



Shinkoukenjin: Lord Nobunaga and the Oni Court

Note: This book is actually meant for GM's. Allow your players to see this at your own peril.



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The Rise and Fall of Oda Nobunaga

During the last half of the 16th century, a number of different daimyo became strong enough either to manipulate the Muromachi bakufu to their own advantage or to overthrow it altogether. One attempt to overthrow the bakufu was made in 1560 by Imagawa Yoshimoto, whose march towards the capital came to an ignominious end at the hands of Oda Nobunaga in the Battle of Okehazama. In 1562, The Tokugawa clan who was adjacent to the east of Nobunaga's territory became independent of the Imagawa clan, and allied with Nobunaga. The eastern part of the territory of Nobunaga was not invaded by this alliance. And, he moves the army to the west. In 1565, an alliance of the Matsunaga and Miyoshi clans attempted a coup by assassinating Ashikaga Yoshiteru, the 13th Ashikaga shogun. Internal squabbling, however, prevented them from acting swiftly to legitimize their claim to power, and it was not until 1568 that they managed to install Yoshiteru's cousin, Ashikaga Yoshihide, as the next Shogun. Failure to enter Kyoto and gain recognition from the imperial court, however, had left the succession in doubt, and a group of bakufu retainers led by Hosokawa Fujitaka negotiated with Nobunaga to gain support for Yoshiteru's younger brother, Yoshiaki.

Nobunaga, who had prepared over a period of years for just such an opportunity by establishing an alliance with the Azai clan in northern Ōmi Province and then conquering the neighboring province of Mino Province, now marched toward Kyoto. After routing the Rokkaku clan in southern Ōmi, Nobunaga forced the Matsunaga to capitulate and the Miyoshi to withdraw to Settsu. He then entered the capital, where he successfully gained recognition from the emperor for Yoshiaki, who became the 15th Ashikaga shogun.

Nobunaga had no intention, however, of serving the Muromachi bakufu, and instead now turned his attention to tightening his grip on the Kinai region. Resistance in the form of rival daimyo, intransigent Buddhist monks, and hostile merchants was eliminated swiftly and mercilessly, and Nobunaga quickly gained a reputation as a ruthless, unrelenting adversary. In support of his political and military moves, he instituted economic reform, removing barriers to commerce by invalidating traditional monopolies held by shrines and guilds and promoting initiative by instituting free markets known as rakuichi-rakuza.

By 1573 he had destroyed the alliance of Asakura clan and Azai clans that threatened his northern flank, obliterated the militant Tendai Buddhists monastic center at Mount Hiei near Kyoto, and also had managed to avoid a potentially debilitating confrontation with Takeda Shingen, who had suddenly taken ill and died just as his army was on the verge of defeating the Tokugawa and invading Oda's domain on its way to Kyoto.

Even after Shingen's death, there remained several daimyo powerful enough to resist Nobunaga, but none were situated close enough to Kyoto to pose a threat politically, and it appeared that unification under the Oda banner was a matter of time.

Nobunaga's enemies were not only other Sengoku daimyō but also adherents of a Jōdo Shinshu sect of Buddhism who attended Ikkō-ikki. Their leader was Kenryo. He endured though Nobunaga kept attacking his fortress for ten years. Nobunaga expelled Kenryo in the eleventh year, but, by a riot caused by Kenryo, Nobunaga's territory took the big damage. This long war was called Ishiyama Hongan-ji War.

To suppress the Buddhism, Nobunaga supported the Christianity. And, a lot of cultures were introduced to Japan by the missionary from Europe. Those things include foods, a new drawing method, astronomy, geography, medical science, and a printing technique.

During the period from 1576 to 1579, Nobunaga constructed on the shore of Lake Biwa at Azuchi (in present-day Shiga Prefecture) Azuchi Castle, a magnificent seven-story castle that was intended to serve not simply as an impregnable military fortification but also as a sumptuous residence that would stand as a symbol of unification.

Having secured his grip on the Kinai region, Nobunaga was now powerful enough to assign his generals the task of subjugating the outlying provinces. Shibata Katsue was given the task of conquering the Uesugi clan in Etchū, Takigawa Kazumasu confronted the Shinano Province that a son of Shingen Takeda Katsuyori governs, and Hashiba Hideyoshi was given the formidable task of facing the Mōri clan in the Chūgoku region of western

Honshū.

In 1576, Oda Nobunaga was taken a new technology Arquebus, and won the Takeda clan of a traditional samurai. □ Battle of Nagashino □ Samurai's traditional combat style has declined after this.

In 1582, after a protracted campaign, Hideyoshi requested Nobunaga's help in overcoming tenacious resistance. Nobunaga, making a stop-over in Kyoto on his way west with only a small contingent of guards, was attacked and committed suicide by one of his own disaffected generals, Akechi Mitsuhide.

The Rise again of Oda Nobunaga

What none knew however, was that Oda Nobunaga, though he did die that day, and was sent to Jigoku for his attitude, found a secret of Hell itself. He could leave. They could all leave. They just had to know how. Nobunaga managed to make a deal with several demons and through those deals, managed to escape back to the world of the living where he worked as a conduit of evil that wanted to spread Jigoku to the entire world. He was defeated by the combined efforts of Soul Society and the ancient ancestors of Shinkukenjin. There were more races then, but the effort to seal them off for eternity forced three of these races to stay behind.

They were the Mamushi, descended from the snake god of Egypt, Set, and willing to aid the sealing of Nobunaga due to the fact that the more beings he brought back from death, the less power he would have. The second group that stayed were the Sasori, warriors descended from an ancient nameless deity that held the power of the scorpion's venom in their veins. And finally the last were the Henpuku, descendants of a great bat deity. They were put into a slumber that would power the seals around Jigoku that would keep the dead inside for all eternity.

Over time however, Oda, now having become one with the being he was being used as a conduit for, began to speak with his jailers through their dreams. He would taunt them, ask why they held him, when their brothers were free. He offered them power in exchange for aid. He offered them companionship in exchange for loyalty. It is said that the Mamushi fell first... That their already morally ambiguous stance on life in general made them more susceptible to Oda's mechanations. The Sasori and the Henpuku came next, being slowly corrupted in their beds by a combination of demon and Egyptian magicks. They awoke, and the seal was broken.

But Nobunaga did not leave right away. He'd put too much time and planning into this to just blunder through this, and get caught once again. He stayed, and experimented, and played with the reality around him. He found that without the guardians magic holding him in stasis, the place where he was responded very well to his will. Over time, he created a twisted hell version of Edo era Japan a twisted, vile reflection of the Soul Society. But he wasn't done. He began the most ambitious project he'd ever undertaken, using a combination of Demon magic, and technology. The project was called simply Yomi. No one saw the result coming. The Edo era ended, and the age of the modern day had begun.

The project was nearly complete, but Nobunaga needed something else. He needed a large amount of souls to fuel the machines that would finally bring Yomi to a successful conclusion. He waited and waited, but soon, his wish was granted. The world went to war, and Japan went with them. When nuclear weapon dropped on Nagisake, Nobunaga's agents were there with collectors that sucked in every soul released of their life that day. Into the machines they went, and Nobunaga finally activated Yomi, which punched a hole from his dimension straight to Jigoku. The souls of the evil poured into his realm, and he made a simple pact with them all. They would be safe here, in his realm, if they served him loyally. Though some originally protested, they all eventually began to serve him and his demons loyally.

For humanity, there was no greater tragedy than the dropping of the nuclear bombs, but it was years later when a new tragedy was nearly caused when Nobunaga finally finished experimenting on his new soul minions. He'd twisted them, turned them, made them into killing machines. The most powerful he pulled to himself, naming the top six his head generals, and then giving each two captains a piece, keeping one in particular for himself. These thirteen evil spirits are a cruel mockery of the Soul Society's Captains. His forces were ready, he released them into a world that could not see them, as only the spiritually aware could tell they even existed, and the way of modern thought began to turn against ancient so called superstition, naming these people insane, or worse.

Deaths began at an alarming rate, people were dying all over Japan, and it was thought to be fallout from the bombs. There were only two areas that were not attacked by Nobunaga's forces. Hiroshima, for something nearly as evil as he resides there, and Karakura town, where the strongest presence of the Shinigami existed. Slowly, society began to corrupt, and change and twist under the influence of the demons that came from his dimension, prejudice, vice and worse spread throughout the world. It wasn't until they attacked Kyoto, that the guardian gods took notice, and woke their children to fight.

The Shinkukenjin fought back with a passion, and though they petitioned Soul Society, it was deemed that it was not their problem, and there would be no assistance from them. The Shinkukenjin fought a lonely war, and slowly drove the newly christened Seizanshajigoku or Survivor of Hell, back into Nobunaga's dimension. But he was not finished... He released onto the Shinkukenjin their own brethren, and though the fighting was fierce, the Shinkukenjin that remained loyal to the side of good were pushed back away from the dimensional rift just inside the Nagasaki city limits. Since then, Nagasaki has become spiritually dead. Souls that die there do not become hollows or plusses, they are either taken as fuel for Nobunaga's infernal machines, or if their spirit was evil in life, brought to Nobunaga's forces and conscripted.

The 7 Courts of Nobunaga

Nobunaga's madness, and the darkness within him has taken him to create a society much like the one he hates the most. The Soul Society. Entering his realm is like going back in time, and through the looking glass. The architecture is obviously Edo Era Japan, but it is sick and twisted. It's dark, and barren, and demons walk the streets killing at whim, only held at bay by Nobunaga's wish that he needs soldiers.

There are seven courts in Nobunaga's realm, known as the Oni Court. Each one has two armies under their command, with the exception of Nobunaga's own court, which reigns over all the rest. Each army has a division head called a Regent, and all division heads report to the Lord Regent.

The first court is Nobunaga's Divine Court. It is the court that is least twisted, and looks the most like Edo Era Japan. But that is just the first layer of the court. The Divine Court is named as such because it directly responds to Nobunaga's will, and can change shape at his whim. No one who has entered the Divine Court with ill intentions for Oda have lived to tell what it becomes when he's angered. The only person that is allowed to come within 30 feet of Nobunaga is his tortured Lord Regent. Once his foe, the Samurai Samanoske has had his soul twisted and pulled along with Nobunaga, and now only physically resembles the samurai of old. His soul is now as black as his master's.

The second court, given to the demon only known as Donran. His court is one that gathers resources, but it is known to gather two to three times as much as needed, because Donran has a ravenous appetite for everything from food to women to drink, and for each item he gives to the Oni Courts, he keeps two for himself. His Regents, Akogi Kuramu and Tan'o Yokushin, keep their master's appetites satiated, lest he turns his attention to them to satiate them.

The third court was given to a tortured soul known as Toriko, who's appetite for the flesh outstrips even Donran's. Passing through the third court is like passing through a red light district. Any fetish can be satisfied here, and Toriko is often seen attempting to fill many of them herself. The only thing as great as Toriko's lust for the flesh, is her lust for battle. Once engaged in battle, she only leaves if ordered to directly by Nobunaga himself. In times past, he has literally had to drag her off the field of combat. Under orders of Nobunaga himself, her two regents, Aiyoku and Kuramu Iro, have the duty of keeping Toriko off the battlefield... Too bad most times this brother/sister pair are more interested in each other than the dealings of their master...

The fourth court, known as The Court of the Viper, is headed by the leader of the Mamushi known now only as Ikari. One treads lightly when moving through the Viper Court, as many things incite Ikari to anger. Noise, litter, disturbances. All crimes within the Viper Court enact the same punishment. Execution and a sentence to the Infernal Power Battery. Ikari is aided in his dealing out of justice by his two Regents, Doki and Funzen, who are equally as... disturbed as their master.

The court of Gougan is incredible to look at. It is a beautiful work of art the likes of which do not exist any more in society. Everything is set with extravagance and excess. All things a beautiful within the fifth court, known as The Court of the Bat. In the Bat Court Gougan and his Regents, both beautiful, Hakori Jiman and Kenshiki Hari, have set a society that is beautiful on the surface, but is riddled with vile deception on the inside. The court is set up as it is because Gougan wishes to be the emperor, His regents want Gougan's job, and constantly work against each other. Secrets and lies are the stock and trade in the fifth court, and intrigue is the most played game. Plots within plans withing schemes. All to outdo someone else who's power you covet. That is the way of the fifth court.

The Court of the Scorpion, ruled by the leader of the Sasori known as Bushou and his two regents, Getai Honeoshimi and Ketai Monoguza do only one thing. Sleep. Long ago, Nobunaga realized that the Sasori wouldn't stay loyal to him for long, so he put them all into a long slumber, waking them only when there is a threat to the oni courts. The relationship has worked out well, as Bushou doesn't like working in any environment but the desolate heat of the desert. He does however, keep some awake for their scientific knowledge.

The final Court of the Oni Courts is lead by a mighty demon known as Gunji. Gunji's lust for battle is greater than that of Toriko, but his is tempered by a fierce military bent that makes him a leader of master caliber. The Seventh Court are the greatest warriors of all the Oni Courts, except perhaps the Regents and the Daimyos (Leaders of the Courts). Gunji is assisted by two well trained warrior Regents named Sotobari Kikan and Kinmooru Enbu, each military geniuses in their own right. Sotobari commands the special forces and Kinmooru commands the remaining forces. Between them, they take the war to their enemies, and are the most often encountered court in the real world. A scary prospect for young Shinkoukenjin wanting to prove themselves.

Comparisons Between Soul Society and the Oni Courts

Each person in the Oni Courts holds a rank comparable to one from Soul Society. That is how Nobunaga set his realm up.

Firstly, there is Nobunaga himself. He is his realm's version of the Spirit King. The entire realm is beholden to his will, but he rarely gets directly involved, leaving the everyday operations to his Lord Regent. Nobunaga's official title is either Lord Daimyo or Emperor.

Next on the chain of command are the Daimyo. The Daimyo are the equivalent to Squad Zero. Though they do not always see eye to eye, they galvanize when there is a threat to Nobunaga. Each is a being of extraordinary power, and of epic proportions. They leave the day to day dealings with their Regents. Unlike the Soul Society, Daimyos are public knowledge to those that live within the Oni Courts.

The Lord Regent, Samanoske is next on the list. He leads the entirety of the armies of the Oni Courts. Once a Samurai of legend, Samanoske would be killed shortly after Nobunaga's second coming, and have his soul twisted into something that those that knew him would be appauled at. His tactics are ruthless, as is his dealings with others, including the other regents.

Regents are equivalent to Captain rank in the soul society and hold similar powers (Including Lord Regent, which would be the equivalent to Captain-Commander). Each Regent holds power over one of the divisions within the armed forces of the Oni Courts.

Directly under Regents are the rank and file members of the armies. The highest ranking of these, called Prelates directly assist Regents with their duties, and keep the regulars in line. Below prelates are seated officers just like in the Soul Society, with each army having seven seated officers under the Regent including the Prelate.

Power Within the Courts

In the Oni Courts, one gains power by transformations. Even the lowliest rank and file soldier has the possibility of transforming and each transformation is more powerful than the last. Achieving Transformations is what garners you ranks within the Oni Courts, with some of the Prelates and Regents having three or four each. No one knows just how many Nobunaga himself has, but some say that it measures in the dozens. Some say that he's evolved past them, and now is ONLY transformations, pure chaos. Whatever is true, no one is saying, and any that ask seriously, are generally never seen again.

New Feats

MAMUSHI [RACIAL, SOUL]

Once a blessing of Set, the last surviving Egyptian deity, the Mamushi have followed their master's path and have turned against those that were once allies. Of all the Guardian Races that turned during the containment war, the Mamushi and the Shougakubou are the most fierce enemies, as the Shougakubou believe that the Mamushi are a blemish on the name of all snakes, and must be destroyed.

Prerequisites: Exclusive of any other Racial Soul Feat. This is a Shinkoukenjin Race.

Benefit: You are of the Mamushi, a race of vipers. You have an extremely powerful bite attack that deals 1d6 damage. If you hit with your Bite attack, your victim must make a Fortitude save, or take 1 Constitution Damage. For every 5 ranks you have in Unarmed Strike above 1, your Bite deals an additional 1d6 damage, the Fortitude DC increases by +2 and your victim takes +1 Constitution Damage per bite on a failed save. The save for this is Constitution based.

SASORI [RACIAL, SOUL]

A forgotten deity. A race of powerful children nearly forgotten by history. They did the right thing and helped during a time of crisis, but when the Mamushi turned traitor, they fell victim to vile magics and were corrupted. The Sasori are technologically inclined in the extreme, but focus on bio-organic technology. Most Sasori have one or two bio-organic attachments on their body that enhance one thing or another. In fact, they have no natural weapons, and have a bio organic whip-stinger called a Dokubari that acts in their best interest.

Prerequisites: Exclusive of any other Racial Soul Feat. This is a Shinkoukenjin Race

Benefit: You gain a Dokubari that deals 1d6 damage at a reach of 10 feet. You may attack adjacent targets, and make opportunity attacks with your Dokubari. Dokubaris automatically have the Defending quality as they work to defend their owners. For every 5 ranks in Weapon Attack above 1, your Dokubari deals +1d6 damage

HENPUKU [RACIAL, SOUL]

Hailing from the South American continent, the Henpuku were descended from an ancient bat deity. They willingly gave their freedom when there was need of such a sacrifice, comfortable in the eternal sleep in the darkness that was needed. Unfortunately, when the Mamushi were corrupted by Nobunaga, they turned their magicks on the Henpuku, and corrupted them into jealous, power grabbing beings. Shells of their former selves.

Prerequisites: Exclusive of any other Racial Soul Feat.. This is a Shinkoukenjin Race

Benefits: Like the Sasori, the Henpuku have no natural weapon. They do however have a screech that can harm a good number of beings. The Henpuku have a breath weapon that may be used once every round and does 2d6 sonic damage for every 5 ranks the Henpuku has through their highest attacking skill above 1 (IE If a Henpuku has 16 ranks of Unarmed Attack and 12 ranks of Weapon attack, the 16 ranks of UA gives them a Breath Weapon Damage of 8d6) This breath weapon is dealt in a 15 foot cone.

CORRUPTED [GENERAL, SOUL]

You are one of the many beings that Nobunaga has touched with his foul taint. You see the world by instinct and and vice, and have given up on virtues such as kindness and compassion.

Prerequisites: Any Racial Soul Feat BUT Oni, Mamushi, Sasori or Henpuku, Must have made peaceful contact with a denizen of the Oni Courts

Benefit: You have been corrupted by the temptations and foul magicks of the Oni Courts, and are regarded as one of them. You gain access to the Transformation Feat.

ONI [RACIAL, SOUL]

You are one of the spirits that Nobunaga freed from Jigoku using his Yomi plan, or one of the beings that he brought with him in his original assault after his first death.

Prerequisites: Exclusive of any other Racial Soul Feat

Benefits: You gain a Zenshaba, which functions in all ways as a Zanpakutou except the following: You cannot gain Shikai or Bankai with this feat. Instead you qualify for the Transformation feat below like the Mamushi, Sasori and Henpuku do. It deals 1d6 damage + 1d6 per 5 ranks in Weapon Attack you have above 1.

Special: This feat counts as a Zanpakutou for feat prerequisites except for the feats Shikai, Bankai, Premature Bankai, Doll Training Bankai, Constant Release and Greater Constant Release.

TRANSFORMATION [GENERAL, SOUL]

Prerequisites: Any one Corrupted race or Corrupted, 100+ Reiatu

Benefit: You gain a changeling transformation. You decide when you build the transformation whether it is a permanent transformation or a temporary one. If it is a permanent transformation, you cannot adopt it willingly, and it must be activated as a full round action when you are at half hit points or less. If it is a temporary transformation you can activate it as a full round action and can keep it going for a number of minutes per day equal to your (Character Level + Constitution Modifier) and may enter it willingly. Each transformation is separate and does not carry over to the next one. You gain points equal to your Spellscore Modifier to build your new form from the following list.

- +2 bonus to a Statistic - 1 Point
- +1 Natural Attack - 1 Point
- Gain your Spellscore Modifier as Natural Armor. This cannot be selected more than once per transformation - 2 points
- Gain Damage Reduction as the feat - 1 point
- Gain 1 extra limb - 1 point
- Gain any Base Feat you qualify for as a bonus Feat - 1 point
- Gain any other non prestige non transformation feat you qualify for as a bonus feat - 2 points
- Gain one size category - 2 point
- Gain a +4 bonus to any one core skill of your choice or +2 to a base skill of your choice – 1 point
- Lose one size category - 2 point refund
- -2 penalty to a statistic - 1 point refund

You gain your Spellscore modifier in points per tier of the transformation to build your transformation (IE If you've taken Transformation once, you gain your Spellscore Modifier. If you take it twice, your second transformation is built with twice your Spellscore Modifier, etc) Transformations do not stack with each other, each is separate.

Special: You can take this feat multiple times. Each time double the Power Level cost of the previous transformation (100 becomes 200, 200 becomes 400, 400 becomes 800 etc.). If you have a Transformation from one source, and gain a Transformation from another source, you build the new transformation as the next tier transformation.

POWERFUL TRANSFORMATIONS [GENERAL, SOUL]

Your transformations are exceedingly powerful.

Prerequisites: One or more Transformations (The Feat), One or more Heroic Attribute Feats

Benefit: Your Transformations are exceedingly powerful. When you make a transformation, gain 2 extra points per tier of the transformation to building the transformation. (IE Tier 1 = +2 Points, Tier 2 = +4 points, etc)

SKILLFUL TRANSFORMATIONS [GENERAL, SOUL]

Your transformations open your mind further than most.

Prerequisites: One or more Transformations (The Feat), Skilled Feat

Benefit: Your transformation expands your mind expands more than normal transformations. You add the following option to your Transformation list

- You may use one kido you know without it's incantation at full power once per transformation, you must choose this kido when choosing this option and it cannot be changed afterward – 4 points

BIZARRE TRANSFORMATION [GENERAL, SOUL]

One of your transformations is truly strange

Prerequisites: Oni, Mamushi, Sasori or Henpuku Feat, or the Corrupted Feat. Relevant Attack Skill 6+ Ranks, Base Reiatsu Rating 100+

Benefits: Your transformation is truly bizarre. Build a transformation as normal, but choose a type other than your own and gain it along with the transformation itself. (Available Types are: Animal, Construct, Elemental, Ooze, Plant, Undead or Vermin)

Special: This counts as a Transformation at the Tier in which it is bought including for prerequisites (IE If you had two transformations before this, this would be your Tier 3 Transformation). You may purchase this feat as your First Transformation. You can chose to retain the monster type gained in this transformation for subsequent transformations, or shed it in your next transformation feat. This feat can be taken more than once, but only once per transformation.

INCREDIBLE DEFENSE [GENERAL, SOUL]

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.

OVERWHELMING DEFENSES [GENERAL, SOUL]

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.

OVERBEARING ATTACK [GENERAL, SOUL]

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.

ZENSHABA [REIATSU, SOUL]

Prerequisites: Not an Oni, Corrupted Feat

Benefits: You gain a Zenshaba like that of an Oni. If you had a previous weapon, it leaves you permanently (IE You loose your Zanpakutou, Quincy Cross or Dakubori to gain this feat) Your Zenshaba is in all ways like the Zenshaba of an Oni, including being used as a prerequisites for feats and prestige paths. Losing your "Weapon" refers only to weapons that make attacks with the Weapon Attack skill.

IMPROVED ZENSHABA [GENERAL, SOUL]*

Prerequisites: Zenshaba damage 2[BW]

Benefits: Your Zenshaba gains two Lesser Zenshaba abilities and one more every 3 levels. These abilities are always active.

GREATER ZENSHABA [GENERAL, SOUL]*

Prerequisites: Zenshaba damage 3[BW]

Benefits: Your Zenshaba gains one Greater Zenshaba ability and one per every 6 levels thereafter. These abilities are always active.

HIVE SUSCEPTIBILITY [GENERAL, SOUL]

Prerequisites: One of the Races here, or Corrupted Feat

Benefits: You benefit from Hive Fighters within 30 feet of you.

Special: This may be taken more than once, increase the radius of benefit by 10 feet for each taking.

Mamushi Feats

TAIL SLAP [MAMUSHI, SOUL]

Prerequisites: Mamushi Feat, Constitution 13+

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

IMPROVED GRAB [MAMUSHI, GENERAL]

Prerequisites: Mamushi Feat, Tail Slap Feat

Benefit: If the Mamushi hits with their Tail attack, they can immediately initiate a grapple with any opponent up to one size category smaller than them as a free action without provoking an attack of opportunity.

GREATER GRAB [MAMUSHI, SOUL]

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

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

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

CONSTRICT [MAMUSHI, SOUL]

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

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

IMPROVED POISON [MAMUSHI, SOUL]

Prerequisites: Mamushi Feat

Benefits: Increase the Constitution Damage dealt by your bite one die size category (1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6). Each time you gain additional Constitution Damage with your bite, you gain one more dice instead (1d2 become 2d2, 1d3 becomes 2d3) In cases where there are already multiple dice applied, merely add one to the count 4d6 becomes 5d6, 8d6 becomes 9d6.)

Special: This feat may be taken more than once, progress along the lines above.

STRONG POISON [MAMUSHI, SOUL]

Prerequisites: Mamushi Feat, Constitution 13+

Benefits: Your bite does Strength OR Dexterity (Chosen when this feat is gained) Damage in addition to Constitution Damage at the same rate (normally 1).

Special: This feat can be taken twice, once for each statistic. Choosing Dexterity does not stack with the Sleepy Poison Feat.

SLEEPY POISON [MAMUSHI, SOUL]

Prerequisites: Mamushi Feat, Constitution 13+

Benefits: Your bite does Dexterity OR Intelligence damage (Chosen when this feat is gained) in addition to Constitution Damage at the same rate (Normally 1)

Special: This feat can be taken twice, once for each statistic. Choosing Dexterity does not stack with the Strong Poison Feat.

CHAMELEON [MAMUSHI, SOUL]

Prerequisite: Mamushi Feat, Wisdom 13+

Benefit: Once per day, you may change your color to match your surrounding garnering a +10 bonus to hide checks for one round per point of Wisdom Modifier

Special: You may take this feat more than once. Each time you do, it grants one more use of the Chameleon power.

ACIDIC POWER [MAMUSHI, SOUL]

Prerequisites: Mamushi Feat, Constitution 15+, Wisdom 13+

Benefits: You can psionically coat your natural attacks with acid. You may activate this feat as a swift action

once per day per point of constitution modifier. On your next attack, as long as it is an attack with either your bite or an unarmed strike, you deal an additional 1d6 Acid damage. For a number of rounds equal to your wisdom modifier after the attack, the target takes one half the damage of the first turn (IE If you had a 17 Wisdom, and dealt 6 extra damage on the attack, for the next 3 turns, the target would take 3 additional damage)

Special: You may take this feat multiple times. Each time you take it, you may chose to either add 1d6 to the acid damage, or 1 round to the extra damage.

ABOMINATION LORD [MAMUSHI, SOUL]

Prerequisites: Mamushi Feat, Constitution 15+, Tail Slap

Benefits: You are closer to a Viper than a man, and have a snakelike lower body. Your Tail Slap does an additional d8 damage (which effects the feat Constrict). Gain one ability from each category as you permanently transform into this abomination. The downside to this is that you gain a -10 penalty to all charisma related checks (Except Intimidate) when dealing with non-Mamushi.

- Category 1: Gain +2 to Strength, Dexterity or Constitution
- Category 2: Gain either Damage Reduction (Stacks with the feat) or One Half your Level as Natural Armor)
- Category 3: Choose one, and gain it as a Spell-like ability 1/day per point of Spell Score Modifier (Suggestion, Entangle, Neutralize Poison or Deeper Darkness)
- Gain a Burrow Speed of 15 Feet or a Climbs Speed of 30 Feet.

Sasori Feats

HARD SHELL [SASORI, SOUL]

Prerequisites: Sasori Feat, Constitution 15+

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

IMPROVED HARD SHELL [SASORI, SOUL]

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

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

Special: You may take this feat multiple times, It's effects stack and gain a bonus equal to the number of times you have taken this feat (IE If you take this feat 6 times, you gain 12 virtual intelligence for the Hard Shell Effect + 6 extra virtual intelligence for the number of times you took this feat.)

HEARTY [SASORI, SOUL]

Prerequisites: Sasori Feat, Constitution 17+, Bloodied Feat

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

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

RESIST FIRE [SASORI, SOUL]

Prerequisites: Sasori Feat

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

FIRE SUBTYPE [SASORI, SOUL]

Prerequisites: Sasori Feat, Resist Fire Feat

Benefits: You gain the Fire Subtype. You are now immune to fire, but take double damage against cold.

CLAW [SASORI, SOUL]

Prerequisites: Sasori Feat

Benefits: You gain a Claw attack at your highest attack bonus. This attack does damage relative to your size (Small: 1d4, Medium: 1d6, Large: 1d8, etc)

SECOND CLAW [SASORI, SOUL]

Prerequisites: Sasori Feat, Claw Feat

Benefits: You gain an extra attack at your highest attack bonus. This attack is a claw attack that deals the same damage as your other claw attack.

REND [SASORI, SOUL]

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

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

BURROW [SASORI, SOUL]

Prerequisites: Sasori Feat, Dexterity 15+

Benefits: You gain a Burrow Speed of 15 Feet.

Special: You may take this feat multiple times. Each time you take it you may either add five feet to your burrow speed or increase the density of what you can burrow through by a hardness of 5 (With a maximum of 30) This does not allow you to ignore damage reduction, or armor based on their materials.

SCORPION LORD [SASORI, SOUL]

You are more like your scorpion ancestors than a humanoid.

Prerequisites: Sasori Feat, Strength 15+, Dexterity 13+, Claw Feat, Second Claw Feat

Benefit: You transform into a more scorpion like creature. Your claw attacks move up one die size category, and you may chose one from each category below.

- Category 1: Gain +2 to Strength, Dexterity or Constitution
- Category 2: Gain either Damage Reduction (Stacks with the feat) or One Half your Level as Natural Armor)
- Category 3: Choose one, and gain it as an extraordinary ability (Frightful Presence, Vermin Traits or Poison [Claw or Weapon, DC 15, 1d6 Constitution/1d6 Strength])
- Gain a Climb Speed of 30 Feet.

Henpuku Feats

FLIGHT [HENPUKU, SOUL]

Prerequisites: Henpuku Feat, Dexterity 13+

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

IMPROVED MANUEVERABILITY [HENPUKU, SOUL]

Prerequisites: Henpuku Feat, Dexterity 13+, Flight feat

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

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

IMPROVED FLIGHT [HENPUKU, SOUL]

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

Benefit: Add +10 Feat to your Flight Speed

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

IMPROVED BREATH WEAPON [HENPUKU, SOUL]

Prerequisites: Henpuku Feat, Constitution 15+

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

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

EXTENDED BREATH WEAPON [HENPUKU, SOUL]

Powerful is your connection to your ancestor.

Prerequisites: Henpuku Feat, Constitution 21+

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

BREATH WEAPON SUBSTITUTION [HENPUKU, SOUL]

Prerequisites: Henpuku Feat, Constitution 14+

Benefit: Choose an element from the Breath Weapon list that you do not already use in your breath weapon.

Once per day per point of Wisdom Modifier you possess you may substitute your normal breath weapon damage type for the chosen one.

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

BREATH WEAPON ADMIXTURE [HENPUKU, SOUL]

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

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

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

WORD OF DOOM [HENPUKU, SOUL]

Prerequisites: Henpuku Feat, Extend Breath Weapon Feat

Benefit: Divide your level by 2, and round down. Choose one Power Word spell that is of a level of that number or lower. You may add that to your breath weapon once per day per point of Charisma Modifier. Using this feat adds the spell level of the Power Word spell used to the time it takes you to recover your breath weapon.

Special: You may take this feat more than once. Each time you take it, add an additional Power Word spell to your list of effects. You must choose one (And only one) to use each time you use this feat, and each comes from the same pool of uses (which means you don't get a separate pool of uses for each Power Word effect). You may not use this feat, and Breath Weapon Substitution at the same time.

CLAW [HENPUKU, SOUL]

Prerequisites: Henpuku Feat

Benefits: You gain a Claw attack at your highest attack bonus. This attack does damage relative to your size (Small: 1d3, Medium: 1d4, Large: 1d6, etc)

SOUND LORD [HENPUKU, SOUL]

Prerequisites: Henpuku Feat, Claw Feat, Flight Feat, Improved Maneuverability Feat

Benefit: You transform into a more bat like creature. Your claw damage improves by one die size category, and your breath weapon gains an additional dice of damage, and you may chose one from each category below.

- Category 1: Gain +2 to Strength, Dexterity or Constitution
- Category 2: Gain either Evasion (Or Improved Evasion if you already have Evasion from another source) or One Half your Level as a Dodge Bonus to Armor Class)
- Category 3: Gain Blindsight 30 Feet or Darkvision 60 Feet
- Category 4: Gain one of the following spells as a Spell-Like ability usable once per day per point of Charisma modifier (Summon Swarm [Bats only], Gaseous Form, Blindness/Deafness [Blindness effect only] or Remove Blindness/Deafness)
- Become a bat swarm Spellscore modifier/day (Become Diminutive in size [Only effects Strength [drops to 1] and dexterity [+6], No Natural Armor Bonus to defense, +4 Size bonus to Defense, +Charisma Modifier Deflection Bonus to Defense, Fly Speed 40 Feet (Perfect), Swarm Traits, Swarm Attack [4d6 damage, ignores DR], Distraction [Nausea, DC 20 + Charisma Modifier, Worn Equipment non functional, Lasts till dismissed or 24 hours whichever is shorter.]

FRIGHTFUL PRESENCE [ONI, SOUL]

Prerequisites: Oni Feat, Intimidate 9+ Ranks

Benefit: A Oni with this feat can unsettle foes with its mere presence. The ability takes effect automatically whenever the Oni attacks or charges. Creatures within a radius of 5 ft per one half character level of the Oni are subject to the effect if they have fewer HD than the user. A potentially affected creature that succeeds on a Will save (DC 10 + one half the character's HD + character's Cha modifier) remains immune to that character's frightful presence for 24 hours. On a failure, creatures become shaken for 4d6 rounds.

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

MUTATION [ONI, SOUL]

Prerequisites: Oni Feat, Constitution 13+

Benefit: Choose one statistic. You gain a +4 to that statistic.

Special: You may take this feat multiple times, it's effect stacks. If chosen for different statistics, this feat only stacks for the times taken for that statistic. (IE if took Mutation 3 times 2x for Strength, and then once for Dexterity, you would be counted as 8 points higher for strength and 4 points higher for Dexterity.)

SPELL-LIKE ABILITY [ONI, SOUL]

Prerequisite: Oni Feat, Wisdom 13+

Benefit: The oni 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: Any spell gained as a spell-like ability is subject to approval by your GM.

BONUS ZENSHABA ABILITY [ONI, SOUL]

Prerequisite: Improved Zenshaba

Benefit: You gain an extra lesser or greater Zenshaba choice.

Special: You must have the Greater Zenshaba feat to gain a Greater Zenshaba choice.

SINGULAR ZENSHABA [ONI, SOUL]

Prerequisites: Possessing a Zenshaba

Benefit: Your Zenshaba only has one type, but you gain 2 extra Lesser Zenshaba abilities when you take this feat

Normal: An Improved Zenshaba is defined by selecting two types of Zenshaba abilities to choose from.

COMPLEX ZENSHABA [ONI, SOUL]

Prerequisites: Possessing a Zenshaba

Benefit: Your Zenshaba has an additional type.

Normal: An Improved Zennshaba is defined by selecting two types of Zenshaba abilities to choose from.

Special: This may be taken multiple times, each time it is taken, add one type to your Zenshaba.

Regents are equivalent to Captain rank in the soul society and hold similar powers (Including Lord Regent, which would be the equivalent to Captain-Commander). Each Regent holds power over one of the divisions within the armed forces of the Oni Courts. They are some of the most powerful and feared members of the Oni Courts.

Prerequisites

Zenshaba Damage: 3[BW] Damage

Greater Zenshaba Feat

At least Three Transformations

Special: Must be chosen by Lord Nobunaga, or have killed the previous Regent of the army you wish to take over before at least 200 witnesses.

1 – IYASHII [PRESTIGE]

Your Zenshaba improves once again, and gains a released form. For one minute per [character level + Spell Score] Per day, you may release your Zenshaba into it's Iyashii form. Create your Iyashii form by gaining 4 lesser zenshaba choices. When you release your Iyashii, it merely adds on top of your zenshaba's abilities.

2 – KESUTENKA [PRESTIGE]

Your transformational abilities improve. Decrease the time it takes to transform by one step (Transforming is now a Standard Action)

3 – GREATER IYASHII [PRESTIGE]

Your control over your Iyashii is growing. Gain two additional lesser zenshaba choices

4 – MONSTROSITY [PRESTIGE]

Your transformational powers are truly frightening. Any natural attacks gained are one dice larger than normal, and add your Spell Score Modifier to the length of time you may keep a Transformation going.

5 – ZABUIYASHII [PRESTIGE]

You gain a second release for your Iyahii. You create this by doubling your Iyashii release picks and adding in any bonus choices you have. This release lasts for your character level in minutes per day.



Shock Trooper

Almost as feared as the Regents are the Shock Troopers. These living juggernauts of destruction live only to destroy, and reveling in murder, mayhem and destruction.

Releasing even one into a populated area will bring about untold devastation upon the area, and wreck untold havoc on enemy ranks. They are practically gods of destruction.

Prerequisites:

Two or More Transformations

Damage Reduction three times.

Blooded Feat

Special: Must have Chosen Constitution with each Transformation.

1 – BERSERK [PRESTIGE]

Your battle lust drives you insane with rage when you enter a battlefield. On each round after the first round of combat, the Oni Court Shock Trooper must make a Will save with a DC equal to $[10 + \text{The Highest Enemy's Character Level} + \text{The Rounds of Combat so far} - 1]$ or fly into a Berserker frenzy. A Shock Trooper may choose to fail any willpower roll to resist entering a Berserk. While in this state, the Shock Trooper gains a +4 bonus to Strength and Constitution. This enhancement to constitution grants +2 hp per level. Hit points gained in this manner are not lost first. While in this state, the Shock Trooper gains a +2 bonus on all Saving Throws and a -2 Penalty to Armor Class. While in this state, the Shock Trooper cannot tell friend from foe, and will keep killing till it senses no more life in the area. A Berserk Frenzy lasts for $3 + \text{The Newly Enhanced Constitution Modifier}$ in rounds. The Shock Trooper is not fatigued at the end of a Berserker Frenzy, but cannot use any other rage style ability while in a Berserk Frenzy unless they used it before entering said frenzy. Should a Frenzy end before the end of combat, the Berserker must begin making Willpower saving throws on the next round (reset the DC) to resist once again going into a frenzy.

2 – Any General Feat

3 – HOLD THE LINE [PRESTIGE]

A Shock Trooper is surprisingly hard to put down, and in any situation where they are denied their dexterity

bonus to Armor Class, they receive a Natural Armor bonus to their Armor class (That stacks with other forms of Natural armor) equal to their Dexterity Modifier. Someone with the Sneak Attack feat must be four character levels higher than the Shock Trooper to actually use Sneak Attack on them.

4 – Any General Feat

5 – COMBAT INSTINCT [PRESTIGE]

Mastering the arts of being a shock trooper, the Shock Trooper now gains the following in their Berserk state. +8 to Strength and Constitution, +4 to Saving throws and -4 to Armor Class. They can now tell friend from foe. While in their berserk state, they ignore the first 10 points of hardness of materials. Their natural armor bonus from Hold the Line also increases from Dexterity Modifier to Dexterity Modifier + 2.



Hive Fighter

Experimented on by the Sasori, Hive fighters are beings that radiate energy that improves others that have the same energy. By linking up squads of these beings, the Oni Courts have created hive fighter units that can be used incredibly effectively against enemy units.

These beings however are the low end of the hierarchy, and are treated like scum at best, whipping dogs at worst. Some have been reduced to being dependent on the energy source that empowers them, needing to be with at least another of their kind or go slowly mad.

Prerequisites

If not one of the races detailed here, the Corrupted Feat

Hive Susceptibility Feat

Special: Must willingly allow yourself to be experimented on by the Sasori.

1 – HIVE ENERGY [PRESTIGE]

Hive energy is what you exude at all times. It only reacts with others that have the Hive Susceptibility Feat. All creatures that can benefit from your Hive Energy gain a +2 bonus to one statistic that is not being enhanced by another Hive Fighter. If all statistics are covered by others, you grant all those that can benefit Damage Reduction +2/- that does not stack with any other hive fighter's aura. If that is granted, you grant them a +2 bonus to Armor Class. If that is granted, you grant them a +2 bonus to one saving throw not enhanced. If all saving throws are enhanced, you grant a +2 bonus to one attack skill not enhanced already. If all attack bonuses are enhanced, you grant a +2 bonus to all skill checks. If all these things are enhanced already, you grant no benefits from this effect. Your maximum area of effect with this prestige feat is equal to the number of feet you are susceptible to someone else's hive energy.

2 – One Soul or Flash Feat

3 – HIVEMIND [PRESTIGE]

You and anyone benefiting from your Hive Energy are considered to be part of a hive mind. As long as one of you isn't surprised, flanked, or flatfooted, none of you are.

4 – One Soul or Flash Feat

5 – HIVE MENTALITY [PRESTIGE]

When using the maneuvers Aid Another and Flanking, each member of your Hivemind grants you an additional +1 to the effort or the result (In the case of Aid Another). Unfortunately, you have grown dependent on your hive brothers, and if you are withheld Hive Energy for more than 24 hours, you begin to grow despondent, taking a -1 penalty to all d20 rolls that grows by an additional 1 every day you do without Hive Energy.



Oni Juggernaut

When a Shock Trooper just isn't tough enough, the Oni Court sends in the Oni Juggernauts. These living engines of destruction know only devastation, and that it lies in front of them. Most are taught that devastation is a beautiful thing, and go out of their way to cause collateral damage as to increase the value of the art.

Prerequisites:

Level 5 Shock Trooper

Heroic Attribute (Constitution)

1 – ENGINE OF DESTRUCTION [PRESTIGE]

Your Berserk Frenzy increases to give you the following benefits. Gain +12 to Strength, Dexterity and Constitution. Gain +6 to all Saves. Gain a -6 Penalty to Armor Class. Your attacks ignore the first 20 hardness of objects. Your attacks ignore the first 10 points of Damage reduction. If you used your Berserk Frenzy more than once in a combat, you are fatigued at the end of combat until you can gain 8 hours of rest.

2 – Gain one size category

3 – MOVING MOUNTAIN [PRESTIGE]

You are a living embodiment of momentum over all. You gain your character level as a bonus to all Bull Rush and Grapple attempts, and you gain your character level as a bonus to resist all Bull Rush and Grapple attempts.

4 – Gain one size category

5 – AVATAR OF DEVASTATION [PRESTIGE]

Your Berserk frenzy now lasts till the end of the encounter. If you do not attack any enemies for two full rounds, the encounter is considered ended for purposes of this feat. Also, while in your Berserk Frenzy, you gain the ability to make a sweeping attack. By sacrificing your attacks for the round, you may make one attack, at your highest attack bonus. This attack hits everything in a semi-circle in front of you out to your maximum reach, but is counted against each armor class individually.



Sasori Scientist

Workers of dark wonders, creators of the Hive Fighters, the Sasori pride themselves on their ability to create biological weapons and other forms of technology. Some find them to be mad scientists, and they are quite mad. They tinker with flesh without regard to morality, and move things forward in the name of pure science. One could say that the Sasori make the Soul Society's Research and Development division look almost tame. They'd be right.

Prerequisites

Sasori, Seasoned, Talented, Skill Focus Craft (Biological) feats

Craft (Biological) 9+ Ranks

Spellcraft 6+ Ranks

1 – CRAFT SASORI OBJECT [PRESTIGE]

You start to glean the secrets of the dark sasori workings of biological technology and how to create them. You can craft a Sasori Object, or piece of Biological Technology in the same way you craft any other object. Effects that can be placed in a Sasori Object are restricted to any effect that would be considered a Hollow Growth Power. Creating a Sasori Object takes one week per ability invested, and an expenditure of 100 experience points per invested ability. A Sasori object confers it's abilities to it's user. A Sasori Object begins as a Tiny object, and increase by one size category per ability invested. Objects created from this feat require soul energy to power. Smaller objects require so little energy that it can be comfortably given by the wearer, but larger objects require increasingly more souls to power. As a rule of thumb, consider any object larger than Small in size to require an exponential amount of souls to power, starting with 1 for Medium, 2 for Large, 4 for Huge, 8 for Gargantuan and 16 for Colossal. The GM should also consider that for each ability or function beyond the first as a virtual size category, thus doubling the amount of souls needed to power them. (This means that if a Sasori created a medium device with three functions, it would need 4 souls to power). Souls are put into Sasori objects by means of soul crystals. See "Craft Soul Crystal" for details.

2 – SELF-EXPERIMENTATION I [PRESTIGE]

Gain one Hollow Growth Power. You are not considered a Hollow for these powers

3 – CRAFT SOUL CRYSTAL [PRESTIGE]

You may craft Soul Crystals to power Sasori Objects. It takes one week per soul in the crystal to create, and costs 100 experience per soul invested into the crystal. The maximum capacity of a soul crystal is one soul per point of Intelligence Modifier of the creator. Soul Crystals power Sasori Objects, and once installed within the object, cannot be removed without the proper procedure, or the destruction of the object.

4 – SELF-EXPERIMENTATION II [PRESTIGE]

Gain two Hollow Growth Powers. You are not considered a Hollow for these powers

5 – SASORI MASTERCRAFTER [PRESTIGE]

By increasing the time it takes you to create an object to two weeks per ability invested, you may create sasori objects that are one size category smaller than they should be (IE Something with 2 abilities is still considered tiny). Also, when creating a Soul Crystal, you may double the experience expenditure to add your wisdom modifier to the number of souls invested. You can never create a soul crystal with a capacity larger than 16 no matter how high your modifiers however.



Seventh Court Infiltrator

Feared among the lesser oni, and servants of Nobunaga, the Seventh Court is a military origination that has few rivals in all the dimensions. It's closest rivals would be the United States armed forces and the Soul Society's Punishment Division. Within the Seventh Court however there is an elite group of soldiers that act as those that the Oni Courts go to when they need something done right.

Those beings are the Infiltrators. The Infiltrator corp is under the command of Satobori Kikan, Regent of the First Army of the Seventh Court. He keeps his troops in the best shape possible, with training that would be considered insane by mortal standards. But those training methods have produced some of the most powerful fighters of any caliber alive today.

Prerequisites:

Unarmed Strike, Weapon Attack, Ranged Shot, Hide, Move Silently, Sense Motive: 6+ Ranks

Feats: Court Race or Corrupted, Blooded, Seasoned, Damage Reduction, Heroic Attribute (All Physical Stats)

1 – STEALTH RECON [PRESTIGE]

You have learned one of the secret abilities of Satobori Kikan. Once per day per point of Intelligence modifier, you may detach your eye from your head. Once free of your head, your optic nerves form crude spidery legs for the eye, and it ambulates on it's own to your mental direction at a speed of up to 30 feet per round. Once it gets more than five feet from you, it becomes invisible to all but yourself. You see whatever your eye sees, and can react and relay the information normally. By taking one point of constitution damage, you may detach both eyes and send them on separate recon duties. Your eye remains free from your head for a number of rounds equal to 3 + Constitution modifier. At the end of this time, it vanishes from it's place away from you, and regrows in your head, fully functional at the end of the round.

2 – Any Flash or General Feat

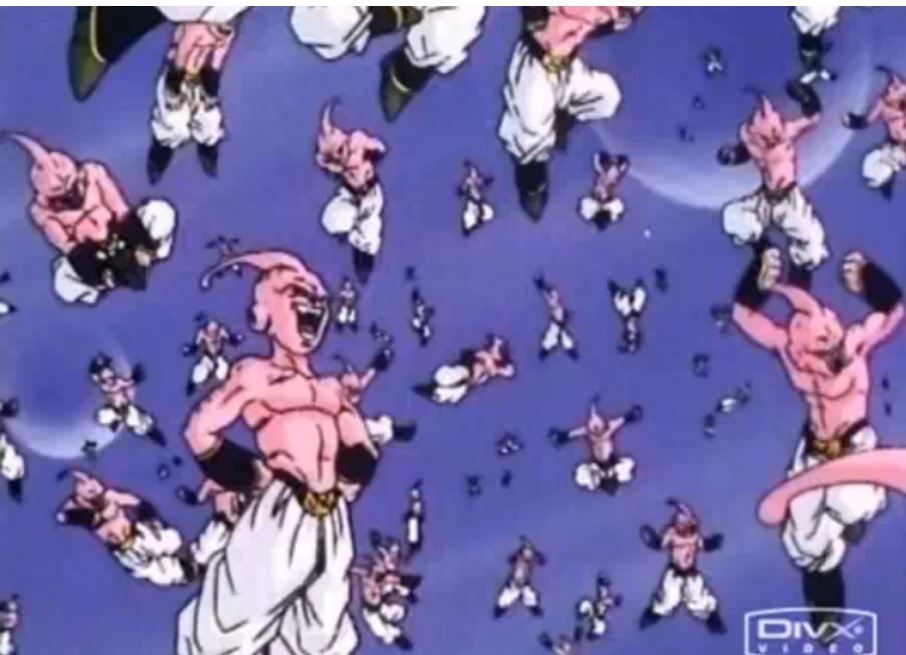
3 – STEALTH ATTACK [PRESTIGE]

Another secret of Satobori Kikan is the ability to separate his own limbs from his body to act independently from himself. By taking one point of constitution damage, you may, once per day per point of Intelligence Modifier, remove one of your arms. Doing so allows it to act independently and function as your arm normally would. You may move the hand up to 20 feet per round, and may perform any action that you yourself could perform with one hand. You receive sensory data from the hand as if it were still attached to you. Your limb stays separated from you for 3 + Constitution modifier in rounds at which time it withers and dies, regrowing on your body by the end of the round.

4 – Any Flash or General Feat.

5 – STEALTH SWARM [PRESTIGE]

You gain the final secret of Satobori Kikan. The ability to become a swarm of miniature versions of yourself and have each act independently from each other. Once per day per point of Intelligence Bonus, you may separate yourself into a smaller versions of yourself depending on your current size category. The new beings are Fine sized and number as follows: Diminutive: 2, Tiny: 4, Small: 8, Medium: 16, Large: 32, Huge: 64, Gargantuan: 128, Colossal: 256. Each one gains all the benefits and penalties for their new size (Including the reduction of attack power, and lowering of Strength and Constitution), but each one may act independently from the other for one minute per character level. They may perform any action you can perform limited only by their size. Once the time expires, you reform at the spot where you initiated this feat power.



Third Court Battledancer

Within the Third Court, there are those that have trained themselves to use their bodies as weapons on the battlefield. While you may be thinking that is meant to be an unarmed combatant, you'd be wrong. What this is meant as is that they use their sensual movements to gain advantages that most wouldn't be able to achieve on the battlefield.

The Battledancer is both beautiful and deadly. With swords in hand, she careens through the battlefield with a reckless abandon that is both horrifying and breathtaking to behold. She is a beautiful creature of destruction. A rapturous testament to the female power. With two swords in hand, she dances across the battlefield, creating havoc in her wake.

Prerequisites:

Oni Court race OR
Corrupted Feat
Weapon Attack: 6+ Ranks
Perform (Dance): 6+ Ranks
Two Weapon Fighting feat taken twice

1 – DANCE OF BATTLE [PRESTIGE]

You've learned the first steps of the battle dance. You may only begin a Battle Dance if you are wielding two slashing weapons. Once per day per point of Constitution you have, you can begin a Battle Dance as a free



action, but it must be on your own turn. While in your battle dance, you gain a +4 bonus to Dexterity and Charisma as you are both sensual and lithe as you glide across the battlefield. You gain an extra attack at your highest attack bonus, but each attack made in that round takes a -2 penalty. When you begin your battle dance, make a Perform (Dance) check. Each time an opponent attempts to attack you or defend against you, they must make a Willpower Saving throw with a DC equal to your Perform (Dance) check. If they fail, they take a -2 to all d20 rolls for that round. You may take a five foot step between attacks, but may not exceed your base land speed. Your Battle Dance lasts for a number of rounds equal to 3 + Constitution modifier. You are fatigued once the Dance ends until the end of combat.

2 – Any Soul or General feat

3 – TWIN WEAPON PERFECTION [PRESTIGE]

While in your Battle Dance, you take no penalties for fighting with two weapons. Reduce the penalty to your attack rolls while in your battle dance because of your extra attack by 1. Also, reduce your condition at the end of your dance to Winded instead of fatigued.

4 – Any Soul or General Feat

5 – DANCE OF THE BATTLEFIELD [PRESTIGE]

You've perfected the Battle Dance, and the bonuses increase as follows. Your bonus to Dexterity and Charisma rise to +8, you gain a second extra attack at your highest attack bonus, but suffer no penalties while attacking. If your opponent fails their save versus your Perform (Dance) Roll the penalty to all d20 rolls is increased to -4. When you move in between attacks, you may take 10 foot steps, and you may move up to double your normal movement. You are no longer winded at the end of your Battle Dance.

Zenshaba Types: Each Zenshaba 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 Zenshaba.

Note: The abilities presented here are by no means all that Zenshaba can (or should) be able to do. These are merely suggestions and a set formula. If you desire a Zenshaba to do something besides what is listed here, feel free to speak with your GM about the ability and how to make it work and under what type they fall, if any.

Unlike Zanpakutou; Zenshaba lack an Intelligence, Wisdom, or Charisma they merely exist to create pain and suffering either to the wielder or anyone who has the misfortune of running into an oni. Zenshaba eat one soul larva the oni has on them each week any time the weapon is not fed it deals 1 CON damage to its wielder per day till it is fed, or the owner dies in which case the sword devours them instead. Zenshaba are not Magical Items.

Zenshaba Abilities: As your Zenshaba progresses in strength, you may select various abilities for it, starting with 1 ability when you first attain Improved Zenshaba. In addition to this, your Zenshaba's shape changes to reflect its release. This shape change may be purely cosmetic, or may actually give it enhanced capabilities (see Weapon type Zanpakutou Type). 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.

When designing your Zenshaba, you may specify a flaw in your Zenshaba. Should you do so, you gain an extra pick when you gain your Improved Zenshaba. Work with your GM to find applicable flaws. Picks gained through flaws do not translate over to your Iyashii on a two for one basis.

Examples of flaws include:

- Having to use your Reiatsu to power your abilities
- Touching the blade makes the toucher immune to its power
- Your area effect abilities have a minimum range and cannot effect adjacent targets
- Your Zenshaba does less damage than normal
- Your Zenshaba cannot tell friend from foe

Flaws in your Improved Zenshaba don't carry over to an Iyashii You may specify a flaw for your Iyashii as well, gaining one extra Lesser Zenshaba pick for your Iyashii's release.

You can have more than one flaw on your Zenshaba, each flaw you have on it gains you an additional bonus lesser Zenshaba Ability.

Zenshaba abilities last for 1 minute per level. Zenshaba abilities on your Iyashii last until your Iyashii is sealed.

Lesser Zenshaba Abilities

PAIN TYPE

Pain types deal massive damage to both wielder and victim

Vicious

Increase the damage of your Zenshaba by 2[BW]. When you deal damage with your Zenshaba you take 1[BW] damage that ignores damage mitigation.

Improved Vicious

You may sacrifice 1 point of constitution to deal an additional 3[BW] on your next attack. You may add more damage in multiples of 3 per point of constitution you sacrifice in this way.

Share the Pain

As a Standard Action that does not provoke an attack of opportunity, you may force a creature within 30 feet to make a Fortitude Save (Constitution Based) or be forced to take half the damage you take for 1 + Constitution Modifier rounds. This damage overcomes the victim's damage reduction, but they only take half the real damage you would actually take. If you convert damage to non-lethal damage (As with Regeneration), the victim takes no damage from this effect. When this effect ends, you no longer divide the damage between you and your opponent, but the damage already inflicted is not reassigned.

Painful Aura

All creatures within 50 feet of you, at the beginning of the their turn, must make a Will Save (Constitution Based) or take a penalty on all attack, damage, and defensive rolls equal to 4 + 1 per time this ability is taken (Starting at -5). If the targets make their saves, they instead take only a -2 penalty to the above rolls.

Hostile Empathic Transfer

This requires 3 pain type abilities to take. You transfer your hit point damage to another. As an attack action, you may make an attack versus an opponent. This opponent takes up to 50 of your hit points of damage, and you are healed for the same amount. You cannot use this ability to gain hit points in excess of your maximum total hit points. This ability overcomes damage reduction and regeneration. This ability deals damage of no type, so even if the target has a resistance to the type of damage you took, they will still take full damage from the damage you transfer. This may be taken multiple times to increase the number of damage you can transfer by 25 each time. You cannot transfer wounds more than once per round.

Hostile Takeover

This requires 3 pain type abilities and Hostile Empathic Transfer to take. You may now transfer damage more than once per round. You may transfer damage once per round plus once per time this ability is taken up to your maximum number of attacks in a round.

Pain of Millions

Make a standard attack against a foe. That foe, if the attack hits, must make two fortitude saves (Constitution Based). If they fail only one, they are blinded by tears. If they fail both, they are cowering and blinded. The attack made using Pain of Millions deals no damage, it only inflicts the status effects noted above. This may be taken multiple times to increase the DC of the fortitude saves by 1 each time.

Barbed Zenshaba

When you deal damage with your Zenshaba, the target takes bleed damage equal to your Weapon Attack ranks divided by 5. (So if you had 20 ranks, the target would bleed for 4 damage) for a number of rounds equal to your Strength Modifier. Each successful attack resets the duration of the damage, it doesn't increase the damage. Each time you successfully attack, you deal yourself your strength modifier in damage overcoming DR.

Inspiring Pain

Whenever you deal damage with your Zenshaba, you may choose to deal the damage to yourself instead. For every 10 points of damage you deal to yourself in this way, you increase your Strength and Dexterity by +4. This bonus lasts for 3 + Constitution Modifier rounds. You may only do this once per turn, and subsequent uses of this do not reset the duration or increase the bonus. The damage you deal to yourself overcomes your DR.

DEATH TYPE

Gravetouched Weapon: As a move action you add 2d6 negative energy damage to your weapon attack.

Greater Gravetouched Weapon: Requires Gravetouched Weapon to take. Your negative energy damage increases by +2d6

Superior Gravetouched Weapon: Requires Greater Gravetouched Weapon to take. Your negative energy damage increases by +2d6

Swift Gravetouched Weapon: Requires Gravetouched Weapon to take. You may release your gravetouched weapon as a swift action

Grave Weapon: As a Move action you may change your entire zenshaba to a shard of Negative Energy. All damage dealt by your zenshaba is negative energy (Unless you have extra damage from another source, in which that damage remains the same.) This stacks with Gravetouched Weapon.

Grave Form: Choose an attack, all of the damage from that attack does negative energy damage.

Ghost Edge Weapon: Your zenshaba gains the ghost touch quality.

Undead Apotheosis: While you wield your Zenshaba, you gain undead traits.

Wraith Touch: Once per round you may resolve one of your attacks as a touch attack. You may take this more than once up to a maximum of the number of attacks you can make in a round.

Wraith Form: For one minute per level per day, you gain the incorporeal subtype and a fly speed of 60 feet with perfect maneuverability.

Corpse Explosion: As a standard action, you can target one dead or undead creature within close range. The creature explodes, requiring everyone within 20 feet to make a reflex save or take negative energy damage equal to your base zenshaba damage. You may take this ability more than once. Each time adds 1d6 to the damage or ten feet to the radius or +2 to the save DC.

Negative Energy Acclimation: You gain resistance to Negative Energy 10. You may take this multiple times to gain +10 Negative Energy Resistance each time to a maximum of 30 resistance.

Negative Energy Healing: As a free action you may choose to be healed by Negative Energy instead of Positive Energy. While you choose to be healed by Negative Energy, you are harmed by Positive Energy, but receive twice as much healing from negative energy as normal. Once you choose to be healed with Negative Energy, you must remain this way for 1d4+1 rounds after which time you may switch back to normal.

Dark Regeneration: While your zenshaba is released, you heal 1 hit point per round. If you damage someone with negative energy, you instead heal one half that damage that round. You may take this more than once to increase the normal healing by 1 hit point per round. This does not increase the healing if you damage someone with negative energy. You cannot heal more than your maximum hit points in this manner.

Improved Dark Regeneration: You now heal all the negative energy damage you deal in a round. You cannot heal more than your maximum hit points in this manner.

Heart of Darkness: In a round in which you kill an opponent, you regain 10% of your maximum hit points. This may be taken multiple times to increase the hit points gained by 10% to a maximum of 30%. You cannot heal more than your maximum hit points in this manner.

PESTILLENCE TYPE

Contagion: You may target one creature within close range (25ft + 5ft per 2 levels) as a standard action. They are subject to a fortitude save (constitution based) or contract one of the following diseases.

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	See Text	1d2 days	1 Con	1d4 Con
Small pox	See Text	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	See Text	1d4 days	1 Str	1d3 Str and 1d3 Con
Hantavirus	See Text	1 day	1d2 Str	1d2 Str* and 1d2 Con
Necrotizing faciitis	See Text	1d6 days	1 Con	1d3 Con
West Nile virus	See Text	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con
Salmonellosis	See Text	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex

Roll 1d8 to determine what disease is contracted. If an 8 is rolled 2 diseases are contracted, ignore future rolls of 8. the DC of the diseases in question are equal to 15 + Character Level + Constitution Modifier to resist and is always contracted on Injury.

Improved Contagion: Requires Contagion to take. Diseases do not have an incubation period for those that are effected by your Contagion ability. They take effect immediately

Advanced Contagion: Requires Contagion to take. You now deliver your contagion at close range (25 ft + 10 ft / 2 Levels). It can now be contact based instead of injury based.

Mass Contagion: Requires Advanced Contagion to take. Your Contagion can now effect everyone within a 20ft burst of you.

Greater Contagion: Requires Contagion to take. Your contagion's initial DC is increased by 2. This may be taken multiple times to increase the DC by an additional 1.

Superior Contagion: Requires Improved Contagion to take. The secondary damage happens every other round rather than every day.

Selective Contagion: Requires Contagion to take. You may select which disease you give your target or targets.

Disease Carrier: Requires Contagion to take. Your diseases are in your blood and those that attack you in melee risk contracting them just from being around you. Each time you are dealt damage by a melee or unarmed attack, the attacker must roll a fortitude saving throw (constitution based) or contract a random disease from the chart above.

Mass Disease Carrier: Requires Disease Carrier to take. Instead of just the attacker being effected by your diseases, all opponents within 5 feet are effected and subjected to the fortitude save to resist contracting a disease. You may take this ability multiple times to increase the area by 5 feet.

Enfeebling Strike: Your attack forces a fortitude save (Constitution Based) or deals 1 strength or dexterity damage (Chosen when this ability is taken). You may only make one Enfeebling Strike per round, and making one is a Standard action.

Greater Enfeebling Strike: Requires Enfeebling Strike to take. Your ability damage increases to 1d2

Superior Enfeebling Strike: Requires Greater Enfeebling Strike to take. Your ability damage increases to 1d3

Swift Enfeebling Strike: Requires Enfeebling Strike to take. You may make an additional Enfeebling Strike in a round.

Twin Enfeebling Strike: Requires Enfeebling Strike to take. Your enfeebling strike now does both Strength and Dexterity damage.

Nauseating Strike: Requires Sickening Strike to take. Your attacks have a chance to nauseate your opponent. Upon being hit, they must make a constitution based fortitude save or become nauseated for one round. You may take this multiple times to increase the time by one round, or the DC of the check by 1. You may use either Nauseating Strike or Sickening Strike at will.

Sickening Strike: Your attacks have a chance to Sicken a target. Upon being hit they must make a constitution based fortitude save or become sickened for one round. You may take this multiple times to increase the time by one round or the DC of the check by 1. You may use either Nauseating Strike or Sickening Strike at will but only once per round.

Remove Disease: Being the bringer of contagion, you can also remove contagion as well. Your zenshaba may allow you to *remove disease* as the spell. This may be done at will.

Remove Condition: Your zenshaba can remove the conditions Nauseated and Sickened from a target at will.

LUST TYPE

Seduction: You may attempt, as a standard action, force an opponent within 30 feet to make a will save (Charisma Based). If the target fails the save, they are charmed. A Charmed opponent views everything you do in the best possible light and is considered friendly towards you. This ability fails if the target does not find your gender attractive. This is a language dependant, mind effecting ability.

Greater Seduction: This requires Seduction to take. Your seduction attempt gains a +2 bonus on it's DC. You may take this multiple times to increase the DC by a further +1 each time. Also, if they fail the save, they are considered helpful towards you. This ability fails if the target does not find your gender attractive. This is a language dependant, mind effecting ability.

Superior Seduction: This requires Seduction and Greater Seduction to take. If your target fails it's save, it is considered fanatical towards you instead of helpful. Unlike the fanatical status listed in the epic level handbook, this version lasts for one hour per point of charisma bonus. This ability fails if the target does not find your gender attractive. This is a language dependant, mind effecting ability.

Perfect Form: This requires 3 Lust Type abilities to take. When someone sees you for the first time, they see you as the one thing in the world that would inspire the most lust. This forces them to make a will save (Charisma based) or become one more step towards Fanatical automatically. If they roll a natural 1 on the will save, they instead move two steps towards Fanatical towards you. The image of the lust lasts for only an instant however, but the lust effect remains.

Succubus Kiss: This requires 5 Lust type abilities to take. You may, as a standard action, attempt to enact some act of passion on a victim. If the victim is unwilling you must grapple the target. Should you succeed in enacting the act of passion, you drain 1 level from the target and implant a suggestion in the target's mind with a DC (15 + Level + Charisma Modifier) to accept another act of passion from you. The level drain never results in actual level loss and the lost levels go away in 24 hours. Should the target be drained below level 1, they die and you gain a +1 to all skill checks for 24 hours per victim that dies from this effect.

Act of Passion: You may, as a standard action that provokes an attack of opportunity, force a target within 30 feet of you to make a will save (Charisma Based) or instantly become one step towards Hostile towards their allies. Should the target roll a natural 1 on the will save, they instead become 2 steps towards hostile towards their allies. Should the target become Hostile towards their allies, they react to them as they would a jealous rival. This ability fails if the target does not find your gender attractive

Tongues: You can't seduce someone you can't talk to. This allows you to speak, understand, read and write any language. Switching between languages spoken takes a standard action. You still understand any language.

Pillow Talk: You may detect the surface thoughts of your victims as a standard action. if they fail a Will Save (Charisma Based). By spending a round in concentration you may begin to delve deeper. Each round the target is entitled to a will save (Charisma based) to resist the effect. Should they resist the effect, they cannot be effected by your detect thoughts for 24 hours. This ability automatically activates, and the target automatically fails the will save if you and the target are engaged in an act of passion. You cannot maintain concentration during an act of passion.

Spank the Willing: This requires 3 Lust type abilities to take. You may, at your leisure, deal non-lethal damage with your zenshaba without penalty. Should you do so, you may force your target to make a will save (Charisma Based) or be forced to ask for more punishment. You may continue to deal non-lethal damage to them each round and they get another will save (Charisma Based) each round to resist the effect. Should they resist the effect, they are immune to the effect for 24 hours. This is a language dependant, mind effecting ability.

Fetish: This requires Pillow Talk to take. You may, while successfully using your Pillow Talk ability, polymorph yourself into the object of your target's desire no matter what form that target's desire is. Your game statistics do not change for polymorphing in this manner, but you do gain any extraordinary abilities that your new form would grant you.

The Great Seduction: This requires 7 Lust Type abilities to take. Your Seduction works on any gender regardless of whether they are attracted to your gender or not.

WRATH TYPE

Favored Enemy: You may select a type of creature from among the racial feats or humans. You gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, you get a +2 bonus on weapon damage rolls against such creatures. This may be taken multiple times. Each time it is taken it is for a different racial feat or add +2 to all the other favored enemies you have already.

Bane Weapon: Against your Favored Enemy, your weapon deals an additional 2d6 damage and counts as having a +2 more enchantment bonus.

Dread Weapon: Against your Favored Enemy, add an additional +2d6 to damage and an additional +2 to enchantment bonus (for a total of 4d6 damage and +4 bonus)

Genocidal Weapon: Against your Favored Enemy, add an additional +2d6 to damage and an additional +2 to the enchantment bonus (for a total of 6d6 damage and +6 bonus.)

Slaughtering Weapon: Against your Favored Enemy your critical range is increased by 1. This may be taken a total of 4 times. Each time adds 1 to the range.

Greater Slaughtering Weapon: Requires favored enemy and slaughtering weapon to take. Against your Favored Enemy, you gain +1d10 damage on a critical hit and you can take this multiple times to add +1d10 to a maximum of your critical multiplier (IE If it's x2 on a critical hit you may take this twice, x3 you may take it three times.)

Superior Slaughtering Weapon: Requires Favored Enemy and Slaughtering Weapon. Against your Favored Enemy, your critical multiplier is increased by 1. This may be taken a total of 4 times increasing your critical multiplier by 1 each time.

Sense Enemy: You may sense the presence of any of your Favored Enemies within 1 mile of yourself. This happens automatically at the start of your turn. This works as Blind Sight at the range specified. You can take this multiple times to increase the range by 1 mile each time.

Greater Sense Enemy. Must have Sense Enemy 5 times to take. You may sense the presence of any of your favored enemies across planes and may track them as the Reiraku hunter feat.

Enemy Smite: You may take damage to increase the damage you deal to your Favored Enemy. For every 3 damage you take you deal an additional 1d6 damage on your next attack hit or miss. The maximum dice you can add is equal to your favored enemy modifier.

ENVY TYPE

Jealous Power: As long as someone has something you covet, you deal an extra 2d6 untyped damage against that target.

Greater Jealous Power: Requires Jealous Power to take. Add +2d6 damage to the damage you deal to someone who holds something you covet. (4d6 total.)

Superior Jealous Power: Requires Jealous Power and Greater Jealous Power to take. Add +2d6 damage to the damage you deal to someone who holds something you covet. (6d6 total)

Inspire Envy: Requires 3 Envy type abilities to take. You may attempt to put a target into a jealous fit of rage. Target one opponent within 30 feet of you. If they fail a will save (Wisdom based), they turn on their allies and attack them to the best of their ability. They are under the effect of whirling frenzy while attacking their allies.

Improved Inspire Envy: Requires Inspire Envy and 3 other Envy type abilities to take. This works as Inspire Envy, but your target is under the effects of Greater whirling frenzy.

Greater Inspire Envy: Requires Inspire Envy and 3 other Envy type abilities to take. This works as Inspire Envy, but it works on all enemies within 30 feet of you. You may take this multiple times to extend the range by 10 feet each time.

Jealous Strike: Requires Inspire Envy to take. Anyone you inspire envy in deals an additional +2d6 damage with their attacks against their allies.

Greater Jealous Strike: Requires Jealous Strike and Inspire Envy to take. The damage you grant to your victim is now 4d6.

Superior Jealous Strike: Requires Jealous Strike, Greater Jealous Strike and Inspire Envy to take. The damage you grant to your victim is now 6d6.

Envious Blight: You can sow the seed of jealousy within a group of people. You effect all enemies within 30 feet of you. Each is required to make a will save (Wisdom based) or move one step towards hostile towards their allies. Multiple uses of this ability stack (Maximum Hostile), and can be used a number of times per day equal to your spellscore modifier. You may take this ability multiple times to increase the number of uses by 1 or the DC of the will save by 1. The shift in perception lasts for 3 + Wisdom modifier rounds. Using this ability is a standard action that provokes an attack of opportunity.

Greater Envious Blight: Requires Envious Blight to take. This increases the area of Envious Blight by 10 feet each time this is taken.

GREED TYPE

Entice Gift: You may, as a full round action, force a target to make a will save (Wisdom based). If they fail, they must move towards you at their normal speed. Once they reach you, they must hand you what they are holding regardless of it's sentimental value to them. If the item is of sentimental value, they do gain a second will save to resist the effect. You may take this ability multiple times to add +1 to the DC of the Will Save.

Beginning of Excess: You may attempt to steal an opponent's vitality as a standard action that provokes an attack of opportunity. The victim must be within 30 feet of you, and should they fail a fortitude save (constitution based), they take 1 point of Constitution Damage, and you gain 1 temporary point of constitution. This temporary constitution lasts for one hour per point of wisdom modifier.

Excess Health: This requires Beginning of Excess to take. You may attempt to steal an opponent's temporary hit points. As a full round action that provokes an attack of opportunity, you may target an opponent within 30 feet of you. Should that target have temporary hit points, you may attempt an attack action against the target. The damage you deal is subtracted from their Temporary Hit points and is added to your temporary hit point pool.

Excess Reflexes: This requires Beginning of Excess to take. You may attempt to steal your opponent's alacrity. As a full round action that does not provoke an attack of opportunity, you may make an attack against an opponent within range. Should you succeed the attack, your opponent takes a -2 penalty to their Reflex saves, and you receive a +1 bonus to your own. The bonus and penalty last for 3 + Intelligence Modifier rounds before returning to normal. Multiple attacks stack, but do not refresh the duration.

Excess Fortitude: This requires Beginning of Excess to take. You may attempt to steal your opponent's fitness. As a full round action that does not provoke an attack of opportunity, you may make an attack against an opponent within range. Should you succeed the attack, your opponent takes a -2 penalty to their Fortitude saves, and you receive a +1 bonus to your own. The bonus and penalty lasts for 3 + Intelligence Modifier rounds before returning to normal. Multiple attacks stack, but do not refresh the duration.

Excess Will: This requires Beginning of Excess to take. You may attempt to steal your opponent's willpower. As a full round action that does not provoke an attack of opportunity, you may make an attack against an opponent within range. Should you succeed the attack, your opponent takes a -2 penalty to their Will saves, and you receive a +1 bonus to your own. The bonus and penalty lasts for 3 + Intelligence Modifier rounds before returning to normal. Multiple attacks stack, but do not refresh the duration.

Excess Power: This requires Beginning of Excess to take. You may attempt to steal your opponent's power. As a full round action that does not provoke an attack of opportunity, you may make an attack against an opponent within range. Should you succeed the attack, your opponent takes a -2 penalty to Attack and a -4 penalty to damage and you gain a +1 bonus to attack and a +2 bonus to damage. The bonuses and penalties last for 3 + Intelligence Modifier rounds before returning to normal. Multiple attacks stack, but do not refresh the duration.

More, More, MORE!: Requires Beginning of Excess and one other Excess to take. If you succeed in giving your enemy a penalty, double the bonus you receive from that penalty.

Elemental Excess: Requires 2 Greed Abilities to take. If you fight an opponent with an Elemental type release, you can attempt to steal the elemental power of the release. Make an opposed concentration check with your opponent. If you win, you steal any extra elemental damage they deal (This includes any elemental Strike, Greater elemental Strike and Superior elemental Strikes they have) and add them to your Zenshaba for 3 + Intelligence Modifier rounds. While you possess them, your opponent does not.

Greedy Strike: Requires 3 Greed Abilities to take. You may attempt to steal the very life force of your victims. Whenever you attack your opponent you may activate this ability. If you succeed the attack, you heal half the damage you deal. You can activate this ability once per day per point of spellscore modifier, and a missed attack ruins the attempt. You may take this multiple times to increase the number of uses per day by 1.

GLUTTONY TYPE

Feeding Frenzy: When you attack an opponent your Zenshaba deals an additional 2d6 untyped damage, you heal half the extra damage you deal.

Greater Feeding Frenzy: Requires Feeding Frenzy to take. Your extra damage increases by +2d6 (Total 4d6)

Superior Feeding Frenzy: Requires Feeding Frenzy and Greater Feeding Frenzy to take. Your extra damage increases by +2d6 (Total 6d6)

Dire Hunger: You target one opponent or ally as a standard action. They are allowed a will save (wisdom based) to resist the effect. If they fail the will save, they are consumed by maddening pangs of hunger and view all other beings but you as food for 3 + your wisdom modifier in rounds. They gain a bite attack that deals 1d6 damage + 1d6 damage per 5 ranks in Unarmed Strike they have. The subject eschews all other attacks and focuses on their bite attack. They attack the nearest living creature to them regardless of relationship and will attack them till that being is dead or another creature moves closer to them. They won't lower their defenses, nor will they go into obviously deadly situations (such as through a massive fire, or over a pitfall.) to get to their targets, and will go after the next nearest target instead if they cannot get around the obstacle.

Improved Dire Hunger: Requires Dire Hunger to take. This improves the damage dice of the bite attack granted by Dire Hunger by one size category (d6 becomes d8s). You may take this ability twice, to make the bite attack use 2d6's per attack

Superior Dire Hunger: The target adds 1 and a half times their strength modifier to damage dealt with their bite attack. In addition they gain an additional bite attack at their highest base attack bonus during the duration of the maddening hunger.

Cannibalistic Hunger: Requires Dire Hunger to take. You may grant yourself a bite attack that deals 1d6 damage + 1d6 damage per 5 ranks in Unarmed Strike you have. The damage scales if you have Improved Dire Hunger or have it twice. Half the damage you deal with your bite attack, is granted to you as temporary hit points. These temporary hit points last for your constitution modifier in rounds. Multiple bites do not grant extra temporary hit points and do not refresh the duration, take the largest amount of temporary hit points gained for the original duration.

Hunger Pangs: Requires Dire Hunger and Cannibalistic Hunger to take. You can make someone incredibly hungry by forcing them to make a Fortitude save (Constitution Based). Should they fail the save, the target, which must be within 30 feet of you when making the save, becomes insatiably hungry. Insatiable hunger functions in all ways like being nauseated, except that any offer of a consumable item is met with a fierce drive to take the item and consume it regardless of it's effect. A target that ingests a poison in this manner receives a +4 bonus to shaking off the effects.

Glutton for Punishment: Requires 3 Gluttony type abilities to take. When you are dealt damage, you may take 2d6 more damage to gain the effects of either Rage or Whirling Frenzy (chosen when you gain this ability). The rage or whirling frenzy lasts as long as the encounter lasts instead of the normal duration.

Greater Glutton for Punishment: Requires Glutton for Punishment and 3 other Gluttony type abilities to take. You may take an additional +2d6 damage from an attack (total extra damage taken 4d6) to increase the rage or whirling frenzy effect to the greater version of each.

Superior Glutton for Punishment: Requires Glutton for Punishment, Greater Glutton for Punishment and 3 other Gluttony type abilities to take. You may take an additional +2d6 damage from an attack (total extra damage taken 6d6) to increase your greater rage or greater whirling frenzy to the Mighty version of each.

True Gluttony: Requires 5 Gluttony type abilities to take. You may eat anything and derive nourishment from it. In addition, you are immune to poisons and diseases that rely on ingestion to effect the body as long as your Zenshaba isn't sealed. Also, you heal 4d6 damage for eating something, weighing at least one fifth your weight, that a normal human would not be able to eat; such as a piece of metal, rotten meat, glass, etc.

SLOTH TYPE

Slow Starter: Each round you do not leave your starting position besides forced movement, you gain a +2 bonus to Strength (Maximum +2 per Sloth type ability you have)

Greater Slow Starter: Requires Slow Starter to take. The bonus you gain from not moving increases to +4 to Strength (Maximum +4 per Sloth Type ability you have)

Superior Slow Starter: Requires Slow Starter and Greater Slow Starter to take. The bonus you gain from not moving increases to +6 to Strength (Maximum +6 per Sloth type ability you have)

Slow Metabolism: Requires Slow Starter to take. In addition to gaining Strength from not moving in combat, you gain a bonus to your Constitution equal to one half the bonus you would gain to Strength.

Bastion of Sloth: Requires Slow Starter to take. As long as you do not move from your starting square besides forced movement, you gain +2d6 damage to your Zenshaba.

Greater Bastion of Sloth: Requires Slow Starter and Bastion of Sloth to take. You gain an additional +2d6 damage to your Zenshaba when you do not move in a round besides forced movement (Total 4d6)

Superior Bastion of Sloth: Requires Slow Starter, Bastion of Sloth and Greater Bastion of Sloth to take. You gain an additional +2d6 damage to your Zenshaba when you do not move in a round besides forced movement (Total 6d6)

Too Tired to Fight: Requires 3 Sloth type abilities to take. When you are asleep or unconscious in a fight, you can continue to fight as if you were not as your weapon dances in your hands doing your work for you gaining the Dancing quality. It can activate this ability even if you are unconscious, as it becomes a sentient item. Your Zenshaba becomes an intelligent object. Roll 2d6 + 10 for each of Intelligence, Wisdom and Charisma. It's main allegiances are Pain, Power and Self. It can sense the world through Blindsense out to 10 feet per spellscore modifier and can communicate telepathically with you or others.

To Tired to Die: While you are asleep, you cannot be coup de graced.

Yawn: Requires Too Tired to Fight to take. You may let out a yawn as a standard action that does not provoke an attack of opportunity. All beings within 30 feet of you must make a Will save (Wisdom based) or fall asleep at the end of their next round. Regardless of the outcome of the will saves, you fall asleep. This may be used once per day per point of spellscore modifier. You may take this multiple times to either gain another usage per day, or increase the will save DC by 1.

Powered Laziness: Requires Slow Starter and Bastion of Sloth to take. When you refrain from using move actions to move, you gain Temporary hit points equal to ten times the number of opponents you currently face. The maximum temporary hit points you can have is equal to your current maximum hit points.

Apathetic Might: Requires Powered Laziness to take. When you refrain from using move actions to move, you gain a bonus to damage reduction equal to the number of Sloth type abilities you have.

Greater Apathetic Might: Requires Apathetic Might to take. When you refrain from using move actions to move, you gain fast healing equal to one half the number of Sloth Type abilities you have.

Superior Apathetic Might: Requires Apathetic Might and Greater Apathetic Might to take. When you refrain from using move actions to move, your fast healing also grants you temporary hit points if it heals you above your maximum hit points. The maximum temporary hit points you can have is equal to your current maximum hit points.

Feign Death: You can become so lazy that you appear dead to the casual observer. As a full round action that provokes an attack of opportunity, you can slow your metabolism to the point that you appear dead. Anyone observing you must make a Spot or Treat Injury check with a DC of (15 + Character Level + Constitution Modifier) to tell if you're alive.

PRIDE TYPE

Prideful Sword: If you are injured in the previous round, you gain 2d6 bonus damage on your attacks in this round.

Greater Prideful Sword: Requires Prideful Sword to take. Your bonus damage increases to 4d6.

Superior Prideful Sword: Requires Greater Prideful Sword to take. Your bonus damage increases to 6d6.

Always Keep my Pride: When subjected to a mind effecting effect that would have you act in a way contrary to your allegiances you gain a bonus Will save to resist the effect with a bonus equal to the number of Pride Type abilities you possess.

Greater Pride: Requires Always Keep my Pride to take. You gain the bonus Will saving throw when subjected to Any mental effect. You had to have failed the first time to gain this bonus will saving throw.

Superior Pride: Requires Greater Pride to take. Your bonus to your bonus Will save against mental effects increases to twice the number of Pride Type abilities you have.

Pride in Your Allies: Requires Superior Pride to take. When you are in a group, all allies, receive a bonus on will saves equal to the number of Pride type abilities you have.

Pride in Oneself: As long as you are alone against overwhelming odds, you gain a +2 bonus to attack, damage and all defenses. Overwhelming odds is equal to being against a higher challenge rating than your level. You may take this multiple times to increase the bonus by 2 each time.

Narcissism: If you are injured in combat, you can reflexively enter a state of rage. This rage lasts 3 + Constitution Modifier in rounds, but you are not fatigued after it's use. You can enter a rage once per day plus once per day per extra time this is taken. If you have the Rage feat, this does not take up a use of your Rage for the day.

Hubris: Requires Narcissism to take. Instead of entering a rage when you are injured in combat, you enter into a Greater Rage.

Vanity: Requires Narcissism and Hubris to take. Instead of entering a greater rage when you are injured, you enter a Mighty Rage.

Selfishness: When someone uses the Aid Another action to aid you, you gain a +4 bonus instead of +2. If you use the Aid Another action, you lose this benefit for 24 hours. Even when you do Aid Another, you only grant a +1 bonus instead of +2.

What's Mine is Mine: If someone takes something from you, you gain the bonuses of Whirling Frenzy until you reclaim what was stolen. You are exhausted afterward. This can activate only once per day plus once per time this is taken.

What's Yours is Mine: Requires What's Mine is Mine to take. Whenever you take something from someone else without their permission, you gain 5 temporary hit points.

Greater Zenshaba Abilities

Greater Zenshaba abilities are more powerful than their lesser cousins. Most Greater Zenshaba abilities are untyped and represent powerful attacks you can use when you gain the Greater Zenshaba feat. In the case of scaling Greater Zenshaba abilities, you may not take the same greater zenshaba ability for the same function more than 1/5 your level, rounded down.

Tempo:

Every turn, in combat, you gain +2 to damage, which stacks with itself, to a maximum of +20. 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 greater zenshaba 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 greater zenshaba 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 greater zenshaba 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.

Mystic Regeneration:

Your zenshaba regenerates 20 Reiatsu a round while in combat. You may take this ability multiple times; each time gives you an additional 20 Reiatsu a round. Outside of combat, your zenshaba regenerates 20 Reiatsu per minute.

Kido Enhance:

Once per encounter, you may cast a kido without incantation at it's full incanted power. 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.

Enhanced Greater Zenshaba Shape:

Gain two lesser zenshaba abilities that can be applied only to your greater zenshaba.

Strengthening Healing:

If your reiatsu healing or zenshaba effect would increase a target's hit points beyond their maximum, they gain temporary hit points equal to $\frac{1}{2}$ the amount the healing exceeds their hit point total by, to a maximum of twice the number of hit points they possess. This boost lasts for 10 minutes/level.

Enhanced Healing:

While your greater zenshaba is active, you do not get fatigued or exhausted for using Reiatsu Healing.

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 you are 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.

Eternal Guardian

In combat, you gain regeneration equal to your fast healing +5. If you did not already possess fast healing, then you gain regeneration 5. Choose two energy types. These are the types that negate your regeneration. you lose any resistance or protection from these two energy types. Your fast healing is negated whilst this ability is active. You may take this multiple times to increase the regeneration by +5.

Dual Technique

When you gain this ability, choose one ability you possess with one target. Once per encounter you may target a second target up to 5 feet away per character level. You may take this multiple times to gain another use per encounter each time.

Epic Prestige Paths

Epic Prestige Paths work just like regular prestige paths, except that they have higher prerequisites than normal.

Oni Dreadnaught

Far more feared than even the Oni Juggernauts, Oni Dreadnaughts are the size of mountains and hit just as hard. Oni Dreadnaughts are known to destroy entire cities in their destructive rampages, and there isn't much short of a Daimyo that can stand up to one.

Prerequisites:

Skills: Weapon Attack 24+ Ranks, Unarmed Strike 24+ Ranks, Defense 24+ Ranks, Fortitude 24+ Ranks

Feats: Heroic Attribute (Constitution, Strength), Avatar of Devastation, Epic Heroic Attribute (Constitution)

Special: Must survive a grueling ritual that provokes a DC 40 Fortitude Save. Should you fail you die.

1 – ENGINE OF DEVESTATION [PRESTIGE]

Your Berserker Frenzy bonuses increase to +16 Strength, Dexterity and Constitution, +8 bonus to all Saves, but a -8 Penalty to Defense. Your attacks ignore hardness of objects and the first 15 points of damage reduction it encounters. You may now begin and end your Berserker Frenzy at will, can tell friend from foe, and are never fatigued or exhausted from using your Berserker Frenzy.

2 – Gain a Size Category or a Bonus Feat

3 – STAMPING DESTRUCTION [PRESTIGE]

You deal an extra 1 [BW] damage to opponents per two size categories you are larger than them. (IE, if you are colossal and attack a medium target, you deal an extra 2 [BW] damage).

4 – Gain a Size Category or a Bonus Feat

5 – DREADNAUGHT [PRESTIGE]

Once per day you may push your Berserker Frenzy to it's ultimate power. As an Immediate action you may double your bonuses to your Berserker Frenzy for 3+Constitution Modifier rounds. While you are in Dreadnaught, you ignore Damage Reduction of your character level or lower. After your Dreadnaught wears off, you are Exhausted till the end of combat.

Special: You may continue taking levels in this prestige path. Every even level you take in this prestige path grants you another size category. Each odd level in this prestige path grants you a bonus feat.



Prerequisites:

6+ Transformations
5 [BW] Damage
Weapon Attack 24+ Ranks
Unarmed Strike 24+ Ranks
Zabuiyashii

1 – SAIKOUYASHII [PRESTIGE]

You gain the ultimate release for your sword. For one minute per character level per day you may release this state increasing your power. Create this by tripling your shikai choices from Iyashii and adding in any you have from the Improved Zenshaba and Greater Zenshaba feat. You now gain a Bankai ability every 3 levels.

2 – SHIFTING PERFECTION [PRESTIGE]

Your transformations become easier to access. All your transformation times go down one step (IE 3rd level transformation would be a swift action to access). In addition, double the amount of time you can stay transformed and move the damage you deal with your natural weapons up one size category.

3 – AKUINNEN [PRESTIGE]

Your power is growing stronger. All enemies within 10 feet of you per 3 character levels must make a fortitude save (spell score based) or take a -5 penalty on attack, defense, fortitude, reflex and will. This ability is always active but may be suppressed and reactivated at will as a free action.

4 – DARAKUBAKUHA [PRESTIGE]

Once per day per 10 levels, the Daimyo may release a burst of vile power. This does 1d6 damage per level in a 10foot radius per 5 levels. The Reflex save for half damage is charisma based. This damage is profane energy and is thus not effected by energy resistance, damage reduction or spells that mimic these effects. A Darakubakuha has a chance of dispelling a wall of force, a prismatic wall or a prismatic sphere to get at those behind it. To dispel the effects, the Daimyo rolls 1d20 + character level versus a DC of 11 + Caster level of the one casting the spell. Should the daimyo succeed on the roll the effect is dispelled (In the case of a prismatic sphere/wall, all 7 layers are dispelled) and the blast continues unhindered. Creatures killed by the darakubakuha are disintegrated.

5 – AKUSHUUKYOKU [PRESTIGE]

This power is unique to the Daimyo using it. Consult your GM for an effect you can both agree on. This can be anything from an experience boost to a damaging attack to anything your mind can think of. It should be an impressive power however.

Special: You may take this class for more than 5 levels. Every 5 levels you have in this prestige path grants you another Akushuukyoku. Every even level grants you a bonus feat and every odd level grants you a +2 to a statistic of your choice.

Evershifting Monster

Prerequisites:

6 or more transformations
Mutation taken for each statistic at least once
Epic Mutation at least once
Weapon Attack 24+ Ranks
Unarmed Strike 24+ Ranks
Fortitude 24+ Ranks

1 - PERMENENCE [PRESTIGE]

Choose one of your transformations. That transformation becomes permanent and no longer needs to be activated. This means that you are, base, in that transformation. It must be a transformation up to one less than your highest level transformation at the time you gain this feat.

2 - SUPER POWERFUL TRANSFORMATIONS [PRESTIGE]

Your Transformations are exceedingly powerful. You gain +2 points per tier of the transformation per transformation you have now and in the future. (Example, a tier 2 transformation would gain +4 points, and a tier 6 transformation would gain +12 points)

3 - IRON SOUL [PRESTIGE]

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

4 - EXTRA TRANSFORMATION [PRESTIGE]

You gain an extra transformation regardless of prerequisites.

5 - EVERSHIFTING FORM [PRESTIGE]

You may, at any time, re-write any and all of your transformations. Evershifting Form is a full round action that provokes an attack of opportunity. You gain Regeneration 20 + 1/2 Level. Choose one type of energy that overcomes this regeneration and causes it to cease to function.

Special: You may take more than 5 feats from this tree.

Every even level taken in this class grants a bonus feat, every odd level taken grants a +2 bonus to a stat of your choice. Every fourth level taken in this class grants a new transformation regardless of prerequisite.



Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

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

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

Jusditz and Jeroitz: Two people who have a talent for finding the loopholes in systems and have been invaluable in helping me root out the ones in this game system that even my discerning eye missed. Also, Jusditz is responsible for getting me started on the Zenshaba abilities

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Wikipedia contributors (GNU Free documentation license)

The Hypertext D20 SRD (Open Gaming License)

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Deviantart: For having such a great selection of pictures to use.



Shinkoukenjin: Nobunaga and the Oni Courts

A GM's Guide to the Ultimate Enemy

While the Shinkoukenjin are the descendants of the four gods of Kyoto, there were at one point more than them. When Oda Nobunaga lead an army of demons on Japan, the sacrifice of three of the races sealed Nobunaga away forever... Or so the world thought. After corrupting the three races, Nobunaga rebuilt his armies, drilled a hole into Jigoku, and restocked his armies. He is now ready for war, and the Soul Society isn't getting involved this time.

Features

- Four New Races (Mamushi, Sasori, Henpuku and Oni)
- Seven New Prestige Paths (Such as the Regent, the Hive Fighter and the Sasori Scientist)
- Over forty New Racial Feats
- A New Type of Item to Create (Sasori Items: Biotechnology powered by souls)
- Eleven New General Feats (Including rules for corrupting the good guys.)
- A Complete guide to what's what and who's who in the Oni Courts (No premade characters)

Nobunaga and the Oni Courts is meant to be used with the Bleach d20 Classless system and the Shinkoukenjin Supplement.

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