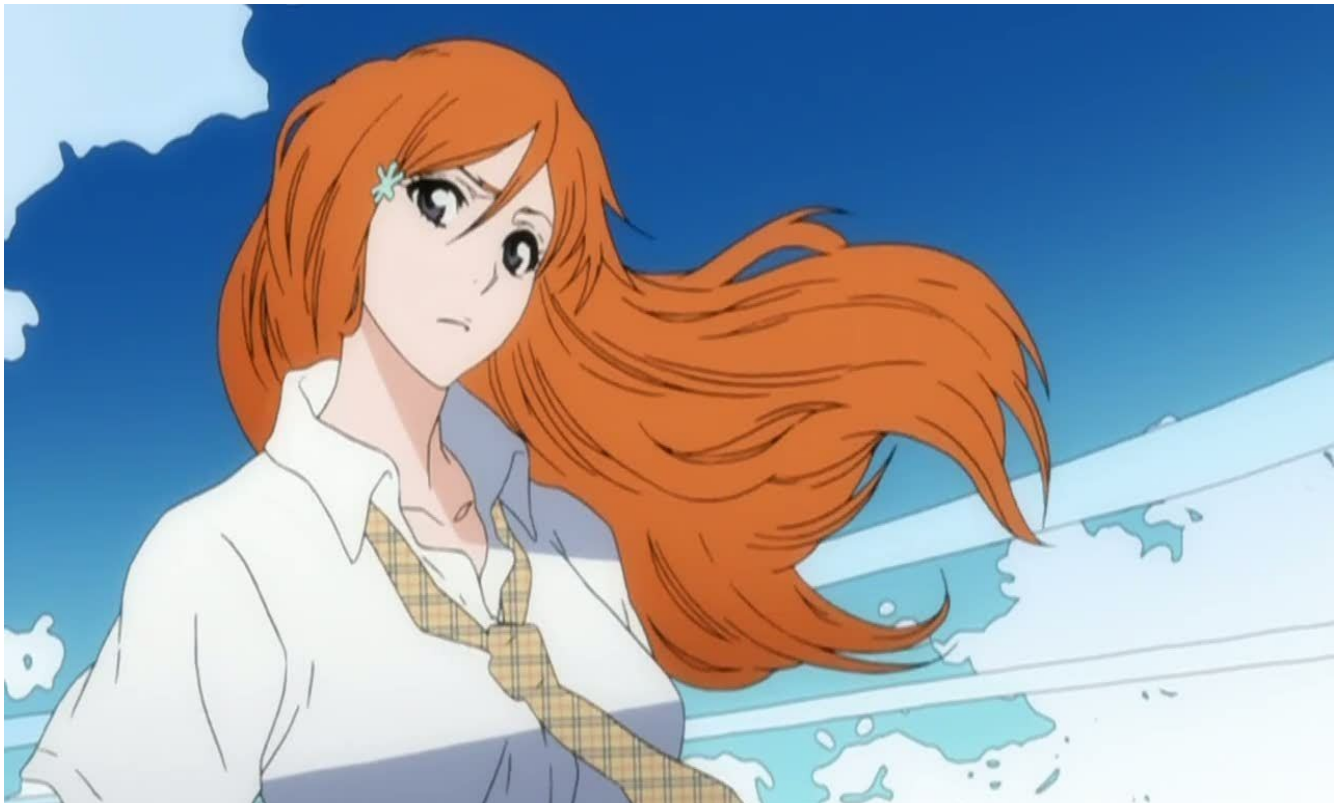




The Complete Soulcaster

Because Orihime doesn't have enough support!



Forward

The original Soulcaster race was a mishmash of spell-like abilities usable at will. They were hastily put together and made just because honestly, I wanted to do SOMETHING to represent Orihime Inoue. Luckily Jusditz came along and took what I was working on, slapped me in the face and did what you all know now as the Soulcaster. This book seeks to expound upon what Jusditz did, and expand the options of the Soulcaster to be something other than just what Orihime is. Hopefully we succeed.



New Soulcaster Feats

The following feats supplement the ones in the Core Book and Darkness and Starlight.

SOULCASTER'S ZANPAKUTOU MANIPULATION [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Soulcaster Itemization

Benefit: You may repair broken Zanpakutou completely, regardless of what release it was sundered in (Including Bankai, Reikai and Murikai). This takes up 20 points of your healing, per Tier above 2, for the target. *(IE: Tier 2 takes 20 Healing, Tier 3 takes 40 Healing and Tier 4 takes 60 Healing)*

Normal: Bankai, Reikai and Murikai cannot be repaired and must be reforged

SOULCASTER'S MENDING [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Spellcraft 8+ Ranks

Benefit: You may repair broken hollow masks. This uses up 20 points of your healing.

Normal: Hollow Masks cannot be repaired by any means once broken.

SOULCASTER'S FORCED REINCARNATION [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Soulcaster's Gift, Spellcraft 12+ Ranks

Benefit: You may grant the alive feat as a bonus feat to any race that doesn't have it naturally. This uses up 50 points of Healing for the target, but they now have the Alive feat, and may take feats and abilities that require it.

SOULCASTER'S REGENERATION [SOULCASTER, SOUL]

Prerequisites: Soulcaster, 20 Healing

Benefit: You may use your Twin Sacred Links Shield on yourself. For every 2 points of Healing you perform, you gain 3 points of healing. The extra healing is above your maximum. This also counts for costs of feats. You may not use Soulcaster's Gift on yourself with this feat.

SOULCASTER'S SHIELD THEMANTICS [SOULCASTER, SOUL]

Prerequisites: Soulcaster

Benefit: Your Shields have a visual theme and take the form of that theme when used. Your shields block, heal and deal damage using this theme. Using this feat grants you a +5 bonus to Healing, Shielding and Damage.

SOULCASTER'S INVISIBILITY [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Soulcaster Constructor Supreme

Benefit: You may use your Three Sacred Links Shield to bend light around you making you invisible. This takes a standard action to activate, and lasts till you make an attack action. While invisible you cannot be seen, but can still be tracked by scent, thermal imaging, sound, etc. If you are attacked while invisible you become visible.

SOULCASTER'S REFORMATION [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Spellcraft 6+ Ranks

Benefit: You may expend 10 healing to return a Soul Pupae to it's old state of being as a soul. This soul can then be moved along the cycle of reincarnation as normal without having to kill the Soul Pupae.

SOULCASTER'S DEVASTATION [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Spellcraft 13+ Ranks

Benefit: When you strike someone with your Solitary Sacred Cutting Shield, you may choose to use this feat as a free action. The target or targets of your Solitary Sacred Cutting Shield must make a Charisma Based Fortitude Save or be pushed along the attack till the end point of it's range or area *(IE if you hit them with a regular Solitary Sacred Cutting Shield, they would be pushed 90 feet)*, at which time damage is dealt. They take an additional 1d6 damage for every 20 feet pushed in this manner. If they make the save, they are not pushed, and take damage normally for your roll. Once damage has been dealt, they must make a Charisma Based fortitude save again or be knocked prone.

Rewritten and New Non-Racial Soulcaster Related Feats

SOULCASTER HERITAGE [BASE, SOUL]

Prerequisites: Oldblood (Soulcaster), Level 1 Only

Benefit: Choose one of the three Soulcaster Racial Shields, you gain that shield at rank 1. It increases in rank by 1 per 3 levels you possess.

Rewritten Prestige Paths

The following Prestige Paths replace their namesakes.

Soulcasting Prodigy

Prerequisites:

Feats: Soulcaster

Skills: Ranged Shot 6+ Ranks

Special: Ability to deal 3d6 damage, heal 30 damage and block 30 damage (or give a +4 Bonus to Defense Fortitude and Reflex)

1 – CUTTING MASTER [PRESTIGE]

Your Solitary Sacred Cutting Shield does d8's of damage instead of d6's. In addition, once per encounter when you roll an attack, you may re-roll the attack and take the better of the two rolls. This ability may be declared even after knowing the outcome of the attack roll but before damage is dealt. This is an extraordinary ability.

2 – SOULCASTING PRODIGY I [PRESTIGE]

Choose one effect. Your Solitary Sacred Cutting Shield does d10's of damage, Your Three Sacred Links Shield does damage to foes touching your shield at a rate of 1d6 per 10 points the shield can block or your Twin Sacred Return Shield may return to life someone that's been disintegrated or blown to bits. You gain that effect to the appropriate shield. These are supernatural abilities.

3 – SHIELDING MASTER [PRESTIGE]

Your Three Sacred Links Shield now protects against an additional 2 points per rank you possess. In addition, when you use your shield to protect allies, you may temporarily reduce the ranks you possess by 1 to give the allies within your shield Fast Healing 3 + 2 per rank of the shield while the shield is up. If the shield is broken by an attack, the Fast Healing immediately ends even if the allies have not received their healing from it for the round. You are also effected by this ability (You gain the same fast healing as your allies). These are supernatural abilities.

4 – SOULCASTING PRODIGY II [PRESTIGE]

Choose one effect you didn't choose before. Your Solitary Sacred Cutting Shield does d10's of damage, Your Three Sacred Links Shield does damage to foes touching your shield at a rate of 1d6 per 10 points the shield can block or your Twin Sacred Return Shield may return to life someone that's been disintegrated or blown to bits. You gain that effect to the appropriate shield. These are supernatural abilities.

5 – HEALING MASTER [PRESTIGE]

Your Twin Sacred Return Shield's healing increases by 5 points per rank. In addition, when you restore a limb to a target, it counts as 10 less points of healing. Also, when you return a target to life it counts as 10 less points of healing than normal and may be done ten rounds per level of the target after their deaths instead of your charisma modifier in rounds. This is as supernatural ability.



Prestige Paths

The following prestige paths supplement the ones from the Core Book, Darkness and Starlight and Bleach: American Genesis.

Hellcaster

By surviving an attack by a hollow, you've garnered an Inner Hollow, fought and subdued it, and now reap the benefits of the power it grants.

Prerequisites:

Feats: Soulcaster, Inner Hollow

Skills: Will Save 10+ Ranks

Special: Must have fought and defeated your Inner Hollow.

Subduing an Inner Hollow

To subdue an inner hollow, you must be in a Hollow Frenzy as described under the Hollow Within feat. The GM may then allow you to fight your Hollow Within if you so choose. Fighting your Hollow Within is exactly the same as fighting yourself. They have all the feats and abilities, stats and secondary stats as you. Should you win the fight, you now qualify for this prestige path. Should you lose the fight, you are taken over by your hollow till someone can knock you unconscious. You may retry to fight your inner hollow at a later date, once you are fully healed.

1 – HELLCASTING [PRESTIGE]

When you activate your various shields, they enhance your stats as follows

- **Solitary Sacred Cutting Shield:** Enhances Wisdom
- **Twin Sacred Return Shield:** Enhances Intelligence
- **Three Sacred Links Shield:** Enhances Charisma
- **Shield of Four Heaven's Resistance:** Enhances Dexterity*
- **Shield of Five God's Indictment:** Enhances Constitution*
- **Six Heaven's Shaking Shield:** Enhances Strength*

The bonus to the stat is equal to your Level and lasts for your Base Charisma + Level in rounds before fading. You may only use each enhancement once per day per point of spellscore modifier and using this feat is part of the action to activate the requisite shield. You may have more than one active at the same time.

2 – Bonus Feat

3 – CERO [PRESTIGE]

You gain the Hollow Growth Power: Cero regardless of prerequisites.

4 – Bonus Feat

5 – SUPERIOR HELLCASTING [PRESTIGE]

Your hellcasting stat increases last for base Charisma + Level minutes before fading instead of rounds. In addition, you gain two CeroShape Hollow Growth Powers regardless of prerequisites.

*Usable only if you have the requisite shield



Apathetic Soul

A soul of purity is the most susceptible to corruption.

Prerequisites:

Feats: Soulcaster, Corrupted

Skills: Ranged Shot 11+ Ranks,

Special: Charisma 22+

1 – LESSER TRANSFORMATION [PRESTIGE]

Once per day for 3 + Level rounds, you may enter a transformation-like state. In this state you gain a deflection bonus to Defense equal to your Charisma Modifier and Fast Healing 5. When you kill something with your Solitary Cutting Shield, it becomes a Soul Pupae instead of it's normal death.

2 – Bonus Feat

3 – HELLFIRE CUTTING SHIELD [PRESTIGE]

Your Solitary Cutting Shield is made of Hellfire instead of normal (See The Expanded Oni). Half it's damage is Fire damage the other results from Divine power and cannot be reduced in any way.

4 – Bonus Feat

5 – PUPAE POWER [PRESTIGE]

You gain the ability to consume a Soul-Pupae for one of the following effects.

- One of your Shields gains 1 rank per 4 levels of the Pupae for 3 + Spellscore Modifier Rounds or
- You regain expended healing equal to one quarter the Hit Points of the former soul to all targets or
- You regain one use of your Six Heaven's Shaking Shield (Should you have it) or
- The Will Save DC of your Shield of Five God's Indictment increases by 1 per 4 levels of the pupae or
- You gain fast healing equal to your Twin Sacred Return Shield's Rank + 1 per 4 levels of the Pupae for 3 + Spellscore Modifier rounds or
- You gain damage mitigation equal to your Three Sacred Links Shield's Rank +1 per 4 levels of the Pupae for 3 + Spellscore Modifier Rounds or
- You gain +1d20 on your next d20 roll +1 per 4 levels of the Pupae or
- You gain +1d100 or -1d100 on your next 1d100 roll, whichever is more beneficial to you



Soulbringer

A Soulbringer is a Soulcaster who's mother was attacked while pregnant by a hollow and survived to give birth.

Prerequisites:

Feats: Soulcaster, Oldblood (Fullbringer), Fullbringer Heritage

Skills: Spellcraft 10+ Ranks

Special: Spellscore 20+

1 – SOULBRING [PRESTIGE]

Choose one of your Shields that came with the Soulcaster Racial Feat. You gain one half of your spellscore to enhance that Shield as if it were a 50% Fullbringer with the following restrictions.

Table: Fullbringer powers	Restriction
+1 Enhancement Bonus	Solitary Cutting Shield only
An additional d6 of damage	Solitary Cutting Shield only
An additional damage type (Elemental, Ranged, Bludgeoning, Piercing, etc)	Solitary Cutting Shield only
Temporarily gain one fixed feat (Bypass non feat related prerequisites)	Any Shield
Area of Effect: Level 5ft squares cone, line or burst diameter, 1/2 levels 5ft squares emanation or column diameter Alternatively, can add one target to the attack per 3 levels (May be taken more than once to add more to the areas.)	Any Shield
Add a Spell/Psionic Power/Martial Stance, Strike or Boost per level of said ability with no cost	Must make sense with the power of the Shield
Add 1 Shikai Ability (You must meet the prerequisites of Shikai Abilities other than feats)	Must make sense with the power of the Shield
Add 1 Bankai Ability	Must make sense with the power of the Shield
Make the Damage of the Attack $\times d6$ where $X = \text{Level}$ (Cannot be taken with "An additional d6 of damage")	Not Available
Make the Enhancement Bonus $+X$ where X is Level (Cannot be taken with "+1 Enhancement Bonus")	Not Available
Add +1 to your Critical Multiplier (Max $\times 7$) or Critical Range (Max 16-20)	Solitary Cutting Shield Only
Add any one Statistic Modifier to damage	Solitary Cutting Shield Only
DM may allow particular powers emulating original effects	Any Shield

Weapon Enhancements can only be placed on the Solitary Sacred Cutting Shield

2 – Bonus Feat

3 – IMPROVED SOULBRING [PRESTIGE]

Choose another of your Shields that came with the Soulcaster Racial Feat. You gain one half of your spellscore to enhance that shield as if it were a 50% Fullbringer with the same restrictions as Soulbringer

4 – Bonus Feat

5 – SUPERIOR SOULBRING [PRESTIGE]

You gain one half of your Spellscore to enhance your last Raical shield as if it were a 50% fullbringer with the same restrictions as Soulbringer.



Reverse Soulcaster

You've taken your Soulcasting ability to a dark place, reversing healing, causing harm and severing lifeforce.

Prerequisites:

Feats: Soulcaster

Skills: Spellcraft 6+ Ranks

Special: Must have Evil, Self, Hatred or Power as an allegiance.

1 – REVERSE SOULCASTING [PRESTIGE]

You lose the ability to heal with your Twin Sacred Links Shield. Instead, you deal damage with at a rate of 10 points per round that ignores damage reduction/mitigation. While this shield is active on a target, that target must make a Charisma based Will save each round or be paralyzed with soul-wrenching pain. The maximum damage you can do to a target per encounter is equal to your old healing per day ability. Improvements to your Twin Sacred Links Shield translate to a damaging alternative.

2 – REIATSU POISONING [PRESTIGE]

Special Prerequisite: Soulcaster's Respite

Instead of healing any of the status effects listed, you may expend 10 of your healing to force a Charisma Based Fortitude Save in a target that you've touched. Should they fail they contract the status effect. If the status effect would be Ability Damage, you choose one ability and that ability is damaged for 1d6 points. If the status effect would be Disease, choose one from the Pestilence type. This overrides Soulcaster's Respite. Gain a Bonus Feat.

3 – SEVERING SHIELD [PRESTIGE]

Special Prerequisite: Superior Soulcasting

Instead of returning limbs, you gain the ability to sever them more easily than normal. When you use your Solitary Sacred Cutting Shield to deal damage, if the damage is more than one quarter of the target's hit points, they automatically sever a limb of your choice that isn't there head (Unless you have Head Hunter). This is overrides the feat's normal effect. Gain a Bonus Feat.

4 – POWER OVER LIFE AND DEATH [PRESTIGE]

Special Prerequisite: Soulcaster's Retreat

Instead of healing Ability Drain and Level Loss, you deal Ability Drain or Level Loss at the same rate for the same cost as a Touch Attack (For ability Drain choose one Statistic to effect). This touch attack forces a Charisma Base Fortitude Save to negate. This overrides the feat Soulcaster's Retreat. Gain a Bonus Feat.

5 – UNCARNATE [PRESTIGE]

Special Prerequisite: Soulcaster's Gift

You gain the ability to remove souls from the cycle of reincarnation by mere will. You may target anyone with that has died within the last charisma modifier rounds. That target must make a Charisma based Will save or be removed from the Cycle. Should they succeed, they are immune to this Uncarnate's effects for 24 hours. This overrides Soulcaster's Gift, Gain a Bonus Feat.



Soulcasting Sensor

You're sensory capabilities far exceed the norm for any species.

Prerequisites:

Feats: Soulcaster, Superior Reiatu Sensing, Judge Opponent

Skills: Concentration 10+ Ranks, Sense Motive 10+ Ranks

Class Specialty: Each feat in this tree counts as a Reiatu Feat

1 – ADVANCED REIATSU SENSING MARK II [PRESTIGE]

You may now sense any Reiatu regardless of it's relation to yours. If a Reiatu would normally be too high for you to sense, you instead become Shaken and still sense the Reiatu. You may tell one allegiance of the sensed target. While sensing them, you may make a Concentration Check with a DC of (15 + Opponent's Level + Opponent's Charisma Modifier) to learn all of their allegiances.

2 – Bonus Feat

3 – SUPERIOR JUDGE OPPONENT [PRESTIGE]

You can sense more about your opponent than just their Skill Ranks and remaining HP. You can guess their approximate Defenses (Defense, Fortitude, Reflex and Will) and up to three feats that they have that would impact combat. As with Judge Opponent, the GM should endeavor to use descriptive speech about the opponent rather than just telling you outright what their ranks and feats are.

4 – Bonus Feat

5 – PERFECT JUDGE OPPONENT MARK II [PRESTIGE]

If your GM has a character sheet made up for the enemy you are fighting, you may take up to five minutes looking at it. These five minutes need not be consecutive and you can come back to the sheet to reference it if need be at a later time in the game session. If your GM does not have a character sheet made up for the character, the GM tells you as much information as they have on the character that involves combat.



Soulcaster Master of Walls

Though a Shinigami was shown as the master of walls, with practice any Soulcaster could become one.

Prerequisites:

Feats: Soulcaster, Soulcaster Defense, Shielding Master, Powerful Soulcasting (Solitary Cutting Shield), Powerful Soulcasting (Three Sacred Links Shield)

Skills: Ranged Shot 10+ Ranks, Spellcraft 10+ Ranks

Special: The ability to deal at least 5d8 damage with a Solitary Cutting Shield

1 – VARIABLE SHIELDING [PRESTIGE]

Instead of just 10 feet of area covered, you may cover 8, 5ft Squares with your shield. Double this for each time you've taken Soulcaster Defense (So if you've taken it 3 times, you cover 32, 5ft squares.) Any creature larger than Medium must be covered with twice as many squares as the previous size (*Large: 2 squares, Huge: 4 Squares, Gargantuan: 8 Squares, Colossal: 16 Squares, etc.*) If a creature cannot be fully covered by your shielding due to it's size, it receives partial protection. Divide your prevention by the percentage of squares missing from it's cover. That's how much damage prevention it has. (*IE: If you were trying to cover a Colossal creature with 8 squares of 40 Protection, it would instead have 20 points of prevention as $16/8 = 50\% = 40(50\%) = 20$*)

2 – Bonus Feat

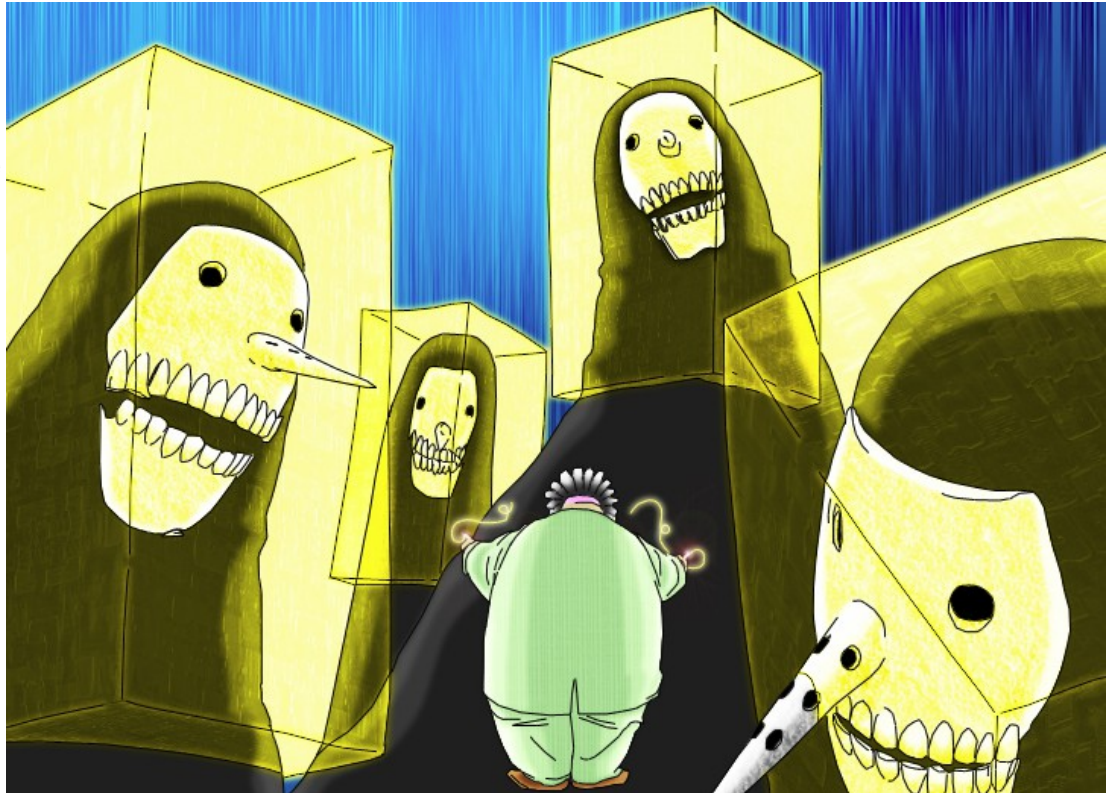
3 – DEADLY SHIELDING [PRESTIGE]

A Master of Walls knows how to kill creatures with their shields much easier than any other Soulcaster. You may, at your option, use less squares of Variable Shielding than you would normally use (Even a medium creature may be effected at your will) to shield a creature. This forces a Charisma based Reflex Save or the creature takes your (Solitary Cutting Shield damage + Your Charisma Modifier) Maximized and Empowered. You must use at least half the creature's size in shielding to effect them with this feat. (*IE: Hachigan Ushoda, the Vizard with Soulcaster Powers (From the Character Compendium, rewritten for this prestige path) wishes to kill a Menos with a shield. He spends 8 of his shields to cover half the creature, the creature then fails it's save and takes 11d6 damage (66) + Hachigan's Charisma Modifier (2) + 5d6 (average 24) damage or 92 damage, killing the Menos (The Menos I use has 59 hit points) in one stroke and a snap of his fingers.*)

4 – Bonus Feat

5 – INNER SHIELDING [PRESTIGE]

You gain the ability to place shields inside of other creatures. This ability has 2 uses. One is therapeutic, the other is malignant. The first usage stops any bleeding effect the creature may be under immediately and makes them immune to Bleed effects for 3 + Spellscore Modifier rounds. The Malignant usage is that you can use this shield to rip a creature apart from within. When you use the second part of this ability, it causes a Charisma Based fortitude save or the targeted creature takes your Solitary Cutting Shield damage that ignores all forms of damage prevention. This feat can also be used in place of a Surgeon's tools for the purposes of the Surgery portion of Treat Injury.



Soulcaster Sword Saint

You've taken the art of wielding your Solitary Cutting Shield to new levels.

Prerequisites:

Feats: Soulcaster, Powerful Soulcasting (Solitary Cutting Shield)

Skills: All Attack Skills 7+ Ranks

Special: 3d6+ Solitary Cutting Shield Damage

1 – SOLITARY CUTTING WEAPON FORM [PRESTIGE]

You may form your Solitary Cutting Shield into any weapon that deals Slashing or Piercing damage. This includes claws that deal Slashing damage with Unarmed Strikes. The weapon still deals your Solitary Cutting Shield damage, but you may make a full attack action with it (For purposes of feats that increase damage via [BW], your shield has a [BW] of 1d6). All weapons you create are sized for you (Meaning you cannot create a colossal bastard sword...) and activating this feat takes a move action. All weapons created by this feat last for 3 + Spellscore Modifier rounds before dissipating. Weapons that require Ammo do not require it while being maintained by this ability.

2 – Bonus Feat

3 – SOLITARY SHIELD [PRESTIGE]

You can use a second Shun Shun Rikka to create a small buckler-like shield. This shield grants a bonus to Reflex and Defense equal to your Solitary Cutting Shield ranks. Activating this feat is a move action, but may be done at the same time as activating your Solitary Cutting Weapon Form.

4 – Bonus Feat

5 – SUPERIOR CUTTING SHIELD [PRESTIGE]

Your Solitary Cutting Shield deals damage one size category higher than normal. (d6 becomes d8 becomes d10, becomes 2d6). Also the benefit of your Solitary Shield doubles. You may also create two weapons if you so wish, and may include Ballistic damage in your weapon choices.



Soulcaster Juggernaut

You've taken the idea of not taking damage to a new level!

Prerequisites:

Feats: Soulcaster, Powerful Soulcasting (Three Sacred Links Shield)

Skills: Defense 7+ Ranks, Unarmed Strike 7+ Ranks

Special: Must have taken an attack that has broken your Three Sacred Links Shield at least once.

Class Specialty: The abilities in this feat tree are both Reiatu Feats and Extraordinary abilities.

1 – SOULCASTER'S ARMOR [PRESTIGE]

You gain the ability to summon a suit of energy armor around yourself that acts as your Three Sacred Links Shield. This shield is personal cannot be used to protect others. While you have this armor active you cannot use your Solitary or Twin Shields. You cannot activate this feat and Three Sacred Links Shield at the same time. While this is active, your Unarmed Strikes deal 1d8[BW] damage + 1d8[BW] per 5 ranks of unarmed strike you have above 1. Your Landspeed while this is active increases by 10 feet. You gain a size category while this armor is active. You do not take the Dexterity Penalty for doing so.

2 – Bonus Feat

3 – SOULCASTER'S BATTLE [PRESTIGE]

While you are in your armor your charge attacks ignore Damage Reduction/Mitigation. Also you ignore the Hardness of any object with a hardness lower than one-half your Shield's protection value (So if you had 2 ranks, you would ignore 10 or less Hardness of objects.) Your Three Sacred Links Shield gains 1 Rank.

4 – Bonus Feat

5 – SOULCASTER'S WAR [PRESTIGE]

You're such a juggernaut you can even break down the barriers of dimensions. While your Soulcaster's Armor is active, you can open artificial senkaimon and stabilize them as part of a move action. You do not have to meet the Spellcraft DC's and this must be used while you're running or charging. Your Three Sacred Links Shield gains 1 Rank.

Normal: Opening an artificial senkaimon is a DC 25 Spellcraft Check as is stabilizing any Senkaimon.



Soulcaster Battle Healer

You've taken the healing to the streets!

Prerequisites:

Feats: Soulcaster, Powerful Soulcasting (Twin Sacred Return Shield)

Skills: Treat Injury 7+ Ranks, Reflex Save 7+ Ranks

Special: 30+ points of Healing

1 – BATTLE HEALING [PRESTIGE]

Your Twin Sacred Return Shield's healing charge time reduces by 1 round. If something would reduce your healing time to 1 round, it becomes a Move action to use.

2 – Bonus Feat

3 – SOULCASTER'S BENEDICTION [PRESTIGE]

You no longer have to be adjacent to a target to heal them. You may heal a target at a range of 10 feet per level. You don't provoke attacks of opportunity while doing so.

4 – Bonus Feat

5 – MULTI-HEAL [PRESTIGE]

You may heal more than one person with your Twin Sacred Return Shield. You may heal up to your Charisma Modifier people at a time, as long as all targets are within 5 feet per your level of each other.



Soulcaster Reincarnationist

You've gained the ability to push souls through the cycle of reincarnation if need be.

Prerequisites:

Feats: Soulcaster, Soulcaster's Gift

Skills: Spellcraft 13+ Ranks

Special: Must have been brought to negative hit points and survived to fight another day.

1 – THE CHICKEN AND THE EGG [PRESTIGE]

You gain the ability to push a plus through the cycle of reincarnation to their next step as if you Konsoed them. They appear on the other side instantly, and retain their memories of the mortal world. Range is Touch.

2 – Bonus Feat

3 – PULL THE LATEST VICTIM [PRESTIGE]

Once per day, you may pull a target back through the cycle from the other side. Doing so requires that you A. Know the target's old name, B. Make a Spellcraft Check equal to (Their level + 15 + Their Charisma Modifier) and C. that they are willing to come back. Should all these requirements be met, you steal the soul from the other side regardless of where they reside, and place them into a new vessel of your basic design. You MAY designate their new race, but they rebuild their character from there 1 level lower than before (Their original level). Should they have been level 1, they receive 2 less statistic points when rebuilding their character. This takes up 100 points of healing for that target. They arrive at your location in 1 round.

4 – Bonus Feat

5 – INFINITE LIVES! [PRESTIGE]

Your Pull the Latest Victim feat no longer forces the target to lose a level or statistic points. It now takes 20 less healing and that healing may still be split among multiple days. The target no longer needs to be willing to come back. Reduce the Spellcraft check by your Charisma Modifier.



Soulcaster Knight

This is it... this is your destiny... Press A

Prerequisites:

Feats: Soulcaster, Soulcaster's Armor, Solitary Cutting Weapon Form, Battle Healing

Skills: All Attack Skills 10+ Ranks, Defense 10+ Ranks, Reflex Save 10+ Ranks, Treat Injury 10+ Ranks

Special: 40+ Healing, 4d6+ Cutting Damage, Must have had your Three Sacred Links Shield broken at least once.

Class Specialty: All feats in this tree count as Reiatu Feats and are Extraordinary Abilities. All abilities tied to this prestige path become extraordinary abilities.

1 – IMPROVED SOULCASTER'S ARMOR [PRESTIGE]

You may now use your other two shields while Soulcaster's Armor is active. You gain Soulcaster's Battle as a Bonus Feat.

2 – Bonus Feat

3 – IMPROVED SOLITARY CUTTING WEAPON FORM [PRESTIGE]

Your Solitary Cutting Weapon Form weapon is sized for your new size category as long as it is made while you have activated your Soulcaster's Armor (Maximum 2d6[BW]). You gain Solitary Shield as a Bonus Feat

4 – Bonus Feat

5 – IMPROVED BATTLE HEALING [PRESTIGE]

Your healing timer reduces one round once again to 1 round. This makes it a Move action to use as per Battle Healing. If it's already a move action, it becomes a swift action.. You gain Soulcaster's Benediction as a Bonus Feat.



Soulcaster Tanabata Missionary

A student of old legends, you have gleaned bits of the future by studying the past.

Prerequisites:

Feats: Soulcaster

Skills: Spellcraft 6+ Ranks, Research 6+ Ranks

1 – SOULCASTER'S PRECOGNITION [PRESTIGE]

You gain the ability to glean bits of the future from bits of the past. This requires one hour of study and a fully stocked library (DC 25 Wealth Check). You then make a Research check with a DC set by the GM based on the chart below. Should you pass, you glean future events in vague and metaphorical detail. The further ahead you look, the less detail you gain.

Distance into the Future Gleaned	DC
A few minutes (Up to 1d20)	25
A few hours (Up to 1d12)	30
A few days (Up to 1d10)	35
A few weeks (Up to 1d8)	40
A few months (Up to 1d6)	45
A few years (Up to 1d4)	50

2 – Bonus Feat

3 – FORETELL FORTUNE [PRESTIGE]

You can foretell if a coupling is going to work out. This can be any sort of coupling from alliances to lovers. By making a Spellcraft check with a DC equal to 10 + the number of participants in this alliance, you can tell whether a coupling is going to work for good or ill. You only gain the answers Good or Ill from this feat, but you may interpret it as you wish. You may increase the DC in increments of 10 to gain more detailed information as given by the GM

Additional Detail	DC Add
Minute details	10
Some Detail	20
Good Detail	30
Great Detail	40
Perfect Detail	50

4 – Bonus Feat

5 – WISH FULFILLMENT [PRESTIGE]

By accepting someone else's wish, you may alter probability in their favor that their wish will succeed. You may activate this feat once per day per 3 levels as a standard action as part of hearing the person's wish. Doing this adds 1d20 to any one d20 roll made by the target in the next Spellscore Modifier rounds. If the check isn't made with d20's you may add or subtract 1d20 from the roll, whatever is more beneficial to the subject.



Star-Crossed Lovers

Not merely for lovers, this is for any character that wishes to form a close bond with another character. Be it marriage or bromance, this prestige path initiates two people into a strong bond, and teaches them how to use that bond to become even stronger.

Prerequisites:

Feats: Soulcaster, Bonded

Skills: Spellcraft 12+ Ranks, Concentration 12+ Ranks

Special: Must have another person to bond. Once bound, they must take levels 3, 4 and 5 of this prestige path without taking the first 2.

1 – THE BONDING [PRESTIGE]

The person selected with the special prerequisite becomes your bondmate. This bond has several effects on both bonded targets (You and the person you're bonded gain the following):

- You know the general condition of your bondmate including remaining HP, Reiatsu and general health
- You know the general direction to your bondmate and the fastest path to get to them
- You know the general surroundings of your bondmate
- The Bonder (The holder of this feat) may force the Bonded (The one selected) to do a task by making them make a Charisma Based will save. Forcing a target to act against their allegiances grants a +5 to their save.
- The Bonder may summon the bonded to them as a standard action. The Bonded arrives as if they made a dynamic entry without expending action dice.
- You gain a +10 bonus to resist harming your bondmate at all.

2 – Bonus Feat

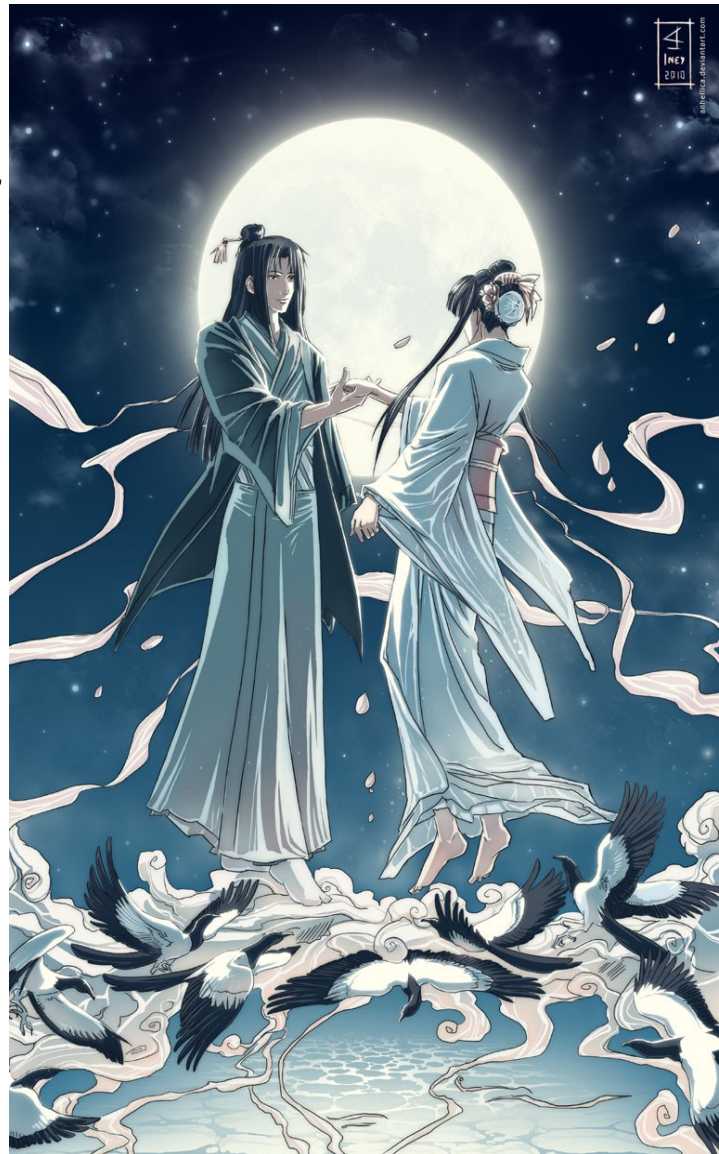
3 – PASS THOUGHTS [PRESTIGE]

The bondmates are constantly in contact with each other, practically living in one another's heads. You gain telepathy with your bondmate regardless of distance or planer positioning. Also, both of you must be flanked or surprised for the other to be.

4 – Bonus Feat

5 – EXTRAORDINARY EXPENDITURE [PRESTIGE]

You gain the ability to spend action dice on behalf of your bondmate. Anything that counts as action dice is also able to be spent on behalf of your bondmate. You are expending your Action Dice for this purpose (IE: If your bondmate were dying, you could expend 3 Action Dice to have them cheat death.)



Soulcaster Constructor

You've mastered your Three Sacred Links Shield to such an extent you can even form constructs out of them.

Prerequisites:

Feats: Soulcaster, Soulcaster's Defense

Skills: Concentration 8+ Ranks, Craft (Structural, Mechanical or Electronic) 8+ Ranks

Special: 40 Damage Prevention

1 – SOULCASTER'S CONSTRUCT [PRESTIGE]

You gain the ability to create constructs with your Three Sacred Links Shield. These constructs can be of any size up to the maximum size of your shield, and can be just about any item you can put your mind to. You must make an appropriate Craft check to create a complicated, working object. Creating a shield construct is a standard action, maintaining one is a move action. If your shield becomes something meant to bear weight (Such as stairs, a ship, a plane, etc), you must make a Concentration Check once per minute with a DC equal to the total weight being supported divided by 50. (So if you had 1 ton of weight on board, you would have to make a DC 40 Concentration Check per minute)

2 – Bonus Feat

3 – SOULCASTERKINESIS [PRESTIGE]

You gain the ability to use your Three Sacred Links Shield like telekinesis (not the spell, just a word dammit). You may lift up to your level x 50 lbs and may move that weight at a speed of 30 feet per round in any direction even up. The range of your telekinesis is 200ft per level. You may also use your Three Sacred Links Shield as an alternate combat option. You may use this shield to make attacks at a range of up to 30 feet that deals your Solitary Cutting Shield's damage as Bludgeoning damage. You may also attempt combat maneuvers with this feat. Use your Charisma Modifier in place of your Strength Modifier for this feat's combat maneuvers. You cannot be countermaneuvered with this feat.

4 – Bonus Feat

5 – SOULCASTER CONSTRUCTOR SUPREME [PRESTIGE]

You've mastered the art of constructing objects. You gain the following benefits

- Your Constructs may be of any size up to double your normal shield size
- You gain a +10 bonus on Concentration checks to maintain weight
- Constructing your Shield Constructs is now a Move Action
- Maintaining your Shield Constructs is now a Swift Action
- You may now lift 100lbs per level with Soulcasterkinesis
- Your Soulcasterkinesis range becomes 400ft per level for telekinesis, and 60ft for attacking/combat maneuvers

Special: If you have Soulcaster's Imposition, crafting your Force Constructs can become an Immediate Action. Maintaining it is still a Swift Action.



Epic Content

The following feats and prestige paths are available to characters of 21st level or higher.

Epic Feats

THE SECRET SEVENTH SHIELD [PRESTIGE]

Prerequisites: Must have any Six Shields

Benefit: You create a pocket dimension within the Dangai Precipice world. It's dimensions are 500 miles per level and you can set the basic parameters of the dimension including atmosphere, water, temperature, and the general shape of the terrain. This feat cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). The user must add these things in some other fashion if he or she desires. The dimensions of the pocket dimension expands 1 mile per day to a maximum distance of 600 miles per level. Increases in level do not increase the dimensions of your pocket dimension, but you may use this feat again to increase the dimensions of the pocket realm by 100 miles in each direction. Using this feat is a extended action that takes one day. You may only have one pocket dimension at one time. Creating a new one forever destroys the old one. You may not create a new one if living or dead creatures reside within your former realm.

THE ULTIMATE EIGHTH SHIELD [PRESTIGE]

Prerequisites: The Secret Sevenths Shield, 10+ Action Dice

Benefit: By expending 10 Action Dice, you may create 100d100 level 1 creatures of a species developed using the Alien Generator from The Essential Dragonball. These creatures breed true, and you create 50% Male and 50% Female. For the same cost as an Unarmed Strike Damage progression you may insert either a Weapon Attack progression or a Ranged Shot progression. You may only use this feat on one race once, and may only create one race per 1d10 years.

Rewritten Epic Feats

The following feats replace the feats that they are named

EPIC PRODIGY [EPIC, SOULCASTER]

Prerequisites: Soulcasting Prodigy II

Benefit: You gain the final choice from the Soulcasting Prodigy menu.

EPIC CUTTING PRODIGY [EPIC, SOULCASTER]

Prerequisites: Cutting Master

Benefit: Your Cutting Shield deals d10s of damage. If it already deals d10s for damage, it instead deals 2d6 per increment. If it already does 2d6 or more [BW] damage, increase the damage one size category.

Epic Prestige Paths

The following Prestige paths are available to characters of 21st level and beyond.

Epic Soulcasting Prodigy

Sometimes you just have to master all 6 shields...

Prerequisites:

Feats: Soulcaster, Healing Master, Epic Prodigy

Skills: Spellcraft 24+ Ranks

Special: 11d10+ Damage, 110 Damage Prevention, 110 Healing

1 – EPIC SOULCASTING PRODIGY I [PRESTIGE]

Choose One. You gain that option

- Your Solitary Cutting Shield deals 1d12 damage per rank unless it does equal or more damage, then move it up one size category (To a max of 2d8).
- You gain the ability to restore souls that have been removed from the cycle. Doing so costs 50 Healing
- You gain Damage Mitigation Equal to your Level while your Three Sacred Links Shield is up

2 – Bonus Feat

3 – EPIC SOULCASTING PRODIGY II [PRESTIGE]

Choose One. You gain that option

- Your Shield of Four Heaven's Resistance is not mitigated by Damage Reduction/Mitigation when you return damage
- Your Shield of Five God's Indictment is unbreakable from the inside
- Your Six Heaven's Shaking Shield may be used 3 more times per day

4 – Bonus Feat

5 – EPIC SOULCASTING PRODIGY III [PRESTIGE]

Choose one option from the First and Third levels in this Tree and gain that option. The Six Heaven's Shaking Shield option Stacks with itself.



Soulcaster Manifester

You've gained the ability, through hard work and dedication, to make your Shun Shun Rikka manifest fully, instead of just in small form.

Prerequisites:

Feats: Soulcaster, Any 10 Soulcaster Feats (NOTE: Copies and Prestige Feats Count)

Skills: Spellcraft 24+ Ranks

1 – SHUN SHUN RIKKA MADE MANIFEST [PRESTIGE]

You can, as a standard action, manifest your Shun Shun Rikka as Small to Large sized humanoid creatures. Build them beforehand, and each is built as a Soulcaster Cohort as if you had the Leadership feat and multiple cohorts. You may summon any or all of the Shun Shun Rikka. Your Shun Shun Rikka do not have access to any shield you lack and cannot gain access to them until you do.

2 – Bonus Feat

3 – DYNAMIC ACTION [PRESTIGE]

You and your Shun Shun Rikka gain the ability to spend action dice for each other as if you were all one being. This feat condenses all the action dice pools into one collective pool. Add up all the action dice among the Shun Shun Rikka and yourself and divide by (7- Your Number of Shields). That is how many Action Dice you have to spend between you all. Anyone of you can spend action dice on behalf of anyone else in the group.

4 – Bonus Feat

5 – EPIC SHUN SHUN RIKKA [PRESTIGE]

Your maximum level of cohorts is ALWAYS 1 level lower than you regardless of your Leadership Score. Remake your Shun Shun Rikka to facilitate this. If your Cohorts are already 1 level lower than you, they gain one level.



Living Shun Shun Rikka

You have become so powerful that you have merged with your Shun Shun Rikka.

Prerequisites:

Feats: Soulcaster, Soulcaster Defense, Soulcaster Imposition, Shield of Four Heaven's Resistance

Skills: Spellcraft 29+ Ranks

Special: 2,000+ Reiatsu

1 – FAIRY DIARIES [PRESTIGE]

You have gained the ability to form yourself into a Shun Shun Rikka yourself. Your former ranks in Ranged Shot become Unarmed Strike, and your Unarmed Strikes gain a 1d8[BW] damage progression based on your Unarmed Strike Ranks. When you charge however, you deal your former Solitary Cutting Shield Damage. You gain Damage Mitigation equal to your Charisma Score, and fast healing equal to your Wisdom Score. You may still use your aquired shields to protect and heal others. You no longer have a Ranged version of Solitary Cutting Shield (You do not lose feats for this).

2 – Bonus Feat

3 – IMPROVED FAIRY DIARIES [PRESTIGE]

You gain the First Strike Shikai Ability, usable at will. The only change is that when you strike first, it's always with your opponent's damage roll instead of your own. You also gain a fly speed equal to three times your land speed with perfect maneuverability

4 – Bonus Feat

5 – GOD FAIRY [PRESTIGE]

You gain a special ability based on conversation with your GM. The GM has final say on any ability you come up with.



Epic Awakened Soul

An epic awakened soul is a being that has become one with their Zanpakutou and awakened it to even greater power

Prerequisites:

Feats: Soulcaster, Blooming Hibiscus

Skills: Ranged Shot 24+ Ranks, Weapon Attack 24+ Ranks

Special: 5[BW] Zanpakutou Damage, 100 Healing, 100 Blocking. Exclusive Reikai and Murikai.

1 – VIOLET TEMPO [PRESTIGE]

You and your Zanpakutou have joined forces in a spiritual bond beyond that of Blooming Hibiscus. For one minute per point of Constitution Modifier per day, you may release your Blooming Hibiscus into a heightened release. Build this release as a Reikai, gaining all the benefits of that release. In addition, all your healing effects take 10 less healing to perform to a minimum of 0 healing required. This feat counts as Reikai and you do not need to have the Constitution Prerequisites to gain other feats tied to Reikai.

2 – Bonus Feat

3 – SOUL OF THE SPIRIT KING [PRESTIGE]

You've gained a fraction of the Spirit King's power within you as you ascend to loftier heights of power. Your Violet Tempo now lasts for your Level in minutes instead of your Constitution Modifier in minutes if that would be a longer period of time. In addition you gain 1 Shikai Pick to your Soul Relic that multiplies with Blooming Hibiscus and Violet Tempo.

4 – Bonus Feat

5 – FULLY BLOOMED HIBISCUS

You've gained a larger fragment of the Spirit King's power, gaining your true power. For up to one round per level + Constitution Modifier per day, you may release that fraction of the Spirit King's power. Build this release as per the Murikai feat, including the acquisition of Murikai abilities. Also, you may enter a state of divine rapture, gaining +6 to Strength, Dexterity and Constitution for 3 + New Constitution Modifier rounds. You may activate Divine Rapture once per day per 4 levels. This feat counts as both the feat Murikai and the feat Summon Divinity for prerequisites. You count as a Shinigami if you didn't before for feats and abilities.



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 or created by someone else. Feel free to use it as you see fit, as long as I get credit for it.

Jusditz: For this entire idea, editing, asking the tough questions and for various prestige paths and feats

Jeroitz: For stupid-proofing the works within.

Ethan Hill: For various feat ideas

Google: For having wonderful images to borrow.

The Hypertext D20 SRD (Open Gaming Licence)

Peter Kisner for the classless d20 inspiration



The Complete Soulcaster

Because Orihime doesn't have enough Support!

The Complete Soulcaster attempts to expand the Soulcaster in new and exciting ways that haven't been thought of before. It takes Jusditz's idea for the Soulcaster and dramatically enhances it.

- X New Soulcaster Feats
- X Rewritten General Feats
- X New General Feats
- X Rewritten Prestige Paths
- X New Prestige Paths
- X New Epic Feats
- X New Epic Prestige Paths

The Complete Soulcaster is meant for use with the Bleach d20 Classless System.

LEAGALISE

All content within is the intellectual property of Brian Korot, AKA Dionon. It may be used by anyone that wishes, and may be changed to fit your campaign. If you are going to publish this in any format, or add to it, please be kind and give me credit, as I am going to be giving credit to those that inspired me to create this supplement for the d20 classless system. All mentions of the Bleach anime and Manga including mentions of the Soul Society, Shinigami and Soul Reapers, are used with fair use from Tite Kubo, Shoen Jump Comics and anyone else I am forgetting to give credit to.

