects that only effect hollows, and gain a +2 bonus to your Constitution score.

2 – Bonus Feat or Bonus Hollow Growth Power

3 – HEARTLESS APOTHESIS [PRESTIGE]
The Heartless Acolyte gains an additional 2 Hollow Growth Powers and gains the ability to soul crush their opponents once per day without rolling. The difference in rolls is counted as being the character level of the Heartless Acolyte + Charisma modifier. Also, the target must make a will saving throw (DC 12 + Acolyte's Character Level + Charisma Modifier) or be stunned for 1d4 rounds.

4 – Bonus Feat or Bonus Hollow Growth Power

5 – HOLLOW TRANSMOGRIFICATION [PRESTIGE]
The Heartless Acolyte gains an additional 2 Hollow Growth Powers and gains Fire and Cold resistance 10. They fully become hollows, and may take the Hollow feat regardless of their race to increase the number of hollow growth powers they have. They still gain the bonus of the Alive feat, and, like Substitute Soul Reapers are alive, and must use a method of Separating their soul from their body to activate any hollow growth powers gained after this level.

Hollow Tamer

Prerequisites:
Feats: Seasoned
Skills: Bluff, Diplomacy or Intimidate 6+ Ranks
Special: Must be at least Spiritually Aware

1 – HOLLOW COMPANION [PRESTIGE]
You gain a hollow companion. This companion is built by you as a hollow of your level and levels up as you do. This does not count against your leadership companion. A hollow companion serves you faithfully and cannot be turned against you in any way barring gross abuse on your part. Should your hollow companion die, it can be replaced after a 24 hour period has elapsed and you perform a one hour ritual to summon a new hollow to you. Your hollow gains a bonus Hollow Growth power.

2 – Your hollow companion gains a bonus Hollow Growth Power or a bonus feat or you gain a second hollow companion that is built at one level lower than you.

3 – TRAIN YOUR HOLLOW [PRESTIGE]
You gain options when your hollow goes into battle. As a standard action you can command your hollow granting it a bonus equal to your intelligence modifier to one roll that round. You gain the Judge Opponent feat, but can only use it on other Hollows. Your hollow (or hollows) gain a bonus Hollow Growth Power.

4 – Your hollow companion gains a bonus Hollow Growth Power or a bonus feat or you gain a third hollow companion that is built at two levels lower than you.

5 – SELF SACRIFICE [PRESTIGE]
You may sacrifice your own hit points to rejuvenate your hollow (or hollows). By relinquishing 1 hit points you can heal your hollow (or one of your hollows) by 5 hit points. This cannot place them over their maximum hit point value. You may only relinquish 1 hit point per point of charisma bonus per round for this effect. You may also sacrifice multiples of 5 hit points (if you are able) to remove a condition from your hollow (such as, but not limited to, nauseated, stunned or cowering). You cannot bring your hollow companions back to life in this manner. Your hollow (or hollows) gain a bonus Hollow Growth Power

HOLLOW PRESTIGE PATHS

Adjucha

Adjuchas (□□□□□, 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 6+, 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 hit points equal to its constitution score, and attribute bonus points equal to its character level to dispatch across your own attributes. These bonuses persist for one hour per level of the devoured character.

2- Any one Flash step or Reiatsu 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 modifier 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 Reiatsu feat

5- HOLLOW SWARM [PRESTIGE]
This ability acts as the *Elemental Swarm* spell, but summons Hollows instead of elementals.

1Hollow Brood Mother

Prerequisites:
Summon Lesser Hollow Hollow Growth Power
Telepathy Hollow Growth Power

1 – HIVEMIND [PRESTIGE]
All hollow within 30 yards of the Brood Mother are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No hollow in a group is considered flanked unless all of them are.

2 – Bonus Feat

3 – SUMMON MORE HOLLOW [PRESTIGE]
You may now summon 2d4 lesser hollows +2d4 per 4 character levels instead of the normal 1d4.

4 – Bonus Feat

5 – SUMMON BIGGER HOLLOW [PRESTIGE]
Your summoned hollows have 20 hit points each per 4 levels, deal 10 damage each per 4 levels and can explode as a standard action for 10 damage per 5 levels which ignores damage reduction in a radius of 10 feet per 5 character levels and kills the bigger hollow. If another bigger hollow is caught in the blast of a bigger hollow it will itself detonate.

Hollow Gorger

Prerequisites:
Consumption Hollow Growth Power
Swallow Whole Hollow Growth Power

1 – SKILL GORGER [PRESTIGE]
When you consume a target you gain all the skills that they have as trained skills.

2 – FACE GORGER [PRESTIGE]
In areas of darkness you gain a +10 bonus to disguise and bluff checks to deceive others if using a form of a being you have consumed.

3 – ATTACK GORGER [PRESTIGE]
Choose one being that you have eaten, you gain their racial attack if you don't already have it. You may choose another racial attack per feat you gain in this prestige path from here on in.

4 – FEAT GORGER [PRESTIGE]
Choose one being that you have eaten, you gain one bonus feat per point of charisma modifier that they possessed. Minimum 1, maximum 5. Other than race you must meet the prerequisites of all feats you take from the creature. If you gain a feat that gives you a choice (such as Shikai), you must choose the same options that were chosen by the creature you consumed.

5 – IMPROVED FEAT GORGER [PRESTIGE]
As Feat Gorger except you choose a second creature to gain bonus feats from.

Vastro Lorde

Prerequisites
Feat: Cero and Consumption Hollow Growth powers, Summon hollow prestige ability

1- HOLLOW PERFECTION [PRESTIGE]
Benefit: All unsealed hollow ablilites on the following list are changed as follows. Size increases size becomes medium but the statistic bonus is kept however The Vastro Lorde loses the 5' reach gained (their damage stays the same as the old sizes) A Vastro Lorde with extra limbs, natural attacks, swallow whole, or trample loses access to them but gains +1 to all stats per power traded thusly. (If they become Arrancar the powers still count for stat bonuses due to *RESURRECCIÓN*)

2 – Bonus Hollow Growth Power not on the list of abilities lost at first level of this class

3 – VASTRO LORDE ABILITY [PRESTIGE]
Benefit: the vastro lorde chooses one of the following abilities It counts as a hollow growth power for Resurreccion

Multi-Cero: As a full round action make a ranged touch attack against a target within 60' and all enemies within 30' of them this attack deals 3d6 per ranged attack you can make in a round plus 1d6 per 4 your attack roll beats their Defence max 10d6 extra damage.

Full Power Zanpakutou: Gain 4 shikai and 2 Bankai abilities when you unleash your zampakutou (Arrancar)

Dreadful Wounds: Once per day per four character levels, damage from your attacks can't be healed by any effect other then natural healing and your attacks over come Regeneration.

Aura of Decay: All characters within 30' +10' per 5 character levels take 2 str, dex, and con drain at the beginning of your turn or when they enter your aura.

Spirit Lance: Once per day per 4 character levels you may make a touch or ranged touch attack with a 30' range that deals 3d6 per weapon attack the Vastro Lorde can make in a round. This attack ignores all DR the target possess.

Ungodly Healing: The Vastro Lorde can increase its Fast Healing by 10 for 3 rounds or it can increase its Regeneration by 5 for 3 rounds once per day per 4 character levels

Inhuman Stamina: The Vastro Lorde does not die at negitive half their max hit points, in order to die he must reach his full Hit point total in negative in order to die. The Vastro Lorde will not go unconscious until death. At 0 HP the Vastro Lorde gains + 10 DR, at 1/2 his HP total negative his DR increases again by 5.

4 – Bonus Hollow Growth Power not on the list of abilities lost at first level of this class

5- VASTRO LORDE ABILITY [PRESTIGE]
Benefit: the vastro lorde chooses one of the abilities from the list at 2nd level as before It counts as a hollow growth power for Resurreccion

Arrancar

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 (yamen), but is pronounced as the Spanish Arrancar (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 (□□□, 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 (□□□□□□□□□□□□, 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* (□□□□□□□□□□, 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* (□□□□□□□□□□□□□□□□□□□□, 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* (□□□□□□□□□□□□□, 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 Hollow Growth Power and One Special Hollow Growth power
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+, Cazador Level 1+)

1- SEALED FORM [PRESTIGE]
The physical Hollow powers acquired via the Hollow Growth ability are sealed in an arrancar's Zanpakutō. Their Zanpakutou is sealed as the feat, and cannot be awakened without the taking of the Unleashed feat. Only hollow growth powers gained before becoming an Arracar are sealed.

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 powers released in the transformation.
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- SONIDO [PRESTIGE]
An Arrancar travel at incredible speeds when using the Flash Step skill. They are always treated as having used the Flash Step skill as a swift action regardless of their roll. Also, they add their wisdom modifier to their Flash Step roll.

5- SWIFT RESURRECCION RELEASE [PRESTIGE]
You may release your Resurrection as a swift action instead of a move action

Espada

The Espada (□□□□□□□□□□, 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 or Vastro Lorde Hollow Growth Power

3-BONUS FEAT: LEADERSHIP
The Fracción (???(?????), 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.

4-Bonus Feat or Vastro Lorde Hollow Growth Power

5-PERFECTION OF FORM [PRESTIGE]
Your Zanpakutou gains 4 Shikai and 2 Bankai abilities.

Cazador

Like the Quincy, Hollows have also learned to fight the enemy with their own techniques. While some choose to persue the adversarial relationship with the Shinigami, others choose to attack the more deadly threat of the Quincy. Though, yes, there are less Quincy, what they do is more devastating to the soul. Where the Shinigami simply cleanses the soul of it's dark emotions, and purifies the soul of it's evil deeds while a Hollow, the Quincy simply erase the soul from existence. To any being, this is a fate worse than purification. Even if they lose all their memories... they still exist after being killed by a Shinigami.

The Cazador (Spanish for Hunter) learns to drawn spirit particles to himself. While this helps him stave off mindless rage and the hunger for souls that plauge most Hollow, the Cazador can also use these spirit particles much like a Quincy.

Prerequisites:
Unarmed attack bonus 12+, Cero and Magic Fang 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+, Cazador Level 1+)

1 – BLOODWIND [PRESTIGE]
The Hollow powers acquired via the Hollow Growth feat are now sealed in an item that resembles a Quincy Cross. It's natural weapons are considered Quincy Cross damage for the purposes of damage reduction and feat prerequisites, and once per day per Cazador prestige feat it garners, it can use it's Natural Attacks (Including unarmed attack) at a range of 30 feet per five character levels.

2 – RESURRECCIÓN [PRESTIGE]
When Releasing his true Hollow form (a standard action), an Cazador gains an immense boost to its Hollow powers. During Resurrección, the Cazador benefits from an enhancement bonus to dexterity, charisma and constitution equal to twice his number of Hollow Growth feats. The Cazador also gains a bonus to land speed equal to 5 feet per Hollow Growth Feat. An Cazador'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 – MURCURIO [PRESTIGE]
The Cazador adds it's Charisma bonus (If any) to her AC as a Dodge Bonus

4 – SAETA [PRESTIGE]
The Cazador can finally use it's bow as a Quincy. It can use it's Unarmed Attack skill as the Ranged Shot skill (Use the Cazador's dexterity bonus as the bonus to this skill instead of Wisdom). It's Saeta damage is equal to a it's Unarmed Damage.

5 – SWIFT RESURRECCION RELEASE [PRESTIGE]
You may release your Resurrection as a swift action instead of a move action

QUINCY PRESTIGE PATHS

Geist Der Rache

There have been times, in the history of the Quincy, where people have experimented with learning the ways of the enemy to better defeat them. This research was quickly and effectively reduced to ashes any time it was found out, but sometimes, the texts that detailed out the process known as Machtvakuum survived the generations.

Machtvakuum is the way in which a Quincy can cause his body to begin pulling spirit particles into itself without the Quincy's bidding, this overflowing the Quincy with power, like the Quincy Final Form, but with less risk. Once the Quincy knows how to perform Machtvakuum, he can materialize a set of targeting goggles that allow this extra power to be used called a Gesichtsmaske. The Gesichtsmaske can only be maintained for a short time before it disappears, but it gives the Geist Der Rache several hollowlike abilities.

Prerequisites:
Feat: Hollow Within, Quincy
Will Save: 10+ Ranks
Special: Must have faced and subdued the inner hollow

1 – GESICHTSMASKE [PRESTIGE]
By concentrating a massive amount of spirit particles to one area, one is able to form a spiritual mask to awaken the other powers of a Geist der Rache. When donning his Gesichtsmaske, which is a move action, the Geist der Rache gains phenomenal speed and power. With the mask on, the Geist gains an enhancement bonus to Dexterity and Wisdom equal to his character level, and a bonus to the DC of any attack that requires a reflex saving throw equal to their newly modified Dexterity Modifier. The Geist also gains a bonus to movement at a rate of 10 feet per 3 character levels.
Donning a Gesichtsmaske lasts for a number of minutes equal to your Character Level + Constitution Modifier, but can be spread over multiple uses.

2 – Bonus Flash or Reiatsu Feat

3 – GEIST SCHRITT [PRESTIGE]
Through their mask, the Geist can increase the power of his shots, and his defensive capabilities. With their mask down, the Geist gains a bonus on Ranged Shot damage equal to 1d6 per five character levels (+1d6 for first level), and a bonus to all Dexterity and Wisdom based d20 rolls equal to 1 + 1 per five character levels as long as they move 10 or more feet per round. Each 20 feet beyond the first 10 that the Geist moves in the round garners an additional 1d6 to Damage and +1 to all Dexterity and Wisdom Based d20 Rolls. If the Geist moves more than 90 feet in a round, they garner a 20% miss chance.

4 – Bonus Flash or Reiatsu Feat

5 – WELLE VON NICTS [PRESTIGE]
The Geist gains the ability to charge an arrow with power and fire it in a line, much like the Hollow attack Cero. The attack is a 60 foot line, and deals 1d6 damage per character level. Targets must make a reflex save (15 + Character Level + Constitution Modifier) to take half damage. A Quincy may fire this attack once every 1d4 rounds.

Ransōtengai Master

A master of Ransotengai doesn't just control his own body when it's disabled. He can control others, and even, at the extremes of the power, cause someone to lose control of themselves completely.

When originally created this is a high level technique that allows the user to control their body parts using strings of spirit energy controlled by their brain, forming lines or strings out of countless spiritrons. By using this technique, the user can control their body as one would a puppet, allowing them to move freely despite paralysis, broken limbs, or any other force that would impede normal movement. It was originally created to allow elderly Quincy to fight effectively, and is rare enough that Mayuri had never encountered a Quincy (out of the 2661 that he examined or studied) who could use it before Uryū.

A Master of this technique can take decades to create, and most will never achieve the power needed to gather so many spiritrons to control another or to cut off someone from their own movement. Those that do are feared throughout the worlds as a master of both body and soul.

Prerequisites:
Feat: Quincy, Spellcaster, Enlightened
Skills: Concentration: 10+ Ranks, Willpower: 10+ Ranks

1 – RANSOTENGAI [PRESTIGE]
You gain the ability to control your own body even after it's been disabled. Once per day, if the Ransotengai Master would be disabled through a kido or from punishment to the body, they may expend 3 spell points, and then 1 spell point per round after the first to get their body moving again. As long as they continue to spend spell points (1 per round), they remain as able as they did before they were disabled, removing any penalties to physical statistics (even due to age). If a master is reduced to -1/2 max hit points while this technique is in place, it immediately ends, and the master dies, just as he would normally.

2 – Bonus Flash or Reiatsu Feat

3 – RANSOTENGAI MARIONETTE [PRESTIGE]
Once per day, per point of wisdom modifier you posses, you may attempt to use your Ransotengai on another being with a soul. Creatures of the Undead or Construct subtype can never be controlled by this technique. To use this technique, the Ransotengai Master makes a Concentration check with a DC equal to (10 + the target's HD + the target's Wisdom Modifier) and expends 3 Spell Points. Should they make the DC, if unwilling the target gets a will save at the same DC. Should the target fail, they are no longer in control of their body, the Ransotengai Master is. They must expend 2 Spell Points per Round there after to keep control of the body. Whether or not the target makes his will original will save, the 3 original spell points are spent.

4 – Bonus Flash or Reiatsu Feat

5 – RANSOTENGAI SCHNEIDER [PRESTIGE]
With this technique, the Ransotengai Master may cut off someone's mobility, end the effect of someone else's Ransotengai or free someone (including themselves), from the Ransotengai Marionette effect. To cut off someone's movement takes the same effort as the Ransotengai Marionette ability. Should the Target fail his Will Save he is fully disabled (considered -1 HP and stable). Should the target make the will save, their Hit points are halved as their soul is literally sheered. To end someone's Ransotengai or Ransotengai Marionette effects, the master spends 3 Spell Points and forces the target to make a will save, opposed by one of their own. Should the Master win, the selected effect ends prematurely. Should the target win, the losing master is drained of 3 additional spell points to reflect mental strain. The first effect may be used once per day. The other effects of this feat may be used as long as the Master has Spell points to spend.

Kyuujutsu Master

There are archers, and then there are master ranged specialists. A Kyuujutsu Master is such a being. They have taken the art of ranged combat to a level that most people don't even think exists, being able to ignore walls, and sometimes even the density of the material they are firing at.

To be a Kyuujutsu master means that you have studied angles, and precision to an extreme. You have knowledge of geometry that would make people wonder what you do with your time. You have an intrinsic mastery of balance and knowledge of weak points that even helps you in unarmed combat at times.

Prerequisites:
Feats: Rapid Shot, Weapon Focus (One Ranged Weapon), Weapon Specialization (One Ranged Weapon)
Skills: Ranged Shot, Reflex, Spot and Search 8+ Ranks

1 – DOUBLE SHOT [PRESTIGE]
By sacrificing accuracy for power, a Kyuujutsu Master can severely effect target. A Kyuujutsu Master can sacrifice her remaining attacks in a round to fire off two arrows at once, each striking the same part for increased damage. The double attack takes a -2 penalty, but if it hits, it threatens critical and does double damage (If the critical is confirmed, the attack does triple damage)

2 – Bonus Reiatsu or Soul Feat

3 – TRICK SHOT [PRESTIGE]
Once per day per point of wisdom bonus (minimum 1), the kyuujutsu master is able to gain one of the Eight following benefits.

- +10 insight bonus to Ranged attack rolls for 1 round, or
- +5 insight bonus to ranged attack damage rolls for 1 round, or
- Ignore all cover and concealment penalties with ranged attacks (save for total concealment and full cover) for 1 round, or
- Strike at two targets with one attack, or
- Knock the target prone if the attack hits, or
- Halve the target's land speed if the attack hits, or
- Ignore your character level in Damage Reduction, or
- Remove the ability modifier from your target's next round of attacks

4 – Bonus Reiatsu or Soul Feat

5 – RAIN OF ARROWS
By sacrificing all your attacks in a round, you may make one attack on every creature within 10 feet per 2 character levels of yourself. This may be used once per day per point of Wisdom bonus you posses.

Sniper

The extremists of the Archer set, Snipers are guerrilla and tactical archery experts. Instead of working with teams of other archers and longbowmen, Snipers often set up independently and shoot for particular targets, usually officers, spellcasters and unit leaders. Often they will set-up positions before a battle high in trees or in other camouflage locations in preparation for an upcoming battle. They are generally serious people, considered to be dry of wit and they often seem to have little interest in anything besides their single-minded focus on the perfect shot.

Prerequisites: Feats: Point Blank Shot , Precise Shot, Sneak Attack
Ranged Shot: 9+ Ranks

1 - PRIMARY WEAPON [PRESTIGE]
You gain a +2 Compitence bonus with the Ranged Shot Skill for the weapon you are specialized in +1 per 2 prestige feat from this path.

2 - EXTENDED RANGE [PRESTIGE]
The range of your selected ranged weapon doubles

3 - EXTENDED SNEAK ATTACK [PRESTIGE]
With the ranged weapon you are specialized in, you can make your sneak attack from up to your weapon's range.

4 - FURTHER RANGE [PRESTIGE]
Your range with your ranged weapon extends to line of sight, except with the ability Rain of Arrows, who's range maxes out at 10 feet per 2 character levels of the archer

5 - ONE SHOT, ONE KILL [PRESTIGE]
By spending a full round action studying a target that does not know you are there, you gain a +4 competance bonus to the attack roll, and deal triple damage on a hit. If you critically hit, your critical multiplyer is increased to x5 damage.

Taker Der Seelen

There are some Quincy that use their hands to form a bow, there are even some that use their hands to fight. Rare is the Quincy that does neither. Their control over spirit particles is so great that they can siphon the soul of a victim to empower themselves.

Prerequisites: Quincy, Unarmed Strike 4+ Ranks, Craft Kido Tube

1 – SEELE BIBEN [PRESTIGE]
Your unarmed strike drains your opponent's hp rather than deal damage. When you deal damage with an unarmed strike, you gain the damage as temporary hit points. The target must make a fortitude save equal to (15 + Character Level + Charisma Modifier) or be fatigued after each hit.

2 – Bonus General Feat

3 – STEHLEN DER SEELE [PRESTIGE]
You can steal the soul of a downed opponent. If an opponent dies from a wound you gave them, you may make a concentration check equal to (10 + Their Character Level + Their Con Modifier). Should you succeed, for the next 24 hours, you gain a bonus on all d20 rolls equal to one quarter of their character level (rounded up)

4 – Bonus General Feat

5 – KANONE VON DER SEELE [PRESTIGE]
You may sacrifice the Temporary hit points and temporary d20 bonuses you've garnered through Seele Biben and Stehlen der Seele in a Ranged Touch attack. You deal damage with the ranged touch attack as follows. If you sacrifice temporary hit points, you deal damage on a 1 point per 1 point basis. If you sacrifice temporary d20 bonuses, you deal 1d6 damage per sacrificed bonus point. This ability can be used at a range of 100 feet + 10 feet per character level.

SUPERHUMAN AND SOULCASTER PRESTIGE PATHS

Living Hollow

Some Superhumans aren't human at all. They have somehow grow hollow powers, and by way of this prestige path benefit from that relationship.

Prerequisites: Superhuman feat, Oldblood (Hollow) feat, Alive, Unarmed Strike 8+ Ranks

1 - AWAKENING [PRESTIGE]
You gain 2 Hollow growth powers. You do not qualify for hollow growth powers that require claw attacks. These powers are hidden within you, only available when you are using your Hollow Evolution power.

2 - HOLLOW EVOLUTION [PRESTIGE]
You gain 2 more hollow growth powers and You can unleash your hollow growth powers and also gain a bonus to your Strength, Dexterity and Constitution equal to the number of hollow growth powers you gained. This form lasts one minute per [Constitution Modifier + Character Level] and includes only the hollow growth powers from Awakening and this prestige feat.

3 - SECONDARY AWAKENING [PRESTIGE]
You gain 2 more hollow growth powers. These powers are hidden within you, only available when you are using your Hollow Hyper-Evolution

4 - HOLLOW HYPER-EVOLUTION [PRESTIGE]
You gain 2 more hollow growth powers and You can unleash your hollow growth powers and also gain a bonus to your Strength, Dexterity and Constitution equal to the number of hollow growth powers you gained. This second group includes the new hollow growth powers from Secondary Awakening, Awakening and this prestige feat and lasts one minute per character level.

5 – HOLLOWFICATION [PRESTIGE] You gain 2 more Hollow Growth Powers that are sealed and cannot be accessed without your hollow hyper-evolution active. In addition, choose 3 from all your hollow growth powers. They are always active without evolving.

Superhuman Evolutionary

The epitome of superhumans, the superhuman evolutionary gains abilities above and beyond the normal superhuman.

Prerequisites:
Feats: Superhuman, Blooded, Superhuman Evolution
Skills: Unarmed Strike: 6+ Ranks

1 – IMPROVED EVOLUTION [PRESTIGE]
Gain two Evolution abilities or a bonus feat. Your timer for your evolutions double.

2 – Either a bonus feat or a bonus Evolution ability.

3 – ADVANCED EVOLUTION [PRESTIGE]
Gain two Evolution abilities or a bonus feat. You gain your constitution as a one time bonus to hit points and your charisma modifier as a bonus to defense rolls.

4 – Either a bonus feat or a bonus Evolution ability.

5 – Gain two Evolution abilities or a bonus feat. Your unarmed strikes now increases an additional step and you add one half you character level to damage dealt with any attack you make.

Soulcasting Prodigy

Prerequisites:
Feats: Soulcaster
Skills: Ranged Shot 6+ Ranks
Special: Ability to deal 3d6 damage, heal 30 damage and block 30 damage

1 – CUTTING MASTER [PRESTIGE]
Your Solitary Sacred Cutting Shield does d8's of damage instead of d6's. In addition, once per encounter when you roll an attack, you may re-roll the attack and take the better of the two rolls. This ability may be declared even after knowing the outcome of the attack roll but before damage is dealt.

2 – PRODIGY [PRESTIGE]
Choose one effect. Your Solitary Sacred Cutting Shield does d10's of damage, Your Three Sacred Links Shield does damage to foes touching your shield at a rate of 1d6 per 10 points the shield can block or your Twin Sacred Return Shield may return to life someone that's been disintegrated or blown to bits. You gain that effect to the appropriate shield.

3 – SHIELDING MASTER [PRESTIGE]
Your Three Sacred Links Shield now protects against an additional 2 points per rank you possess. In addition, when you use your shield to protect allies, you may temporarily reduce the ranks you possess by 1 to give the allies within your shield Fast Healing 3 + 2 per rank of the shield while the shield is up. If the shield is broken by an attack, the Fast Healing immediately ends even if the allies have not received their healing from it for the round. You are also effected by this ability (You gain the same fast healing as your allies).

4 – OFFENSIVE SHIELDING [PRESTIGE]
You may temporarily reduce your rank of this shield by 1 to have the shield deliver a powerful shock against any enemies touching the shield. This damage is equal to 1d8 per rank of the shield (minus the rank sacrificed to activate this ability)

5 – HEALING MASTER [PRESTIGE]
Your Twin Sacred Return Shield's healing increases to 15 points per rank instead of 10 points. In addition, when you restore a limb to a target, it counts as 10 points of healing instead of 20. Also, when you return a target to life it counts as 40 points of healing instead of 50 and may be done ten rounds per level of the target after their deaths instead of your charisma modifier in rounds.

Bounto Prestige Paths

Uberbringer des Leben

Rare is the Bounto with good intentions. Rarer still is the bounto that has the best intentions. Some Bounto see their long lifespan as a boon to grant others and have developed powers to match. They are healers and life bringers, sacrificing their longevity to make others whole.

Prerequisites: Bounto, Reiatsu Healing

1 - GERSCHENK DER SEELE [PRESTIGE]
Your Reiatsu Healing improves as follows. You may sacrifice one day of your collected life to heal one hit point of damage. You may sacrifice one week of your collected life to put a dead creature into a gentle repose state for the same amount of time.

2 – Bonus Feat

3 – BERURHEN DER PUPPE [PRESTIGE]
Your Doll may make healing attacks as per the Shinigami Shikai power instead of dealing their normal damage. They may also act, once per day per point of it's charisma, as if it had the Shikai Power, Pain Release one time. It may use your Reiatsu Healing powers for you.

4 – Bonus Feat

5 – LETZTE OBFER [PRESTIGE]
Using your Reiatsu Healing feat, you may sacrifice all your stored extra life to bring a being back from the dead for the same amount of time sacrificed. The person knows exactly how long they have to live, and remains at -10 hit points. If they are healed past 0, the timer disappears, and the person is alive and well. The Bounto immediately ages to their proper age until they can siphon more energy from a person, unless their lifespan has passed human maximum (120 years) in which case, they die, and can be brought back as normal.

Cruor Imbido

Not all Bounto like the fact that part of their soul is rebelling against them constantly and vying for control. Those that decide not to take it anymore devour their doll and become even more vampirish than before, giving rise to many legends.

Prerequisites:
Feats: Bounto, Bountiful Harvest, Improved Critical (Bite), Improved Natural Weapon (bite)

1- BLOOD DRAIN [PRESTIGE]
Benefit: The cruor imbibo's bite now gains the ability to heal the cruor imbibo for the same amount the bite attack deals up their maximum hit point total.

2- Blooded or Damage reduction as a bonus feat

3- AUGMENTED CRITICAL [PRESTIGE]

Benefit: The cruor imbibo's bite threatens a critical hit on a natural attack roll of 17-20, dealing triple damage on a successful critical hit.

4- Blooded or Damage reduction as a bonus feat

5- IMPROVED BLOOD DRAIN [PRESTIGE]
Benefit: The cruor imbibo's bite now gains the ability to deal 1 con damage as well as the normal damage. On a critical hit the bite deals 1d4 con damage instead.

DEFENSE RE-EXAMINED

When examining Defenses in a d20 system one has to wonder why there are any static numbers. Granted static numbers are safe, and rather harmless, they are also non-dynamic, and boring. Dynamic Defenses are more able to accurately reflect an ongoing battle by allowing a defense against each single attack, or giving the ability to the player to use taught techniques to passively defend themselves.

Actively Defending one's self prompts the Defensive Roll, by relying on a preset number (see below), you can say you're passively defending yourself, even at the expense of the ability to retaliate, or even attack on the next round.

DEFENSE ROLL
D20 + Defense Skill Ranks + Dexterity + Applicable Modifiers
vs
Attack Roll
D20 + Attack Bonus + Applicable Modifiers

DEFENSE ROLL DESCRIPTION
When you are under attack, you are always entitled to a defensive roll. You gain a bonus to your defensive roll equal to your ranks in the Defense Skill + Dexterity Modifier + Applicable Modifiers. Conditions that cause you to become flat-footed or cause you to loose your Dexterity Modifier and Defensive Skill to AC.

TAKING 10, 15 OR 20 ON A DEFENSE ROLL
You may always take a 10 on your Defense Roll.
You may always take a 15 on your Defense Roll, but you take a -5 to all attack rolls on your next initiative.
You may always take a 20 on your defense roll, but you may make no attacks on your next initiative.

OTHER MODIFIERS
Many other factors modify your defense roll.
Enhancement Bonuses: Enhancement effects make your armor better.
Deflection Bonus: Magical deflection effects ward off attacks and improve your Defense Roll.
Natural Armor: Natural armor improves your Defense Roll.
Dodge Bonuses: Some other Defense Roll bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to Defense Roll.) Unlike most sorts of bonuses, dodge bonuses stack with each other.
Touch Attacks: Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your Defense Roll doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally. If you are not wearing armor at all, you lose one-half your defense skill ranks (rounded down).

PARRY ROLL
D20 + Attack Bonus + Strength Modifier (Dexterity if using Weapon Finesse) + Applicable Modifiers
vs
Attack Roll
D20 + Attack Bonus + Applicable Modifiers

PARRY ROLL DESCRPTION
You may choose to parry instead of rolling defense at the cost of attacks of opportunities per round.. A parry roll is made by making an attack roll instead of a defense roll. If your attack roll is greater than your opponent's defense role, your opponent's attack is canceled. You may roll a parry action each time you would normally be allowed to roll a defense roll a number of times per round equal to your dexterity modifier.

TAKING 10, 15 OR 20 ON A PARRY ROLL
You may always take a 10 on your Parry Roll.
You may not take a 15 on your Parry Roll.
You may not take a 20 on your Parry Roll.

OTHER MODIFIERS
Many other factors modify your defense roll.
Enhancement Bonuses: Enhancement effects make your weapon better.
Deflection Bonus: Magical deflection effects ward off attacks and improve your Parry Roll.

SAVE SKILLS

There are effects that bypass your regular defense. Be they large area effects, mental attacks or attacks that might destroy the body and the target's statistics, you are entitled to a Saving Throw. Saving Throws use the skills below to ascertain whether you are effected, partially effected, or not effected at all.

FORTITUDE ROLL
D20 + Fortitude Ranks + Constitution or Strength Modifier (Whichever was higher) + Applicable Modifiers
vs
Difficulty Class of the attack.
FORTITUDE ROLL DESCRIPTION
When something threatens your body, be it instant physical death, or damage to your Strength, Dexterity or Willpower, you are entitled to a Fortitude Roll. Rolls of this kind use no Tech Points, and are made immediately upon the effect hitting the target. Most Fortitude effects have Full and Partial Effects. When making a Fortitude Roll, failure exposes you to the full effect of the fortitude effect. Success gives you partial effects as described in the fortitude effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the fortitude effect regardless of description.

REFLEX ROLL
D20 + Reflex Ranks + Dexterity or Wisdom Modifier (Whichever was higher) + Applicable Modifiers
vs
Difficulty Class of the attack.

REFLEX ROLL DESCRIPTION
Attacks that are too large to really miss may incur a Reflex Roll. Rolls of this kind use no Tech Points, and are made immediately upon the effect hitting the target or targets. Most Reflex effects have Full and Partial Effects. When making a Reflex Roll, failure exposes you to the full effect of the Reflex effect. Success gives you partial effects as described in the reflex effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the reflex effect regardless of description.

WILLPOWER ROLL
D20 + Willpower Ranks + Intelligence or Charisma Modifier (Whichever was higher) + Applicable Modifiers
vs
Difficulty Class of the attack.

WILLPOWER ROLL DESCRIPTION
Attacks on the mind normally incur a willpower roll to resist.. Rolls of this kind use no Tech Points, and are made immediately upon the effect hitting the target or targets. Most willpower effects have Full and Partial Effects. When making a willpower roll, failure exposes you to the full effect of the willpower effect. Success gives you partial effects as described in the willpower effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the willpower effect regardless of description.

USING FLASH STEP TO ADD TO DEFENSE
Using the Flash Step skill can add to your defense rolls. Not only does the Flash Step skill add a +2 synergy bonus to the Defense skill for having 5+ ranks in the skill, but you can actively use the Aid Another special action to aid yourself with the Flash Step skill as a free action

Combat Updated

ATTACKING MULTIPLE TARGETS WITH ONE ATTACK
When a character absolutely must take down a number of targets but he or she does not have enough extra attacks to do so, the character may attempt to use one attack to strike multiple targets. For each additional target beyond the first, the character suffers a -4 check penalty. Only one attack check is made, not one check per target. Each target, however, is allowed to make a defence check as normal. Additionally, the damage inflicted to each target is reduced by one half. For example, if a character attempted to swing his sword and strike three people in one blow, he would make one attack check with a -8 penalty (-4 for each of the two extra targets). If he successfully hits any of the targets, his damage is reduced by half. Characters with certain Feats (for example, Cleave or Whirlwind Attack) are exempt from these penalties.

ATTACKING MULTIPLE WEAKER OPPONENTS
Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a powerful warrior battling hoards of lowly minions), and consequently the attack penalties are not as severe. For each additional target who is at least 5 character Levels (or 5 CRs) lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target who is at least 10 character Ranks (or 10 CRs) lower than the attacker.
For example, a 12th Level shinigami uses her zanpakutou to combat a hoard of 8 hollow with the following Levels: 1, 1, 2, 2, 4, 4, 6, and 8. The shinigami suffers no penalty for the two Level 1 and two Level 2 hollow (since they are at least 10 Levels lower than she), a -2 penalty for the two Level 4 and one Level 6 hollow (since they are at least 5 Levels lower), and a full -4 for the Level 8 hollow (since he is only 4 Levels lower, which is less than 5). The final attack check penalty the shinigami suffers for her one attack is -10 (-2 -2 -2 -4 = -10).

ATTACKS WITH TWO WEAPONS
A character with a one-handed weapon in each hand may use both at once against the same target or attack two different targets (even if he or she does not have extra attacks) but at a severe penalty to both checks. A two-weapon attack incurs a -6 penalty for the primary or first hand and a -10 for the other hand (the off hand). An additional -2 penalty is applied on each attack (-8 and -12 penalties) if the attacks are aimed at different targets. If a character has extra attacks, he or she can only use this option with one attack and not every attack. The penalty applied to the off hand attack is reduced by 4 if the character has the Ambidexterity Feat. Additionally, each time the Two- Weapon Fighting Feat is assigned, penalties applied to both attacks are reduced by 2.

CALLED SHOTS

An attacking character may opt to suffer a penalty to hit in exchange for a Called Shot that provides some special advantage. For example, a Called Shot may ignore Armour (by attacking a small, unarmoured spot) or strike a vital point, inflicting greater-than-normal damage results. Players must specify a Called Shot before rolling the dice.

CALLED SHOT – BULLRUSH

A character may attempt to push a target by bull rushing them. To bullrush you must charge a target, which they can simply sidestep. Should you connect you roll an attack roll vs their defensive roll. If you succeed, you move the target 5 feet + an additional foot per point you beat their defensive roll by.

Bull-Rushing provokes an attack of oppourtunity unless you have the improved bull rush feat.

CALLED SHOT - DISARMING

A character may attempt to shoot or knock a weapon out of another personÕs hand. If using a ranged attack, this requires an attack at a -8 penalty. If the attack hits, the character knocks away the weapon (probably damaging it). If using a melee weapon or unarmed attack to disarm, the character only suffers a -4 penalty, but the target may make a Strength check to retain control of the weapon. If the check succeeds, the weaponÕs user still suffers a -4 penalty on his or her next action with that weapon (since it is off balance), but he or she retains control of it.

CALLED SHOT – GRAPPLE

A character making a grapple check rolls a melee attack vs the opponent's defense roll. Should that succeed, the characters each roll a check using their strength modifier and any applicable grappling modifiers at their disposal (such as size, for each size category above their opponent, a grappler receives a +4 to grapple checks). Should the initiator win, the target is grappled. If the target wins, they are not grappled.

Grappling provokes an attack of opportunity unless you have the Improved Grapple feat.

Once Grappled, you may move the target up to half your movement without letting go.

CALLED SHOT – TRIP

A character may make a trip attack. If the character succeeds, the target is prone. To trip an opponent, you must make an attack roll vs their defense roll. If you win, you roll a trip attack vs their reflex roll. If you win again, the target is prone. Lose either roll and you fail in your trip attempt. Should you botch your roll, you end up prone instead.

Tripping provokes an attack of opportunity unless you have the improved trip feat.

CALLED SHOT TO VITAL SPOT

A character attacking a living being can specify he or she is aiming for a vital spot (heart, brain, spine, etc.) rather than simply shooting at the centre of mass as usual. He or she suffers a -8 attack check penalty, but, if successful, the damage dice used in the attack increases to the next size: d4 becomes d6; 6d becomes d8; d8 becomes d10; d10 becomes d12; and d12 becomes d20. For example, a character with a Zanpakutou which normally delivers 6d6 damage due to shikai abilities, would inflict 6d8damage if he or she made a successful Called Shot to Vital Spot.

COMBINED ATTACKS

Sometimes, characters will find themselves facing an extremely tough opponent whose damage reduction is tough enough to prevent the characters from inflicting harm. In these situations, characters will often co-ordinate their attacks, attempting to strike the same point at the same time in the hopes of overwhelming the target's defenses. For each character attempting a combined attack after the first, the attackers each suffer a -2 penalty to their attack check. Each character must hold his or her attack until the slowest character's Initiative (or later) before launching the attack. Each character makes an attack check to see if he or she hits the target. If the character hits, he or she determines how much damage is inflicted by the attack normally. All successful attackers combine their damage values into one total and this amount is inflicted upon the target as if from one attack.

If one attack fails to hit with the combined attack penalty but otherwise would normally hit, the character still hits the target but does not successfully co-ordinate with the other characters. Naturally, if only one character co-ordinates, a combined attack does not occur. The character determines how much damage is inflicted but reduces the damage delivered by half (round down). If the character misses, no damage is delivered.

The target of a successful combined attack is only required to make a single defense roll to determine if she or he is hit by the incoming combined attack. A penalty of -1 is applied to the roll for each opponent beyond the first who participates in the combined attack.

EPIC CHARACTERS ATTACKING MULTIPLE WEAKER OPPONENTS

Any epic-level character can make a regular attack that automatically kills one low-HD opponent per epic Level he or she has, without needing to make a roll. For this purpose, a low-HD opponent is any creature at least 20 HD or Levels below the level of his or her attacker. For example a 25th Level epic shinigami treats all characters of 5th Level or below, and all creatures of 5 HD or below, as low-HD opponents.

The attack used could be magic, melee, sneakiness, psychic power or whatever means suits the character. No resources need be expended to make this attack — the opponents are very nearly beneath the character’s notice, and are swept aside without a second thought. This can be especially useful when in a mass battle, whichever battle system is used to resolve the combat.

Furthermore, the epic character may move at up to 2 x Base Speed while making these attacks, without penalty. Any low-HD creatures that would, at any time during the round, be close enough for the epic character to attack in melee, may be targeted. In effect, an epic character only attacking low-HD targets may virtually ignore their soon-to-be ended existence. This only applies so long as all the attacks made are against low-HD opponents — a character wishing to use one or more of his or her attacks to strike more experienced targets must abide by the usual rules concerning the use of standard, move and full actions.

For example: Hoshiko, a 25th Level shinigami, could kill up to five hollow on each of her four attacks each round, for a total of 20 foes slain per round!

EXTRA AIM
A character making a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon for an entire round and does not move during that period, he or she receives a +2 attack check bonus, or +3 if he or she is using a scope. If an aiming character chooses to move or suffers any damage before he or she can fire, the character loses the benefit of Extra Aim.

STRIKING TO INCAPACITATE
A character attacking in hand-to-hand combat or with a blunt melee weapon may attempt to knock a surprised opponent unconscious. The target of the attack must be unaware of the attack to be vulnerable. The attacker makes his or her attack check with a -6 penalty. If the target suffers any damage (after all defensive Attributes are applied), he or she must make a Fort Save (DC 10 + the character's level + attacker's Strength modifier). If the target succeeds on this save, he or she maintains consciousness. If the target fails this check, however, he or she falls unconscious. Damage inflicted by an Incapacitating Strike is one-quarter of the attack's maximum damage (round down).
For example, a character wants to capture an opponent so she strikes to Incapacitate. Her punch (level 12 with a 22 strength) normally inflicts 1d3 + 6, for a maximum of 9 damage. She rolls to hit with a -6 penalty and successfully hits her opponent, forcing the target to make a Fort save DC 28. Regardless of whether or not the target remains conscious, he takes 2 (9 / 4 = 2.25, rounded down to 2) damage from the blow.

STRIKING TO WOUND
A character in combat can elect to reduce his or her delivered damage below the normal damage value to a minimum of 1 (known as striking to wound).

TOTAL ATTACK
A character can take this option in conjunction with an attack. It means he or she focuses intently on an offensive action with little thought given to defense. The character gains a +5 bonus to a single attack check, but the character's Defense Skills decreases by 5 for the entire round in which he or she is making an Total Attack. A character with the Extra Attacks can initiate more than one Total Attack each round, but each Total Attack further reduces his or her Defensive Skill by 2.

COMBAT

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:
1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS
This section summarizes the statistics that determine success in combat, and then details how to use

ATTACK ROLL
An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Defense Roll, you hit and deal damage.
Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

ATTACK BONUS
Your attack bonus with a melee weapon is:
Base attack bonus + Strength modifier + size modifier
With a ranged weapon, your attack bonus is:
Base attack bonus + Wisdom modifier + size modifier + range penalty

Table: Size Modifiers

Size	Size Modifier	Size	Size Modifier
Colossal	–8	Small	+1
Gargantuan	–4	Tiny	+2
Huge	–2	Diminutive	+4
Large	–1	Fine	+8
Medium	+0		

DAMAGE
When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces a target's current hit points.
Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.
Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.
Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.
Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.
Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. *Note:* When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.
Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

Defense Roll
Your Defense Roll represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your Defense Roll is equal to the following: Defense skill ranks + Dexterity

modifier + armor + shield + any other applicable modifiers

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your Defense.
Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to Defense. (If you don't have a Dexterity bonus, nothing happens.)

Other Modifiers: Many other factors modify your Defense.
Enhancement Bonuses: Enhancement effects make your armor better.
Deflection Bonus: Magical deflection effects ward off attacks and improve your Defense.
Natural Armor: Natural armor improves your Defense.
Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to Defense.) Unlike most sorts of bonuses, dodge bonuses stack with each other.
Touch Attacks: Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.
Botching Defense: A natural roll of 1 when defending forces you to get hit by the attack anyway. If the opponent rolls a natural 20 on his roll the attack does 1 multiplier higher than normal when calculating damage.
Automatic Success on Defense: A natural roll of 20 when defending is treated as a critical success. A critical success always defends unless the attacker also critically hits in which case only normal damage is applied (nothing is multiplied)

HIT POINTS
When your hit point total reaches 0, you're disabled. When it reaches –1, you're dying. When it gets to negative ½ your hit points, you're dead.

SPEED
Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on what armor you're wearing.
Base speed is 30 feet. Speed in medium or heavy armor becomes 20 feet.
If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

SAVING THROWS
Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your ranks, and an ability score. Your saving throw modifier is: Base save bonus ranks + ability modifier
Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:
Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.
Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.
Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.
Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.
Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

INITIATIVE
Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity or Intelligence based check. Each character applies his or her Dexterity or Intelligence modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).
If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.
Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed. Some people have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being flat-

footed.
A flat-footed character can't make attacks of opportunity.
Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

SURPRISE
When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness
Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Listen checks, Spot checks, or other checks.
The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.
Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

ATTACKS OF OPPORTUNITY
Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.
Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.
Reach Weapons: Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.
Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.
Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).
Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions that provoke attacks of opportunity.
Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.
Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.
An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you've already attacked in the round.
An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).
Combat Reflexes and Additional Attacks of Opportunity: If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

ACTIONS IN COMBAT

THE COMBAT ROUND
Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.
Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative

Actions.)
For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

ACTION TYPES
An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.
In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.
In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.
Standard Action: A standard action allows you to do something, most commonly make an attack or cast a spell. See Table: Actions in Combat for other standard actions.
Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table: Actions in Combat.
You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.
Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below). Some full-round actions do not allow you to take a 5-foot step.
Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.
Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.
Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

STANDARD ACTIONS
Attack
Making an attack is a standard action.
Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).
Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon. All characters are considered trained how to make an unarmed strike by having ranks in the unarmed strike skill.
Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.
Attack Rolls: An attack roll represents your attempts to strike your opponent.
Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's Defense Roll, you hit and deal damage.
Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.
Damage Rolls: If the attack roll result equals or exceeds the target's Defense, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.
Multiple Attacks: A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.
Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged

unless he is actually being attacked.)
If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.
Precise Shot: If you have the Precise Shot feat you don't take this penalty.
Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.
Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Defense Roll, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.
A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.
Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.
Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.
Spells and Critical Hits: A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Cast a Spell
Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.
Note: You retain your Dexterity bonus to AC while casting.
Spell Components: To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a *silence* spell, you can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.
To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.
To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.
Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.
Concentration: You must concentrate to cast a spell. If you can't concentrate you can't cast a spell. If you start casting a spell but something interferes with your concentration you must make a Concentration check or lose the spell. The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell fizzles with no effect. If you prepare spells, it is lost from preparation. If you cast at will, it counts against your daily limit of spells even though you did not cast it successfully.
Concentrating to Maintain a Spell: Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.
Casting Time: Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.
Attacks of Opportunity: Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + spell level) or lose the spell. Spells that require only a free action to cast don't provoke attacks of opportunity.
Casting on the Defensive: Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that you lose the spell.
Touch Spells in Combat: Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.
Touch Attacks: Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks

come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's Defense against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.
Holding the Charge: If you don't discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.
Dismiss a Spell: Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

Activate Magic Item
Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a standard action (unless the item description indicates otherwise).
Spell Completion Items: Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.
Spell Trigger, Command Word, or Use-Activated Items: Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

Use Special Ability
Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.
Spell-Like Abilities: Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.
Using a Spell-Like Ability on the Defensive: You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.
Supernatural Abilities: Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.
Extraordinary Abilities: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Total Defense
You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.

Start/Complete Full-Round Action
The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

MOVE ACTIONS
With the exception of specific movement-related skills, most move actions don't require a check.

Move
The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step.
Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).
Accelerated Climbing: You can climb one-half your speed as a move action by accepting a –5 penalty on your Climb check.
Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Draw or Sheathe a Weapon
Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.
If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move.
If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Ready or Loose a Shield
Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.
Dropping a carried (but not worn) shield is a free action.

Manipulate an Item
In most cases, moving or manipulating an item is a move action.
This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.
Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table: Actions in Combat.

Direct or Redirect a Spell
Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up
Standing up from a prone position requires a move action and provokes attacks of opportunity.

Mount/Dismount a Steed
Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

FULL-ROUND ACTIONS
A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack
If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks.
You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.
The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.
If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.
Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.
Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Cleave: The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

Cast a Spell
A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.
A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.
When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.
You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any squares around you.
This action is otherwise identical to the cast a spell action described under Standard Actions.
Casting a Metamagic Spell: Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard. Note that this isn't the same as a spell with a 1-round casting time—the spell takes effect in the same round that you begin casting, and you aren't required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.
Clerics must take more time to spontaneously cast a metamagic version of a *cure* or *inflict* spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Use Special Ability
Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw
Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-foot step during the same round in which you withdraw.
If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.
You may not withdraw using a form of movement for which you don't have a listed speed.
Note that despite the name of this action, you don't actually have to leave combat entirely.
Restricted Withdraw: If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

Run
You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat
You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.
You can't run across difficult terrain or if you can't see where you're going.
A run represents a speed of about 12 miles per hour for an unencumbered human.

Move 5 Feet through Difficult Terrain
In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

FREE ACTIONS
Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Drop an Item
Dropping an item in your space or into an adjacent square is a free action.

Drop Prone
Dropping to a prone position in your space is a free action.

Speak
In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Cease Concentration on Spell
You can stop concentrating on an active spell as a free action.

Cast a Quickened Spell
You can cast a quickened spell (see the Quicken Spell feat) or any spell whose casting time is designated as a free action as a free action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

MISCELLANEOUS ACTIONS

Take 5-Foot Step
You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.
You can take a 5-foot step before, during, or after your other actions in the round.
You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.
You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Feat
Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill
Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely.
The individual skill descriptions tell you what sorts of actions are required to perform skills.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

LOSS OF HIT POINTS
The most common way that your character gets hurt is to take lethal damage and lose hit points
What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.
Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.
At from –1 hit points, you're dying.
At –1/2 maximum hit points or lower, you're dead.
Massive Damage: If you ever sustain a single attack deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

DISABLED (0 HIT POINTS)
When your current hit points drop to exactly 0, you're disabled.
You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at –1 hit points, and you're dying.
Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or

fewer hit points.
You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

DYING (–1 HIT POINTS)
When your character's current hit points drop to between –1 and –9 inclusive, he's dying.
A dying character immediately falls unconscious and can take no actions.
A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

DEAD (–1/2 MAXIMUM HIT POINTS OR LOWER)
When your character's current hit points drop to –10 or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

STABLE CHARACTERS AND RECOVERY
On the next turn after a character is reduced to between –1 and –9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)
If the character's hit points drop to –10 or lower, he's dead.
You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.
If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable. Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A spellcaster retains the spellcasting capability she had before dropping below 0 hit points.
A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.
Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.
Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.
A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.
Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.
Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

HEALING
After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.
Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.
If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.
Magical Healing: Various abilities and spells can restore hit points.
Healing Limits: You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.
Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

TEMPORARY HIT POINTS
Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.
When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

NONLETHAL DAMAGE

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. *Do not deduct the nonlethal damage number from your current hit points.* It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless. Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level.

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

Table: Actions in Combat Standard Action	Attack of Opportunity[1]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe[2]
Bull rush	Yes
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Make a dying friend stable (see Heal skill)	Yes
Overrun	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe[3]
Total defense	No
Turn or rebuke undead	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No
Move Action	**Attack of Opportunity[1]**
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon**4**	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount a mount or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield[4]	No
Retrieve a stored item	Yes
Full-Round Action	**Attack of Opportunity[1]**
Full attack	No
Charge**5**	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw[5]	No
Free Action	**Attack of Opportunity[1]**
Cast a quickened spell	No
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell[6]	No
Speak	No
No Action	**Attack of Opportunity[1]**
Delay	No
5-foot step**Attack of Opportunity[1]**	No
Action Type Varies	**Attack of Opportunity[1]**
Disarm[7]	Yes
Grapple[7]	Yes
Trip an opponent[7]	Yes
Use a feat	Varies8

Special Conditions

1. Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

2. If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

3. If the object is being held, carried, or worn by a creature, yes. If not, no.

4. If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two- Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

5. May be taken as a standard action if you are limited to taking only a single action in a round.

6. Unless the component is an extremely large or awkward item.

7. These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

8 Noted in the description of the feat.

Movement, Position and Distance

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

TACTICAL MOVEMENT

How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a move action and a standard action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

Bonuses to Speed: Some Zanpakutou give a +10 foot bonus to his speed or more. In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Table: Tactical Speed

Type	No Armor or Light Armor	Medium or Heavy Armor
Normal Character	30 ft.(6 squares)	20 ft.(4 squares)
w/Improved Speed I	35 ft. (7 squares)	25 ft. (5 squares)
w/Improved Speed II	40 ft. (8 squares)	30 ft. (6 squares)
w/Improved Speed III	45 ft. (9 squares)	35 ft. (7 squares)
w/Improved Speed VI	50 ft. (10 squares)	40 ft. (8 squares)
w/Improved Speed V	55 ft. (11 squares)	45 ft. (9 squares)
w/Improved Speed VI	60 ft. (12 squares)	50ft. (10 squares)

Measuring Distance

Diagonals: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent.

You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

Friend: You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

Overrun: During your movement you can attempt to move through a square occupied by an opponent.

Tumbling: A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain. If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a –4 penalty on attack rolls and a –4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a –4 penalty to AC, and you lose any Dexterity bonus to AC.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square.

Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square.

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

Table: Creature Size and Scale		
Creature Size	Space[1]	Natural Reach[1]
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

1 These values are typical for creatures of the indicated size. Some exceptions exist.

COMBAT MODIFIERS

FAVORABLE AND UNFAVORABLE CONDITIONS

Table: Attack Roll Modifiers		
Attacker is . . .	Melee	Ranged
Dazzled	–1	–1
Entangled	–2[1]	–2[1]
Flanking defender	+2	—
Invisible	+2[2]	+2[2]
On higher ground	+1	+0
Prone	–4	—[3]
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

1 An entangled character also takes a –4 penalty to Dexterity, which may affect his attack roll.
2 The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.
3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Table: Defense Roll Modifiers Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	–2[1]	–2[1]
Concealed or invisible	— See Concealment	—
Cowering	–2[1]	–2[1]
Entangled	+0[2]	+0[2]
Flat-footed (such as surprised, balancing, climbing)	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1, 3]
Helpless (such as paralyzed, sleeping, or bound)	–4[4]	+0[4]
Kneeling or sitting	–2	+2
Pinned	–4[4]	+0[4]
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–2[1]	–2[1]

1 The defender loses any Dexterity bonus to AC.
2 An entangled character takes a –4 penalty to Dexterity.
3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.
4 Treat the defender's Dexterity as 0 (–5 modifier). You can sneak attack helpless or pinned defenders.

COVER

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks: You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

CONCEALMENT

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening

concealment exists.
Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.
Concealment and Hide Checks: You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.
Total Concealment: If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).
You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.
Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).
Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

FLANKING
When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.
When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.
Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.
Only a creature or character that threatens the defender can help an attacker get a flanking bonus.
Creatures with a reach of 0 feet can't flank an opponent.

HELPLESS DEFENDERS
A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.
Regular Attack: A helpless character takes a –4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks.
A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were –5 (and a rogue can sneak attack him).
Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.
You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.
Delivering a coup de grace provokes attacks of opportunity from threatening opponents.
You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

SPECIAL ATTACKS

Table: Special Attacks	
Special Attack	**Brief Description**
Aid another	Grant an ally a +2 bonus on attacks or AC
Bull rush	Push an opponent back 5 feet or more
Charge	Move up to twice your speed and attack with +2 bonus
Disarm	Knock a weapon from your opponent's hands
Feint	Negate your opponent's Dex bonus to AC
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Sunder	Strike an opponent's weapon or shield
Throw splash weapon	Throw container of dangerous liquid at target
Trip	Trip an opponent
Turn (rebuke) undead	Channel positive (or negative) energy to turn away (or awe) undead
Two-weapon fighting	Fight with a weapon in each hand

AID ANOTHER

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

BULL RUSH

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush: First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (*Note:* The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)

If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

CHARGE
Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.
Movement During a Charge: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.
You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)
If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.
You can't take a 5-foot step in the same round as a charge.
If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.
Attacking on a Charge: After moving, you may make a single melee attack. You get a +2 bonus on the attack roll. and take a –2 penalty to your AC until the start of your next turn.
A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).
Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.
Lances and Charge Attacks: A lance deals double damage if employed by a mounted character in a charge.
Weapons Readied against a Charge: Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

DISARM
As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.
If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.
Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to disarm. (If you have the Improved Disarm feat, you don't incur an attack of opportunity for making a disarm attempt.) If the defender's attack of opportunity deals any damage, your disarm attempt fails.
Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a –4 penalty on the roll.
Step Three: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.
If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.
Note: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

Grabbing Items
You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack.
If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.
You can't snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

FEINT
Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if

any). This attack must be made on or before your next turn.
When feinting in this way against a nonhumanoid you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a nonintelligent creature, it's impossible.
Feinting in combat does not provoke attacks of opportunity.
Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

GRAPPLE

Grapple Checks
Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier
Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple
To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).
Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.
Step 2: Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.
Step 3: Hold. Make an opposed grapple check as a free action.
If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.
If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are.
In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.
Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.)
Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.
If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Grappling Consequences
While you're grappling, your ability to attack others and defend yourself is limited.
No Threatened Squares: You don't threaten any squares while grappling.
No Dexterity Bonus: You lose your Dexterity bonus to Defense (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)
No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

If You're Grappling
When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

Activate a Magic Item: You can activate a magic item, as long as the item doesn't require a spell completion trigger. You don't need to make a grapple check to activate the item.
Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a –4 penalty on such attacks.
You can't attack with two weapons while grappling, even if both are light weapons.
Cast a Spell: You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell.
Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike.

Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d6 points for Medium attackers or 1d4 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a –4 penalty on your grapple check.
Draw a Light Weapon: You can draw a light weapon as a move action with a successful grapple check.
Escape from Grapple: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).
Move: You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.
Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.
Retrieve a Spell Component: You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.
Pin Your Opponent: You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).
Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.
Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a –4 penalty (doing this doesn't require another action).
You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent
You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.
You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm).
You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).
You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.

If You're Pinned by an Opponent
When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a –4 penalty to your Defense against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

Joining a Grapple
If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.
If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

Multiple Grapplers
Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.
When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

MOUNTED COMBAT

Mounts in Combat: WarMounts and warponies can serve readily as combat steeds. They however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a mount. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A mount is normally a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat while Mounted: With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on mountback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move, but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally

Casting Spells while Mounted: You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage.

Without you to guide it, your mount avoids combat.

OVERRUN

You can attempt an overrun as a standard action taken during your move. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

Step 1: Attack of Opportunity. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

Step 2: Opponent Avoids? The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving (You can always move through a square occupied by someone who lets you by.) The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

Step 3: Opponent Blocks? If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

Step 4: Consequences. If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

Improved Overrun: If you have the Improved Overrun feat, your target may not choose to avoid you.

Mounted Overrun (Trample): If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

SUNDER

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Table: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP[1]
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special[2]	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.
2 Varies by material.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.)
Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
Step 3: Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield.
If you fail the sunder attempt, you don't deal any damage.
Sundering a Carried or Worn Object: You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

THROW SPLASH WEAPON

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don't take the –4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.
You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.)
If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.
After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

TRIP
You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.
Making a Trip Attack: Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.
If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.
Avoiding Attacks of Opportunity: If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.
Being Tripped (Prone): A tripped character is prone. Standing up is a move action.
Tripping a Mounted Opponent: You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.
Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity.
If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

TWO-WEAPON FIGHTING
If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:
•If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
•The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 2.
Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Table: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–8
Off-hand weapon is light and Two-Weapon Fighting feat taken once	–2	–6

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.
Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

SPECIAL INITIATIVE ACTIONS
Here are ways to change when you act during combat by altering your place in the initiative order.

DELAY
By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.
You never get back the time you spend waiting to see what's going to happen. You can't, however, interrupt anyone else's action (as you can with a readied action).
Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).
If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

READY
The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).
Readying an Action: You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied

action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.
You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.
Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Spellcasters: You can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her Concentration check result).
Readying to Counterspell: You may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.
A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.
Readying a Weapon against a Charge: You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

SPECIAL ABILITIES & CONDITIONS

SPECIAL ABILITIES
A special ability is either extraordinary, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.
Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*).
Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an *antimagic field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See the table below for a summary of the types of special abilities.

Table: Special Ability Types

Effect	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Dispel: Can *dispel magic* and similar spells dispel the effects of abilities of that type?
Spell Resistance: Does spell resistance protect a creature from these abilities?
Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?
Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

ABILITY SCORE LOSS
Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells *lesser restoration* and *restoration* offset ability damage as well. Ability drain, however, is permanent, though *restoration*

can restore even those lost ability score points.
While any loss is debilitating, losing all points in an ability score can be devastating.
• Strength 0 means that the character cannot move at all. He lies helpless on the ground.
• Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
• Constitution 0 means that the character is dead.
• Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
• Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
• Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.
Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.
Having a score of 0 in an ability is different from having no ability score whatsoever.
Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.
If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.
The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

ANTIMAGIC
An *antimagic field* spell or effect cancels magic altogether. An antimagic effect has the following powers and characteristics.
• No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).
• Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
• Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.
• Golems and other constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
• Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.
• Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a *bag of holding* are unavailable, but neither spill out nor disappear forever).
• Two antimagic areas in the same place do not cancel each other out, nor do they stack.
• *Wall of force, prismatic wall,* and *prismatic sphere* are not affected by antimagic. *Break enchantment, dispel magic,* and *greater dispel magic* spells do not dispel antimagic. *Mage's disjunction* has a 1% chance per caster level of destroying an *antimagic field.* If the *antimagic field* survives the *disjunction,* no items within it are disjoined.

BLINDSIGHT AND BLINDSENSE
Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.
• Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
• Blindsight does not subject a creature to gaze attacks (even though darkvision does).
• Blinding attacks do not penalize creatures using blindsight.
• Deafening attacks thwart blindsight if it relies on hearing.
• Blindsight works underwater but not in a vacuum.
• Blindsight negates displacement and blur effects.
Blindsense: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Defense Roll against attacks from creatures it cannot see.

BREATH WEAPON

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are supernatural abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

CHARM AND COMPULSION

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various *charm* spells. Essentially, a *charmed* character retains free will but makes choices according to a skewed view of the world.

- A *charmed* creature doesn't gain any magical ability to understand his new friend's language.
- A *charmed* character retains his original alignment and allegiances, generally with the exception that he now regards the *charming* creature as a dear friend and will give great weight to his suggestions and directions.
- A *charmed* character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A *charmed* character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains *charmed.*
- A *charmed* character never obeys a command that is obviously suicidal or grievously harmful to her.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A *charmed* character who is openly attacked by the creature who *charmed* him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

COLD IMMUNITY

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DAMAGE REDUCTION

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.
Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body,. In either case, characters can see that conventional attacks don't work.
If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

DARKVISION
Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

DEATH ATTACKS
In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.
• *Raise dead* doesn't work on someone killed by a death attack.
• Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
• In case it matters, a dead character, no matter how she died, has –10 hit points.
• The spell *death ward* protects a character against these attacks.

DISEASE
When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the save, he or she takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.
The characteristics of some treatable diseases are summarized on Table: Diseases.
Type: The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).
Incubation Period: The amount of time before initial damage takes effect (if the victim fails his or her Fortitude save).
Initial Damage: The damage the victim takes after the incubation period.
Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

Table: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
West Nile virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

ENERGY DRAIN AND NEGATIVE LEVELS

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

–1 on all skill checks and ability checks.

–1 on attack rolls and saving throws.

–5 hit points.

–1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as *restoration.* After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

ETHEREALNESS

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. *See invisibility* and *true seeing* reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a *wall of force* blocks an ethereal creature, and a *magic missile* can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

EVASION AND IMPROVED EVASION

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

FAST HEALING
A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.
At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).
Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.
A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.
Fast healing does not restore hit points lost from starvation, thirst, or suffocation.
Fast healing does not increase the number of hit points regained when a creature polymorphs.

FEAR
Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.
Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.
Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).
Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.
Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

FIRE IMMUNITY
A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

GASEOUS FORM
Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.
Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).
Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.
Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).
Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.
Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off " when so desired.

INCORPOREALITY

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them. Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks.

They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)
If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.
If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.
If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.
If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.
Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.
An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.
A creature with the scent ability can detect an invisible creature as it would a visible one.
A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)
A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.
An invisible burning torch still gives off light, as does an invisible object with a light or similar spell cast upon it.
Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.
Invisible creatures cannot use gaze attacks.
Invisibility does not thwart *detect* spells.
Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LEVEL LOSS

A character who loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.
The victim's experience point total is immediately set to the midpoint of the previous level.

LOW-LIGHT VISION
Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.
Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

PARALYSIS
Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)
A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.
A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON
When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.
Poisons are detailed in the Craft(chemical) skill description.
Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.
Perils of Using Poison
A character has a 5% chance (roll of 1 on 1d20) to expose him or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison him or herself with the weapon.
Poison Immunity
Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are immune to poison. Oozes and certain kinds of creatures are immune to poison, as detailed in their descriptions, though it is conceivable that a special poison could be synthesized specifically to harm them.

POLYMORPH
Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.
The *polymorph* spell defines the general polymorph effect.
Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.
A ranger's favored enemy bonus is based on knowing what the foe is, so if a creature that is a ranger's favored enemy polymorphs into another form, the ranger is denied his bonus.
A dwarf 's bonus for fighting giants is based on shape and size, so he does not gain a bonus against a giant polymorphed into something else, but does gain the bonus against any creature polymorphed into a giant.

PSIONICS
Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.
Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

RAYS
All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

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 fixed rate.
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.
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.

RESISTANCE TO ENERGY
A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.
Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.
When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

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.

SPELL RESISTANCE
Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.)
To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Defense Roll against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.
Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.
A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).
A creature's spell resistance never interferes with its own spells, items, or abilities.
A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.
Spell resistance does not stack. It overlaps.
When Spell Resistance Applies
Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.
Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.
Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as *web.*
Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.
Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.
Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.
Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.
Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.
When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration: The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance.
Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).
Conjuration: These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.
Divination: These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.
Enchantment: Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.
Evocation: If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.
Illusion: These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.
Necromancy: Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.
Transmutation: These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as *magic stone*. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against *magic stone* only if the creature with spell resistance is holding the stones when the cleric casts *magic stone* on them.
Successful Spell Resistance
Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.
Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

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

Condition Summary

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged

The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained

The character has permanently lost 1 or more ability score points. The character can regain drained points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded

The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away

Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 × 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused

A confused character's actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering

The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

Dazed

The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

A dazed condition typically lasts 1 round.

Dazzled

The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Dead

The character's hit points are reduced to -1/2 his maximum, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened

A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled

A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the game master deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying

A dying character is unconscious and near death. She has -1 to -1/2 maximum current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -10 hit points, she is dead.

Energy Drained

The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

Entangled

The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted

An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued

A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed

A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened

A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling

Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling. See Grapple.

Helpless

A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Some characters can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit.

(A character also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal

Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible

Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See Invisibility, under Special Abilities.)

Knocked Down

Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 × 10 feet.

Nauseated

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked

A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed

A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified

A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned

Held immobile (but not helpless) in a grapple.

Prone

The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken

A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Shaken is a less severe state of fear than frightened or panicked.

Sickened

The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable

A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered

A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned

A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Unconscious

Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -1/2 maximum, or from nonlethal damage in excess of current hit points.

Friends and Enemies

Additional Monster Types

Aberration Type Traits
An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Aberrations eat, sleep, and breathe.

Construct Type Traits
A construct possesses the following traits

- Low-light vision.
- Darkvision out to 60 feet.
- +5 to Fortitude Saving Throws that do not effect objects.
- +10 to all saves vs mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality. Kido that would normally heal a construct heal only one quarter their normal total.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- Only takes one quarter of nonlethal damage, ability damage, ability drain or energy drain.
- +5 to all saves vs fatigue, exhaustion. If a condition would automatically place them into one of these conditions, they gain a fortitude saving throw equal to 12 + their own hit dice vs the effect.
- +10 to saves vs death from massive damage.
- Constructs do not eat, sleep, or breathe.

Dragon Type Traits

- A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).
- Darkvision out to 60 feet and low-light vision.
- +10 vs magic sleep effects and paralysis effects.
- Dragons eat, sleep, and breathe.

Elemental Type Traits
An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- +10 vs poison, sleep effects, paralysis, and stunning.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- If flanked, an elemental retains their dexterity bonus, but take a -2 penalty to defense rolls.
- Choose one of the following (Fire, Cold, Electricity, Acid, Sonic or Force) The elemental gains Elemental Resistance equal to 25 + it's Hit Dice to that element
- Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an elemental. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life.
- Elementals do not eat, sleep, or breathe.

Magical Beast Type Traits
A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Magical beasts eat, sleep, and breathe.

Ooze Type Traits
An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Blind (but have the blindsight special quality), with +10 vs gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- +10 to saves vs poison, sleep effects, paralysis, polymorph, and stunning.

- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + ½ ooze's HD + ooze's Con modifier per full round of contact.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- If flanked, an elemental retains their dexterity bonus, but take a -2 penalty to defense rolls.
- Oozes eat and breathe, but do not sleep.

Plant Type Traits
A plant creature possesses the following traits (unless otherwise noted in a creature's entry).
- Low-light vision.
- +10 to saves vs all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, polymorph, and stunning.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- Plants breathe and eat, but do not sleep.

Undead Type Traits
An undead creature possesses the following traits (unless otherwise noted in a creature's entry).
- Darkvision out to 60 feet.
- +10 to saves vs all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects.
- On a critical hit, reduce the critical multiplyer by 1 (minimum of x1.5)
- Only takes one quarter of nonlethal damage, ability drain, or energy drain.
- Takes one quarter damage to its physical ability scores (Strength, Dexterity, and Constitution)
- +10 to saves vs fatigue and exhaustion effects. If something would automatically make an undead one of these conditions, they gain a fortitude save equal to 12 + hit dice vs that effect.
- Cannot heal on their own. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works on an undead. Kido that would normally heal a construct heal only one quarter their normal total.
- +10 to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- +10 to saves vs death from massive damage.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Undead do not breathe, eat, or sleep.

Vermin Type Traits
Vermin possess the following traits (unless otherwise noted in a creature's entry).
- +10 to saves vs all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision out to 60 feet.
- Vermin breathe, eat, and sleep.

Special Abilities

Natural Abilities

This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.

Table: Special Ability Types

	Extraordinary	Spell-Like	Supernatural
Dispel: Can dispel magic and similar spells dispel the effects of abilities of that type?			
Spell Resistance: Does spell resistance protect a creature from these abilities?			
Antimagic Field: Does an antimagic field or similar magic suppress the ability?			
Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?			
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Special Abilities

A special ability is either extraordinary, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex)

Extraordinary abilities are nonmagical, though they may break the laws of physics. They are not something that just anyone can do or even learn to do without extensive training.

These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an antimagic field.

Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are standard actions unless otherwise noted.

Spell-Like Abilities (Sp)

Usually, a spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

A spell-like ability has no verbal, somatic, or material component, nor does it require a focus or have an XP cost. The user activates it mentally. Armor never affects a spell-like ability's use, even if the ability resembles an arcane spell with a somatic component.

A spell-like ability takes the same amount of time to complete as the spell that it mimics (usually 1 standard action) unless otherwise stated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled. In all other ways, a spell-like ability functions just like a spell:

Using a spell-like ability while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities are subject to spell resistance and to being dispelled by dispel magic. They do not function in areas where magic is suppressed or negated.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is:

> 15 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Some creatures are actually sorcerers of a sort. They cast arcane spells as sorcerers do, using components when required. In fact, an individual creature could have some spell-like abilities and also cast other spells as a sorcerer.

Supernatural Abilities (Su)

Supernatural abilities are magical and go away in an antimagic field but are not subject to spell resistance, counterspells, or to being dispelled by dispel magic. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice. The saving throw (if any) against a supernatural ability is:

> 15 + the creature's HD + the creature's ability modifier (usually Charisma).

Ability Descriptions

Ability Score Loss

Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Ability Damage

This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice).

Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells lesser restoration and restoration offset ability damage as well.

Ability Drain

This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 15 + draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Points lost to ability drain, is permanent, though restoration can restore even those lost ability score points.

Alternate Form

A creature with this special quality has the ability to assume one or more specific alternate forms. A true seeing spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form. If the new form has the aquatic subtype, the creature gains that subtype as well.
- The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or attacks of its new form.
- The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form. Apply any changed physical ability score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Constitution.
- The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.
- Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice versa.) Gear returns to normal size if dropped.

Antimagic

An antimagic field spell or effect cancels magic altogether. An antimagic effect has the following powers and characteristics.

- No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).
- Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
- Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still

function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.

- Golems and other constructs, elementals, outsiders, and undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
- Summoned or conjured creatures of any type, as well as incorporeal creatures, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.
- Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a bag of holding are unavailable, but neither spill out nor disappear forever).
- Two antimagic areas in the same place do not cancel each other out, nor do they stack.
- Wall of force, prismatic wall, and prismatic sphere are not affected by antimagic. Break enchantment, dispel magic, and greater dispel magic spells do not dispel antimagic. Mage's disjunction has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Blindsight And Blindsense

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description.

The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Blindsense

Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Breath Weapon

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- A breath weapon attack usually deals damage and is often based on some type of energy.
- Breath weapons usually allow a Reflex save for half damage (DC 15 + breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.
- Breath weapons are supernatural abilities except where noted.
- A creature is immune to its own breath weapon unless otherwise noted.

- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

Change Shape

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A true seeing spell or ability reveals the creature's natural form. A creature using change shape reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use change shape to take the form of a creature with a template. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.
- Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and viceversa.) Gear returns to normal size if dropped.

Charm And Compulsion

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm spells. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

- A charmed creature doesn't gain any magical ability to understand his new friend's language.
- A charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.
- A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.
- A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A charmed character who is openly attacked by the creature who charmed him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

Cold Immunity

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Constrict

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantine, or cold iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

When a damage reduction entry has a dash (-) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision

subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death Attacks

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

- Raise dead doesn't work on someone killed by a death attack.
- Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- In case it matters, a dead character, no matter how she died, has -10 hit points.
- The spell death ward protects a character against these attacks.

Disease

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Disease

Diseases whose names are printed in italic in the table are supernatural in nature. The others are extraordinary.

Infection

The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC

The Difficulty Class for the Fortitude saving throws to prevent infection, or (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period

The time before damage begins.

Damage

The ability damage the character takes after incubation and each day afterward.

Table: Diseases

Disease	Infection	DC	Incubation	Damage
1. Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.				
2. When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.				
3. The victim must make three successful Fortitude saving throws in a row to recover from devil chills.				
4. Successful saves do not allow the character to recover. Only magical healing can save the character.				

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str[1]
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con[2]
Devil chills[3]	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot[4]	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con[2]

Types of Diseases

Typical diseases include the following:

Blinding Sickness

Spread in tainted water.

Cackle Fever

Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”

Demon Fever

Night hags spread it. Can cause permanent ability drain.

Devil Chills

Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever

Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Mindfire

Feels like your brain is burning. Causes stupor.

Mummy Rot

Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache

Skin turns red, bloated, and warm to the touch.

The Shakes

Causes involuntary twitches, tremors, and fits.

Slimy Doom

Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Healing A Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Energy Drain And Negative Levels

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. A creature gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows (though not if the negative level is caused by a spell or similar effect). These temporary hit points last for a maximum of 1 hour.

A creature takes the following penalties for each negative level it has gained:

- -1 on all skill checks and ability checks.
- -1 on attack rolls and saving throws.
- -5 hit points.
- -1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).
- If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 15 + draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight.

Etherealness

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See invisibility and true seeing reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

Evasion And Improved Evasion

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Fast Healing

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

Fear

Spells, magic items, and certain monsters can affect characters with fear. If a fear effect allows a saving throw, it is a Will save (DC 15 + fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects. A failed roll usually means that the character is shaken, frightened, or panicked.

Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Fear Aura (Su)

The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (Sp) and Rays (Su)

These effects usually work like the fear spell.

Frightful Presence (Ex)

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 15 + frightful

creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours.

Fire Immunity

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze Attacks

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks. Gaze attacks can affect ethereal opponents.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off " when so desired. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round.

Improved Grab

If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Incorporeality

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Invisibility

Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (Invisibility has no effect against blinded or otherwise nonsighted creatures.) An invisible creature's location cannot be pinpointed by visual means, including darkvision. It has total concealment; even if an attacker correctly guesses the invisible creature's location, the attacker has a 50% miss chance in combat.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The

observer gains a hunch that “something’s there” but can’t see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It’s practically impossible (+20 DC) to pinpoint an invisible creature’s location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is…	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result -5
Running or charging	Move Silently check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature’s Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature “over there somewhere.” It’s practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature’s location.

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature’s current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy’s not there, roll the miss chance as if it were there, don’t let the player see the result, and tell him that the character has missed. That way the player doesn’t know whether the attack missed because the enemy’s not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature’s location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don’t help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and

blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Level Loss

A character who loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Manufactured Weapons

Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat— in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual -5 penalty (or -2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Movement Modes

Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow

A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly

A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

- *Perfect:* The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- *Good:* The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- *Average:* The creature can fly as adroitly as a small bird.
- *Poor:* The creature flies as well as a very large bird.
- *Clumsy:* The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Flight (Ex or Su)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Swim

A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always can choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a -2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite

The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon

The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore

The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam

The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting

The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle

The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities

Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength

Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity

Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution

Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Paralysis

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw. The Fortitude save DC against a creature's natural poison attack is equal to 10 + ½ poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text).

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled

Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury

This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

Type

The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage

The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage

The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price

The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils Of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon. A creature with a poison attack is immune to its own poison and the poison of others of its kind.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Table: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
1. Permanent drain, not temporary damage.				
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha[1]	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con[1]	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp

Poison	Type	Initial Damage	Secondary Damage	Price
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str[1]	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

Polymorph

Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The polymorph spell defines the general polymorph effect.

Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.

Polymorphed creatures gain the Strength, Dexterity, and Constitution of their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 feet for flying and 60 for nonflying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical qualities such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment.

Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it. Otherwise, it melds with the new form and ceases to function for the duration of the polymorph.

Pounce

When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Powerful Charge

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Psionics

Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.

Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances.

Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others. Psionic abilities are usually usable at will.

Rake

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

A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Rays

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

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 fixed rate per round, as given in the creature's entry.

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.

A creature must have a Constitution score to have the regeneration ability.

Resistance To Energy

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

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.

Sonic Attacks

Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Spell Immunity

A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

Spell Resistance

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Armor Class against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells

Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells

Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells

Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as web.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration

The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance.

Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration

These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination

These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment

Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

Evocation

If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

Illusion

These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

Necromancy

Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

Transmutation

These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as magic stone. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against magic stone only if the creature with spell resistance is holding the stones when the cleric casts magic stone on them.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

Spells

Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class.

Summon

A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.

Swallow Whole

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + ½ its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy

A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. 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.

Some creatures have a limited form of telepathy, while others have a more powerful form of the 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.

Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Turn Resistance

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the appropriate bonus to the creature's Hit Dice total.

Vulnerability to Energy

Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Size Increases

A creature may become larger through many means. A size increase affects any special ability the creature has that is affected by size. Increased size also affects a creature's ability scores, AC, attack bonuses, and damage values as indicated on the tables below.

Table: Changes to Statistics by Size

Old Size[1]	New Size	Str	Dex	Con	Natural Armor	AC/Attack
1. Repeat the adjustment if the creature moves up more than one size.						
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium	+4	-2	+2	Same	-1
Medium	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

Table: Increased Damage By Size

Old Damage (Each)[1]	New Damage
1. Repeat the adjustment if the creature moves up more than one size category.	
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8

Reiatsu: From the Bleach Wiki

Reiatsu (Spiritual Pressure) is the physical force/pressure that a person's Reiryoku creates when released. Most Shinigami and Arrancar, even Quincy and Bounts can manipulate the release of their reiatsu. 1st Division Captain Genryūsai Shigekuni Yamamoto used his spiritual pressure in the form of a stare to paralyze Nanao Ise. Yachiru Kusajishi, the lieutenant of the 11th Division can emit her spiritual pressure into the form of an angry pink cat. The most powerful Shinigami such as Ichigo Kurosaki, Kenpachi Zaraki, Sōsuke Aizen, Captain-Commander Yamamoto, Tōshirō Hitsugaya, and Byakuya Kuchiki and others have vast amounts of Spiritual Energy, which they can emit in the form of Spiritual Pressure with devastating effects.

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Reiatsu VS Reiryoku

The difference between spiritual pressure and spiritual energy is simple: Reiryoku is the amount of energy a being has stored within their body or soul, whereas Reiatsu is the pressure that a person's Reiryoku exerts. The difference is much like energy and power. Power being the amount of energy exerted per unit of time. Reiryoku is potential while Reiatsu is energy in use. In general, those with high levels of Reiryoku will often have the highest levels of Reiatsu also. A skilled warrior can overcome a person possessing greater Spirit Energy by possessing greater Spiritual Pressure.

Appearance

Colors

Different spirits have different colors of reiatsu, and it does not depend on the character's race or power; instead, the color is determined by the owner's personality.

* **Blue:** Grimmjow Jaegerjaquez, Coyote Starrk, Izuru Kira, Kōga Kuchiki
* **Light Blue:** Ichigo Kurosaki, Uryū Ishida, Soifon (Bankai)
* **Green:** Ulquiorra Cifer, Yumichika Ayasegawa, Shūhei Hisagi
* **Golden-Yellow:** Kenpachi Zaraki, Tia Harribel, Nnoitra Jiruga, Soifon, Orihime Inoue
* **Red:** Renji Abarai, Baraggan Luisenbarn, Sajin Komamura, Mayuri Kurotsuchi (Bankai), Momo Hinamori, Ikkaku Madarame, Kisuke Urahara
* **Pink:** Yachiru Kusajishi, Mayuri Kurotsuchi, Szayel Aporro Granz, Marechiyo Ōmaeda, Kaname Tōsen, Loly Aivirrne Hiyori Sarugaki
* **Black w/Red Outline:** Ichigo Kurosaki (Bankai and Hollow mask)
* **White:** Byakuya Kuchiki, Tōshirō Hitsugaya, Rangiku Matsumoto
* **White w/Red Outline:** Hollow Ichigo
* **Orange:** Hachigen Ushouda
* **Multicolored :** Maki Ichinose

Shape

Some particular characters have a shape or manifestation of their energy whenever they release enough of it. The manifestations are one of the characters inner strength/energy.

* Ichigo Kurosaki: Blue Spiritual energy in the shape of his Hollow mask.
* Kenpachi Zaraki: Golden Spiritual energy in the shape of a giant menacing skull.[34]
* Yachiru Kusajishi: Pink Spiritual energy in shape of a cat.

Uses
Defensive use

When two spiritual beings collide, the side with weaker spiritual pressure will get hurt. (Ex: When Ichigo Kurosaki fights Kenpachi Zaraki, the captain opened up the chest area of his Shihakushō, and ordered Ichigo to cut him. When attacking with all his strength, Ichigo found Kenpachi uninjured, while his own hands were bleeding. As his sword that is highly concentrated for the purpose of killing, the spiritual pressure that Kenpachi subconsciously releases is much, much stronger). It was not until he increased his own reiatsu that he was able to cut Zaraki. With sufficient enough power, Shinigami can use their own reiatsu to harden their skin, and effectively protect themselves from attacks.

Psychological use
Ichigo's interpretation of Zaraki's Reiatsu

* Fear: Reiatsu at its most basic level can instill fear in others when it is very high (in comparison to the one feeling it). Willpower is the simplest way to fight this method.

* When Ichigo fought Kenpachi for the first time he felt it was impossible to win, making his reiatsu far weaker than normal. Kurosaki was able to fight Zaraki only once he was able to counter with his reiatsu.
* When Nanao Ise stared into the eyes of Captain-Commander Yamamoto she felt it was impossible to win.

* Stunning: High level of spiritual power can cause those of lower power to be stunned by simply being in the presence of a high level spiritual being.

* It is not uncommon for Humans and souls alike to get the wind knocked out of them by simply being near a spiritual being with a high level of spiritual pressure.
* Kenpachi Zaraki's spiritual pressure was so high that Hanatarō Yamada fell to his knees, Ganju Shiba could barely stand upon coming into 20 feet of him.

* Paralysis: When a Spiritual being of high reiatsu chooses to they can paralyze an opponent just by focusing pressure through their stare.

* Yamamoto stares directly into Lieutenant Nanao Ise's eyes paralyzing her from movement.
* Sōsuke Aizen and Gin Ichimaru have also been shown to be able to use this ability.

* Phantom Pain: High level of spiritual pressure can make an opponent feel as though they are being attacked though nothing is physically happening to them.

* Captain Zaraki went after who he thought was the strongest of the intruders, Ichigo Kurosaki. As Ichigo and his group ran, he felt like there was a sword to his neck, following no matter how fast they ran.
* Upon coming face to face with Kenpachi, Ichigo literally felt like he was just stabbed, but in reality, he simply saw just how massive Kenpachi's killing intent was.

Offensive use

* Damage: Lieutenant Renji Abarai and Captain Tōshirō Hitsugaya released their limiters, unleashing a huge amount of spiritual pressure. Both Shawlong Kūfang and Yylfordt Granz were slightly frozen and burned respectively. During the fight with Szayel Aporro Granz, Renji once again used spiritual pressure transferred through his blade in order to injure the Espada. His reiatsu was able to cut his face since he was holding Zabimaru so close. This use only occurs when the user is releasing a large amount of energy at once or in an emotional state.

* Killing: In high enough quantities, spiritual pressure can be lethal to others. After his second Hōgyoku-induced transformation, Sōsuke Aizen's reiatsu was so powerful that it reduced a nearby Human to ash when he approached him. Similarly, Coyote Starrk's reiatsu killed a massive number of Hollows, simply because they got too close to him.

Types of Reiatsu
Standard type

Most characters have this form of reiatsu, which have no other effect than those described above, along with its unique color and feeling. Most Hollows and Shinigami have this type, while every Quincy and Human always have this type. Yasutora Sado is the only human shown to have Hollow-like powers, so naturally he felt 'more at home' in Hueco Mundo, and his reiatsu feels like a Hollow despite his species; it is still a standard type.

Dual type

All Vizard and Arrancar have this specific reiatsu. For Vizard, they feel more like Shinigami, while Arrancar feel more like Hollows. When Ichigo's inner Hollow started to take over Orihime could sense it, becoming afraid of how heavy and dark it was. The Vizard, strangely enough, also feel more like Hollows when they release their powers. Arrancar seal their Hollow abilities, meaning they become as close to their original form as can be, explaining this phenomenon.

Element Type

Four characters have been shown using elemental reiatsu, even without releasing their Zanpakutō, or it being their natural Spiritual Power: Genryūsai Shigekuni Yamamoto, Rukia Kuchiki, Tōshirō Hitsugaya, and Tatsuki Arisawa. When Tōshirō was a child, he had trouble controlling his power. In his sleep, it would go out of control, affecting his grandma and causing her to shrink thanks to the sheer cold. This cold power caused others to fear him. Captain Yamamoto has used his burning spiritual pressure to heat up his sealed Zanpakutō, causing it to glow dark orange like a recently forged sword. He has also displayed a large amount of flames emanating from his body before his Shikai, which is needed for his fire based techniques. Tatsuki has shown elemental Spiritual Power when she fought Hollows using her Riser Deadly Magnum, when she arrived inside the Giant Hollow Fortress, she incorporated it around her body.

Rules for Reiatsu

Only those that are spiritually aware can use these rules for Reiatsu. Normal humans and animals cannot use the skills presented below. A normal human is defined as a character without a racial feat. A Human that takes the feat Spiritually Aware negates this penalty.

Increasing Strength with Reiatsu.
By expending 4 points of Reiatsu, you may increase your strength by 2 for lifting capacity. You may do this as long as you have reiatsu. The bonus to strength lasts until the end of your next turn. You may spend multiples of 4 to have greater effect on your strength. For effect that are limited to strength modifier, increasing your strength in this matter increases that threshold as well.

Increasing Speed with Reiatsu
By expending 4 points of Reiatsu, you may increase your land, fly, burrow, swim or climb speed by 10 feet. This bonus lasts till the end of your next turn. You may spend multiples of 4 to have greater effect on your speed. You may also spend multiples of 4 to increase multiple different speeds.

Increasing Jump Height with Reiatsu
By expending 1 point of reiatsu, you may increase a single jump check by 1 point. You may spend multiple reiatsu points to have a greater effect on your jump check.

Increasing Intimidate Checks with Reiatsu
By expending 5 points of reiatsu, you may increase a single intimidate check, including a soul crush attempt, by 1 point. You may spend multiple reiatsu points to have a greater effect on your intimidate check.

Improve Damage with Reiatsu
By spending 3 points of reiatsu, you may add 1 damage to a single damage roll. You may spend in multiples of 3 to add additional damage to the roll.

Improve Defense with Reiatsu
By spending 6 points of reiatsu, you may add a +1 deflection bonus to either your next defense roll or fortitude, reflex or will save. You may spend in multiples of 6 to greater effect.

Cast Kido with Reiatsu
By spending 10 points per spell level, you may cast a kido without paying it's SP cost, even if you are at zero spell points. Doing so is tiring, and you are fatigued after doing so till the end of combat.

Ignore Metamagic Level Increases
By spending 30 points per spell level increase (every extra 2 spell points equals one spell level) to ignore the spell level increase of a Metamagic feat.

Healing
When you heal a character with a kido or reiatsu healing, you also restore an equal amount of Reiatsu as the amount of

hit points you heal.

Reiatsu Burn
Should your reiatsu drop below 50% you are fatigued
Should your reiatsu drop below 25% you are exhausted
Should your reiatsu drop to 0 you become unconscious until you receive at least 8 hours of rest.
Reiatsu regenerates at a rate of 1 point per point of spell score per day. If you receive full bedrest for that day your reiatsu regenerates at a rate of 2 points per point of spell score per day.

Captain Level Reiatsu
Average Captain level Reiatsu is 500

Soul Practices

Konso: the process by which a Shinigami sends wandering Pluses (souls) in the living world and send them to their respective place. Either Soul Society if they are good in life, or to Hell if their life was full of evil acts (such as murders, theft, etc). Konsō is performed by using the hilt of the Shinigami's Zanpakutō, tapping the soul on the head and transporting them to the afterlife.

To Konso a person, the Shinigami presses the hilt of their zanpakutou to the forehead of the spirit to be sent. Willing subjects are automatically sent to the afterlife, while unwilling subjects can make a will save to resist. This effect is harmless. The DC of the Will save is (15 + character level + charisma modifier)

Hollow Cleansing: When a Shinigami slays a Hollow (evil spirit), with their Zanpakutō they cleanse their sins. Once this takes place a Hollow will return to its former state as a Plus and is led into Soul Society. This is called sublimation. Souls that live in the Soul Society are reborn again into the human world. Not all Hollows are sent to the Soul Society. Since Zanpakutō are only capable of cleansing sins committed after becoming a Hollow, Hollows that committed serious crimes when they were still Human are sent to Hell when they are slain.

Senkaimon: When guided by a Jigokuchō, the Senkaimon takes the form of a waiting room entered through a sliding door. This was first seen used by Renji Abarai when he opens the Senkaimon by Byakuya Kuchiki's command. He opened the Senkaimon for Byakuya, himself and Rukia Kuchiki. The Senkaimon is used for Soul Society citizens (Shinigami, Souls, Zanpakutou Spirits, etc.) Humans can also use such a gate through the use of Reishihenkanki (Spirit Exchangers), which convert solid matter into spirit particles.

The Tenkai Kecchu (World-Shifting Binding-Posts) is a variant on this gate by using four linked points to create one spiritual unit of area radius that swaps something that it encircles with something else in Soul Society, as is done to Karakura Town to prevent Sōsuke Aizen from destroying it.

Intruders can pass through the Senkaimon in the same manner. While this method uses the same gate, the lack of a Jigokuchō forces intruders to pass through the Dangai (Parsing World), a bordering dimension between the Human World and Soul Society (not to be confused with Hueco Mundo). This is much more dangerous to do, as souls that cannot pass through before the gate to Soul Society closes are trapped there forever. It is possible for Seireitei to deactivate these mechanisms, allowing Shinigami or Humans to traverse the Dangai safely. While the Senkaimon is run by the Kidō Corps, some high ranking Noble Families have been shown to have private Senkaimon.

To open a Senkaimon you must be a Shinigami, have a Zanpakutou that is not sealed and be of third level or higher. This is done by placing your Zanpakutou into the air in front of you and concentrating on opening a Senkaimon.

Regeneration of Zanpakutou: If a Zanpakutou is sundered, it takes 3d4 days to recover. A Zanpakutou has a number of hit points equal to it's owner's character level + constitution score and a hardness of 5 + 1 per 5 ranks of Weapon Attack the user has. A Bakkutou is considered a Zanpakutou for this effect.

Substitute Soul Reapers: Creating a Substitute Soul Reaper one must stab the intended substitute, and expend a amount of reiatsu. The substitute, should he survive the stabbing, instantly is separated from their body and can act as a soul reaper with the reiatsu that was spent added to their own. The drain of reiatsu in this fashion does not cause Reiatsu Burn, but recovers at half speed (one half your spell score per day). Being a Substitute Soul Reaper lasts for one week per level of the Shinigami that created the substitute.

Using someone else's Zanpakutou: You can't unless the Zanpakutou allows you to use them.

Garuganta: (Spanish for "Throat", Japanese for "Black Cavity") is how Arrancars and Hollows move to and from Hueco Mundo. It literally tears open the dimensional fabric separating the worlds, revealing a tunnel of whirling, torrential energy that must be focused and solidified to create a discernible pathway. It is primarily used by Hollow and Arrancar, but some other characters have used it through different means.

All Menos class Hollows and Arrancar are capable of opening a Garganta. In most cases, it opens with the distinctive segmented pattern, but in the case of the first Gillian-class Menos to appear in Karakura Town, and those at the Sōkyoku Hill, an opening is simply torn in the sky as if it were cloth, leaving jagged edges.

Also, Urahara Kisuke has demonstrated the ability to use the technique. The incantation he used is: "My right hand is the stone that bridges worlds. My left hand is the blade that binds reality. The black-haired shepherd is hung from a chair.

Stratus clouds come, and I strike down the ibis".

More recently, Captain Mayuri Kurotsuchi has acquired the ability to use Garganta through extensive research whilst trapped in Hueco Mundo.

To open a Garaganta, a Hollow must have be of menos class or higher, which means they must be able to use a Cero. Anyone can see through both sides of a Garaganta to the other side.

Soulcasters

Three Sacred Links Shield

Progression: The Three Sacred Links Shield reduces damage by 10 Points per Rank (each rank is gained every 2 character levels)

Description: A Three Sacred Links Shield is an energy field around the character that protects against incoming attacks.

A Three Sacred Links Shield can be "up" or "down." When down, it does not stop any damage. Three Sacred Links Shield status must be determined at the start of the character's actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Three Sacred Links Shield , with any additional penetrating damage applied against DR. Thus, if a weapon hit successfully penetrates a Three Sacred Links Shield , then DR can still protect against it. A Three Sacred Links Shield can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Three Sacred Links Shield prevents (even if the rest of the damage is absorbed by DR), the Three Sacred Links Shield temporarily loses one Rank of effectiveness. The character can only regain Ranks if the field is down and regenerating. A Three Sacred Links Shield recovers one Rank every round it is turned off and not in operation ("down"). A Three Sacred Links Shield that is knocked down to zero Ranks automatically shuts off to regenerate.

The Three Sacred Links Shield blocks attacks moving in any direction, both inwards and outwards, thereby virtually preventing the user from attacking when the Three Sacred Links Shield is up. This means that when the Three Sacred Links Shield is active and the user makes an attack, the Three Sacred Links Shield will affect their attack as it would an outside attacker's (reducing the damage inflicted and going down in Ranks if its protection value is exceeded).

A Three Sacred Links Shield only protects you unless you gain an ability to enable you to protect others. All sheilds will block anyone who is not Insubstantial from moving through it.

Twin Sacred Return Shield

Progression: The character can restore up to 10 Hit Points/Rank to a target (each rank is gained every 2 character levels)
Description: This allows a character to heal a target's injuries (including him or herself).

The maximum number of Hit Points that a Healer can restore to a particular person in any single day equals 10 per Rank. This cannot be exceeded, even if multiple healers work on a subject; the combined Hit Points restored cannot exceed the maximum Hit Points that the character with the highest Rank could restore. The subject must have at least a full day's rest before he or she can benefit from any additional healing. Hit Points are restored over a three round period, rather than instantly.

Solitary Sacred Cutting Shield

Description: A Solitary Sacred Cutting Shield deals 1d6 damage at first level and improves by 1d6 at each odd-numbered level after first. The Solitary Sacred Cutting Shield is a ranged touch attack requiring a standard action with a range of 90 feet. On a Critiacal hit the Solitary Sacred Cutting Shield deals 2x damage.

Name: _____ Player: _____
Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____ Skin: _____ Build: _____
Reiatsu: _____ ([Intimidate Ranks + Spell Score + 20] x Character Level) Character Level:_____

	Stat	Mod	Temp	Mod	Temp	Mod
Strength						
Dexterity						
Constitution						
Intelligence						
Wisdom						
Charisma						

Secondary Statistics		Temp	Temp	Temp
Hit Points				
Spell Points				
Initiative				
Fortitude				
Reflex				
Willpower				

Damage Reduction		Temp		Elemental Resistances	

Defense	Ranks	Modifier	Misc	Misc	Misc	Misc	Misc	Total

Favored Skill Name (List all Favored Skills)	Total	Ranks	Mod	Misc	Misc	Misc	Misc	Misc

Character Portrait

Feat Name	Feat Effect

Special Ability Name	Special Ability Effect

Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

Dire Reverend: Creator of Bleach d20 Classed system 2.0. We borrowed some elements from him as well.

Behold the Void: This is the guy that created the Zanpakutou System we're using and the classed bleach D20 system

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

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

Jusditz and Zoultan: Two people who have a talent for finding the loopholes in systems and have been invaluable in helping me root out the ones in this game system that even my discerning eye missed. They have also been invaluable in editing this project and correcting the many mistakes I made along the way.

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Peter Kisner for the classless d20 inspiration

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

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