

Player Paraphernalia

#72

THE SOULLESS HEART
ANTIPALADIN/FIGHTER
HYBRID

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Player Paraphernalia #72 The Soulless Heart (Hybrid Class) ©2016, The Knotty-Works; Author: John Buckley d20pfsrd.com. Copyright 2010, John Reyst.

PLAYER PARAPHERNALIA #72

BY THE KNOTTY-WORKS



Welcome to issue seventy-two of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue provides the corollary anti-hero version of last issue's class, the Soulless Heart. While good prevails, evil's hunger grows and must be sated. Suggested by Derek Blakely through our Facebook page.

The Soulless Heart

Evil must forever fight against the overwhelming tide of good. Soulless hearts understand that the purpose of life is to subjugate those weaker than themselves, that everyone about them are little more than chattel to enrich their own desires. But the realization is that others will not simply bend down before the soulless heart, not unless brought to their knees through violence and terror, and it is in these measures that the soulless heart excels.

Through secret and disturbing rituals, the soulless heart binds himself to spirits whose desires mirror his own. Promising dark powers and protections, this binding allows the soulless heart to willingly and recklessly take the battle against good to those that would keep the soulless heart from achieving his own insatiable desires.

Role The soulless heart has one role, to do the bidding of his spirit while gratifying his own desires while depriving the desires of others, regardless of who they are or what they represent.

Alignment: The soulless heart must be of evil alignment.

Hit Die: d10

Starting Gold: 5d6 X 10 gp (average 175 gp) and one outfit worth 10 gp or less.

Parent Classes: Antipaladin and **Fighter**

Class Skills

Bluff (Cha), Craft (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str)

Skills per Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiencies: The soulless heart is proficient with simple and martial weapons. He is proficient with light, medium, and heavy armor and all shields (including the tower shield).

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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Soulless Heart Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+0	+0	+2	Aura of evil, detect good, warrior born
2	+2	+0	+0	+3	Spirit guide +1, touch of depravity
3	+3	+1	+1	+3	Vile vindictive
4	+4	+1	+1	+4	Armor training
5	+5	+1	+1	+4	Vile vindictive
6	+6/+1	+2	+2	+5	Spirit guide +2, weapon training
7	+7/+2	+2	+2	+5	Vile vindictive
8	+8/+3	+2	+2	+6	Armor training, spirit vindictive
9	+9/+4	+3	+3	+6	Vile vindictive
10	+10/+5	+3	+3	+7	Spirit guide +3, weapon training
11	+11/+6/+1	+3	+3	+7	Vile vindictive
12	+12/+7/+2	+4	+4	+8	Armor training
13	+13/+8/+3	+4	+4	+8	Vile vindictive
14	+14/+9/+4	+4	+4	+9	Spirit guide +4, weapon training
15	+15/+10/+5	+5	+5	+9	Vile vindictive
16	+16/+11/+6/+1	+5	+5	+10	Armor training, spirit vindictive
17	+17/+12/+7/+2	+5	+5	+10	Vile vindictive
18	+18/+13/+8/+3	+6	+6	+11	Spirit guide +5, weapon training
19	+19/+14/+9/+4	+6	+6	+11	Vile vindictive
20	+20/+15/+10/+5	+6	+6	+12	Stone Cold Heart

Aura of Evil (Ex): The soulless heart's aura of evil is equal to his class level.

Detect Good (Sp): The soulless heart hones his senses to a nearly preternatural level of awareness when it comes to good. At 1st level, the soulless heart may cast *Detect Good* as a *spell-like ability* as a *move action*. He can sense any good object or individual within 60 feet as if studying it for 3 rounds. The soulless heart may only focus on one object or individual at a time and will be oblivious to any other good entities until he switches his focus.

Warrior Born (Ex): The soulless heart gains a bonus combat feat at 1st level. He must meet any prerequisites for the feat, but he is considered a fighter for any class specific requirements (both for the chosen bonus feat and other feats chosen as the soulless heart advances in level).

Spirit Guide (Ex): The soulless heart chooses a spirit guide at 2nd level. The spirit guide

grants the soulless heart a +1 bonus to the saving throw associated with the spirit. At 6th level and every four levels thereafter this bonus increases by +1.

At 8th and 16th level, the soulless heart also gains a special vindictive granted by his chosen spirit, listed below.

In addition, each spirit has its own code of conduct. If the soulless heart defies the spirit's code of conduct, it may revoke the connection with the soulless heart. Once a spirit revokes its connection, the soulless heart loses the bonus to the saving throw, his touch of divinity, and any powers associated with divine grace he has chosen.

Spirit of Cruelty: The soulless heart embodies the brutal spirit of cruelty driven by vehemence loathing of others to see them driven before him. This spirit grants the soulless heart a bonus to his *Will* saves.



Brutal Barbarity (Ex): At 8th level, the soulless heart may rage (as the barbarian's class feature) once a day for a total number of consecutive rounds equal to his class level. Initiating and ending the rage is a **free action**, and the soulless heart gains a +4 **morale bonus** to his Strength and Constitution, a +2 **morale bonus** to his **Will** saves, while suffering a -2 penalty to his **armor class** while raging. Once the soulless heart's rage expires, he is **fatigued** for a number of rounds equal to twice the number of rounds spent in the rage.



Merciless Blade (Su): At 16th level, the soulless heart may spend one of his daily uses of the touch of depravity as a **swift action** to gain the benefits of either the **Deadly** or **Cruel** special weapon abilities. The limitation of the **Deadly** special ability applies to the weapon used for this vindictive (i.e. nonlethal).

This ability may be added to any single weapon and lasts until the soulless heart rests and renews his daily uses of the touch of depravity. If the soulless heart drops or hands off the weapon to another, the **Deadly** or **Cruel** ability becomes inert, though it returns when back in the hands of the soulless heart.

If the soulless heart attempts to grant this vindictive to a second weapon while actively employing it on a previous weapon, the special ability immediately ends on the first weapon. The soulless heart may not grant both special abilities on the same weapon at the same time.



Code of Conduct: The spirit of cruelty requires the soulless heart to show no mercy to anyone that stands in his way. Anyone that attempts to stand in his way is to be dealt with swiftly and as brutally as possible as an example of those that would dare to question the soulless heart's intentions or methods.

Spirit of Corruption: The soulless heart embodies the need and desire to twist the good intentions of others for his own selfish

and sinful desires. This spirit grants the soulless heart a bonus to his **Reflex** saves.



Feign Innocence (Ex): At 8th level, the soulless heart opens up his defenses to his enemy in an attempt to bluff an opponent into lowering guard as an **immediate action**. The soulless heart may lower his own **armor class** by a factor equal to ½ his class level until the beginning of his next turn.

The soulless heart may then make a bluff check as a **swift action** against one opponent. If successful, the opponent suffers a penalty to its **armor class** equal to the penalty suffered by the soulless heart from the soulless heart's attacks until the beginning of the soulless heart's next turn. If the opponent is the target of his smite good, the soulless heart may add ½ his class level to the bluff skill check.



Touch of Confusion (Su): At 16th level, the soulless heart may spend one of his daily uses of the touch of depravity to gain the ability to make a single melee **touch attack** as a **standard action**, causing the opponent to become **confused** for a number of rounds equal to ½ the soulless heart's class level.



Code of Conduct: The spirit of corruption not only requires the soulless heart lie, cheat, and steal, but to trick others into doing the same. The soulless heart cannot show any deference to those that may suffer from his actions, regardless of who they may be.

Spirit of Oblivion: The soulless heart embodies the spirit of oblivion, seeking to bring forth the apocalypse of the world about him. This spirit grants the soulless heart a bonus to his **Fortitude** saves.



Void Strike (Ex): At 8th level, the soulless heart may choose to cause bleed damage from a successful critical strike. Upon confirming a critical threat, the soulless heart may cause bleed damage equal to ¼ his class level in addition to normal damage caused by the attack. The damage from

the attack is not multiplied by the critical strike, but the soulless heart instead causes normal damage and bleed damage from the strike. If the creature is immune to critical hits or bleed damage, this vindictive has no effect.



Foreboding Doom (Su): At 16th level, the soulless heart may spend one of his daily uses of the touch of depravity as a **swift action** to gain the benefits of the Viscous special weapon ability.

This ability may be added to any single weapon and lasts until the soulless heart rests and renews his daily uses of the touch of depravity. If the soulless heart drops or hands off the weapon to another, the **Vicious** ability becomes inert, though it returns when back in the hands of the soulless heart.

If the soulless heart attempts to grant this vindictive to a second weapon while actively employing it on a previous weapon, the special ability immediately ends on the first weapon.



Code of Conduct: The spirit of oblivion requires the soulless heart to use any means necessary to bring down the powers of good. Above this, the soulless heart must devote himself to the eventual total destruction en masse of societies, species, or even worlds.

Touch of Depravity (Su): At 2nd level, the soulless heart forges a connection with the powers of evil and spite provided by his spirit guide. This connection grants the soulless heart a limited number of uses to perform actions of villainous proportions. Each day, the soulless heart may perform the following abilities a total number of times equal to ½ his class level plus his Charisma modifier. Many of the vile vindictive abilities may require the soulless heart to expend a use of his touch of depravity or may modify the abilities granted by the depraved touch.

Touch of Corruption: The soulless heart may inflict vicious wounds by touch as a **standard action**. He causes a total of 1d6

points of damage for every two class levels he possesses. When used as an attack, the soulless heart must make a successful melee **touch attack**.

Smite Good: The soulless heart can designate a target within 60 feet as his nemesis as a **swift action**. If the target is good or has the good subtype, he adds his Charisma modifier to his attack roll and his class level to the damage caused. He also gains a +2 **deflection bonus** to his **AC** from attacks originating from his nemesis.

The smite remains in effect until the soulless heart or the target of the smite is rendered **helpless**, **unconscious**, or dead, or if the soulless heart chooses to focus the smite good on another opponent, or the soulless heart rests and he regains full number of touch of depravity.

Vile Vindictive: Beginning at 3rd level, the soulless heart may choose from abilities granted by his spirit guide to enhance his martial skills and fiendishly inspired powers.

An individual vindictive may only be chosen once, unless otherwise specified within the description of the vindictive. Other requirements may also be listed including the minimum class levels or pre-existing chosen vindictives.

The soulless heart may choose another vile vindictive at 5th level and every odd level thereafter.



Aura of Desperation (Su): The soulless heart is immune to fear and he exudes an aura that causes all enemies within 10 feet a -4 penalty for any saving throws versus fear-based effects. Creatures normally immune to fear, lose their **immunity** while within 10 feet of the soulless heart. If the soulless heart is rendered **unconscious** or dead, the aura immediately ends.



Destitute Heart (Su): The soulless heart must be at least 9th level before he may choose this vile vindictive. The soulless heart is immune to **charm** spells and **spell-like abilities**. His chilling presence causes all enemies within 10 feet a -4 penalty on any

saving throws versus **charm** based effects. If the soulless heart is rendered **unconscious** or dead, the aura immediately ends.



Energy Inversion (Su): The soulless heart may spend two of his daily uses of his touch of depravity to channel negative energy as a cleric. Using this vindictive is a **standard action**, treating the soulless heart's class level as his effective cleric level to determine the amount of damage healed to undead creatures or the amount of damage caused to living creatures. The soulless heart must choose whether the energy will be used to heal undead or damage living creatures when initiating this vindictive.

This vindictive allows the soulless heart to choose feats that modify or enhance the channeling ability.



Enhanced Smite (Su): When attacking an good outsider, good-aligned dragon or good-aligned undead, the soulless heart doubles the damage done based on his class level for the first attack upon initiating the smite. The soulless heart's attacks bypass any **damage reduction** possessed by the chosen nemesis (regardless of type).



Major Malevolence (Su): The soulless heart must have the Malevolence vindictive and be at least 13th level before he may choose this vile vindictive. When the soulless heart uses his touch of depravity to damage an opponent with his touch of corruption, he may impart either the **blinded**, **deafened**, **paralyzed**, or **stunned** condition as well. The victim is allowed a **Fortitude** saving throw with a DC of $10 + \frac{1}{2}$ the soulless heart's class level + his Charisma modifier to avoid the condition. Victims **blinded** or **deafened** by the touch are affected for 1 round per class level of the soulless heart. Victims **paralyzed** or **stunned** by the touch are affected for 1 round per four class levels of the soulless heart. Those that successfully make their saving throw, still suffer damage from the touch of corruption.



Maleficence (Su): The soulless heart must have the Minor Maleficence vindictive and be at least 11th level before he may choose this vile vindictive. When the soulless heart uses his touch of depravity to damage others with this touch of corruption, he may also attempt to curse or poison the victim as well. The effect of the curse is identical to the **Bestow Curse** spell while the poisonous effect is identical to the **Poison** spell, treating the soulless heart's class level as his effective caster level. Cursed victims are allowed a **Will** save while poisoned victims are allowed a **Fortitude** save, the DC for each is $10 + \frac{1}{2}$ the soulless heart's class level + his Charisma modifier. Those that successfully make their saving throw, still suffer damage from the touch of corruption.



Malevolence (Su): The soulless heart must have the Minor Malevolence vindictive and be at least 9th level before he may choose this vile vindictive. When the soulless heart uses his touch of depravity to damage an opponent with this touch of corruption, he may cause either the **exhausted**, **frightened**, or **nauseated** condition as well. The victim is allowed a **Fortitude** saving throw with a DC of $10 + \frac{1}{2}$ the soulless heart's class level + his Charisma modifier. The condition lasts for 1 round per two class levels possessed by the soulless heart. Those that successfully make their saving throw, still suffer damage from the touch of corruption.



Minor Maleficence (Su): The soulless heart must be at least 7th level before he may choose this vile vindictive. When the soulless heart uses his touch of depravity to damage an opponent with his touch of corruption ability, he may cause either the **dazed** or **staggered** condition for 1 round, or infect the victims with a disease as the spell **Contagion**. Victims are allowed a **Fortitude** saving throw with a DC equal to $10 + \frac{1}{2}$ the soulless heart's class level + his Charisma modifier. The soulless heart treats his class level as his effective level in regards to determine the strength of the disease. Those that successfully make their saving

throw, still suffer damage from the touch of corruption.



Minor Malevolence (Su): When the soulless heart uses his touch of depravity to damage an opponent with his touch of corruption, he may impart one additional condition as well. He may cause the victim to become **fatigued**, **shaken**, or **sickened** for 1 round per soulless heart class level unless the victim makes a successful **Fortitude** saving throw. The DC for the **Fortitude** Save is equal to 10 + ½ the soulless heart's class level + his Charisma modifier. Those that successfully make their saving throw, still suffer damage from the touch of corruption.



Plague Bringer (Su): The soulless heart is immune to all diseases (magical, mundane, and supernatural). However, he may become infected with diseases and spread them to others he comes into contact.



Poisonous Touch (Su): The soulless heart must have the Plague Bringer vindictive and be at least 9th level before he may take this vile vindictive. The soulless heart is immune to poisons both natural and magical in nature. However, if he is poisoned, the soulless heart gains the ability to spread the poison used against him by touch for the duration of the onset and frequency of the poison.



Profane Defense (Ex): The soulless heart must be at least 15th level before he may take this vile vindictive. The soulless hearts gains **DR 5/good**. When facing his nemesis of his smite good, the soulless heart gains **DR 10/good** from attacks made by his selected target.



Spirit Clad (Su): The soulless heart may call upon his spirit to infuse his armor. Using this vile vindictive expends one use of the soulless heart's touch of depravity, requires a **standard action**, and lasts for a number of minutes equal to the soulless heart's class level.

The spirit grants a +1 **enhancement bonus** to the soulless heart's armor for every three class levels possessed by the soulless heart, though the maximum actual **enhancement bonus** is +5. This ability may be used in conjunction with a magical armor, though the maximum +5 bonus applies.

The soulless heart may alter the initial infusion so that some of the **enhancement bonuses** may be used to grant one or more special abilities to the armor, including **Dastard**, **Deathless**, **Energy Resistance**, **Fortification** (light or moderate), **Ghost Touch**, and **Stanching**. At 18th level, the soulless heart may grant his armor the **Unrighteous** special ability by sacrificing 5 points from her **enhancement bonus** granted by this vile vindictive.

If the armor already has the same special ability, multiple applications have no further effect. These abilities cannot be changed once infused, but the soulless heart may choose whichever abilities he wishes each time he infuses his armor.

If the armor is removed, the enhancements of the infused spirit immediately become inert. If the soulless heart dons the armor again before the duration of the effect ends, the enhancements automatically return.

If the armor is destroyed, the soulless heart may not use this vile vindictive for 30 days or until he gains a new level.



Spirit Embodied (Su): The soulless heart must be at least 5th level before he may choose this vile vindictive. He gains a fiendish cohort when choosing this vile

Soulless Heart Fiendish Cohort Table

Min. Soulless Heart Level	Cohort Type
5th	Demon, Dretch (Bestiary™) or Devil, Imp (Bestiary™)
9th	Demon, Schir (Bestiary 3™) or Devil, Bearded (Bestiary™)
13th	Demon, Babau (Bestiary™) or Devil, Host (Bestiary 4™)
17th	Demon, Nabasu (Bestiary™) or Devil, Erinyes (Bestiary™)

vindictive. Lawful evil soulless hearts gain a devil cohort while chaotic evil soulless hearts gain a demon. Neutral evil soulless hearts may choose between the two outsider types. Once chosen, the soulless heart may not change his cohort until he attains a level where a greater cohort may be summoned (see Soulless Heart Fiendish Cohort table). The cohort is a full-fledged outsider of the appropriate subtype with the standard statistics and powers of its kind other than any **spell-like ability** or special ability that allows it to summon others of its subtype. Cohorts may not call forth other demons or devils.

The soulless heart may expend one of his daily uses of the touch of depravity to magically call his cohort to his side as a full-round action as long as they are both on the same plane of existence. Summoning the cohort is equivalent to a spell equal to $\frac{1}{3}$ the soulless heart's class level.

If the soulless heart's cohort is slain or permanently lost, he may not summon another one for 30 days or until he gains a new class level.



Spirit Meld (Su): The soulless heart may call upon his spirit to infuse within his weapon. Using this vile vindictive expends one use of the soulless heart's touch of depravity, requires a **standard action**, and lasts for a number of minutes equal to the soulless heart's class level. While infused, the weapon sheds light as a torch (equivalent to a magical light spell of a level equal to $\frac{1}{4}$ the soulless heart's class level).

The spirit grants a +1 **enhancement bonus** to the chosen weapon for every three class levels possessed by the soulless heart, though the maximum actual **enhancement bonus** is +5. This ability may be used in conjunction with a magical weapon, though the maximum +5 bonus applies.

The soulless heart may alter the initial infusion so that some of the **enhancement bonuses** may be used to grant one or more special abilities to the weapon, including **Corrosive**, **Corrosive Burst**, **Cruel**, **Furyborn**,

Keen, **Ominous**, **Speed**, **Unholy**, **Vicious**, **Vorpal**, and **Wounding**. If the weapon already has the same special ability, multiple applications have no further effect. These abilities cannot be changed once infused, but the soulless heart may choose whichever abilities he wishes each time he infuses his weapon.

If the weapon is dropped or handed to another, the enhancements of the infused spirit immediately become inert. If the soulless heart takes up the weapon again before the duration of the effect ends, the enhancements automatically return.

If applied to a double weapon, the **enhancement bonus** applies to both ends, but special abilities must be designated for each end.

If the weapon is destroyed, the soulless heart may not use this vile vindictive for 30 days or until he gains a new level.



Spiteful Reprisal (Su): The soulless heart must be at least 13th level before he may choose this vile vindictive. The soulless heart's weapon in hand is treated as evil-aligned for the purpose of overcoming **damage reduction**. Allies within 10 feet of the soulless heart also treat their weapons as evil-aligned for purposes of overcoming **damage reduction**. If the soulless heart is rendered **unconscious** or dead, the aligned effect immediately ends.



Void of Soul (Su): The soulless heart must be at least 13th level before he may choose this vile vindictive. The soulless heart is immune to **compulsion** spells and **spell-like abilities**. His cold presence causes all enemies within 10 feet a -2 penalty on all saving throws. This penalty does not stack with any other aura effects of the soulless heart (the highest penalty is applied based on the circumstance). If the soulless heart is rendered **unconscious** or dead, the aura immediately ends.



Warrior's Call (Ex): The soulless heart gains a combat feat as a bonus feat. He must meet any prerequisites for the feat

before he may select it. The soulless heart may choose this vile vindictive more than once, choosing a different feat each time.

Armor Training (Ex): Beginning at 4th level, the soulless heart learns how to adjust his armor to more effectively wear it while working and taking on the forces of good. Whenever he is wearing armor, the soulless heart reduces his [armor check penalty](#) by 1 (minimum of 0) while increasing the Dexterity bonus by 1.

The [armor check penalty](#) and Dexterity bonus both increase by +1 at 8th level and every four levels thereafter (to a maximum of 4 at 16th level).

The soulless heart may move at his normal speed at 8th level. He may move at his normal speed while wearing heavy armor at 16th level.

Weapon Training (Ex): Beginning at 6th level, the soulless heart's martial prowess with specific weapons increases tenfold. The soulless heart selects on weapons group (see the Fighter's Weapon Training class feature in the Pathfinder RPG [Core Rule Book™](#)) and gains a +1 bonus on all attack and damage rolls when using any weapon from the group chosen.

At 10th level and every four levels thereafter, the soulless heart may choose another weapons group to gain the +1 bonus. Previous weapon groups chosen also increase by +1 each time a new weapons group is chosen. If a weapon is listed in more than one group chosen by the soulless heart, he only applies the bonus from the group with the highest bonus (they do not stack).

The bonus is also applicable when using the weapon to perform a combat maneuver. If the weapon is the target of a [disarm](#) or [sunder](#) maneuver, the soulless heart adds the bonus to his [CMD](#).

Stone Cold Heart (Su): At 20th level, the soulless heart attains the pinnacle of his power. When he successfully smites an good outsider targeted by his smite good, the outsider is subject to the effects of the [Banishment](#) spell, using his class level

as the effective caster level (his weapon is counted as an object that the subject hates). If the banishment is successful, the smite good automatically ends.

In addition, the soulless heart designates one weapon as his signature weapon and grants it a name. The weapon is treated as a magic weapon even if it is not normally magical for the purpose of overcoming [damage reduction](#). If the soulless heart has the Spirit Meld vile vindictive, he gains an additional +1 [enhancement bonus](#) above those granted by the vindictive.

And finally, he may choose one vile vindictive that normally consumes a daily use of his touch of depravity. The soulless heart may use the vile vindictive without consuming any of his touch of depravity uses for the day.

New Feats

The following two feats are unique to the soulless heart.

Extra Vile Vindictive

You are blessed with another gift in your crusade against good.

Prerequisites: Divine grace class feature

Benefits: You may choose an additional divine grace as long as you meet the requirements for it.

Special: You may choose this feat multiple times, choosing a different Vile Vindictive each time.

Extra Touch of Depravity

Your spirit has seen your conviction and granted you additional power to battle the forces of good.

Prerequisites: Touch of Depravity class feature

Benefits: You gain two additional uses of your Touch of Depravity powers daily.

Special: You may choose this feat multiple times, gaining two additional uses each time.

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