

INTRODUCTION: This is an experiment to remove Magic Items from the game. Scrolls, potions and wands would still exist, but all other magic items would be removed from the shelves. A DM could introduce specific magic items at his discretion during the course of the game, to aid certain characters or to lend uniqueness to a person, place or thing. It seems as though the wonder of a “magic item” has been lost with their proliferation of the market place.

This has been assembled by pulling pieces from the third party Soulknife Class and a homebrew class called Soulborn made by Frank Trollman.

Disclaimer: the Soulborn class creator used the terms “**soulmeld**” and “**chakra**” however, it does not use any of the rules of incarnum. I am open to changing the terms if you find it necessary.

Soulborn

“Their souls were born with a link to the gods.”

Level	Special	Chakras	Enhancement
1st	Soulfire Weapon, Basic Soulmelds	1	--
2nd	Special Soulmelds	1	+1
3rd		2	+1
4th		3	+2
5th	Better Soulmelds	4	+2
6th		4	+3
7th		5	+3
8th		6	+4
9th		7	+4
10th	Advanced Soulmelds	8	+5
11th		8	+5
12th		8	+6
13th		8	+6
14th		8	+7
15th	Astounding Soulmelds	8	+7
16th		8	+8
17th		8	+8
18th		8	+9
19th		8	+9
20th	Wondrous Soulmelds, Eternal Champion	8	+10

Bloodborn Option (evil): Some characters will want to be powered by blood instead of divine providence. That's fine, they are just evil (alignment). Such a character's soulfire is instantly recognizable as evil to anyone with a good alignment because their powers are derived by rituals performed following the slaying of another. Each Bloodborn has created their own variation of these rituals, due to the fact that the rituals are not commonly taught in public venues. Once a Bloodborn has found a process of drawing power

from another's death, they seem unable to alter from the original method, thus the term ritual. At a minimum, each ritual requires at least 10 minutes to complete and at least one ritual must be performed each week or the Bloodborn will lose these abilities until they have again performed the ritual. Typically, these rituals can be performed on any recently deceased. Although, some Bloodborn have developed quite lengthy and sophisticated rituals around this process (virgin deaths, blood draining and drinking, consuming all or a portion of the deceased, etc.). Any references to shedding light like a torch are ignored for Bloodborn.

Soulfire Weapon:

Terminology:

the Form - the appearance/use

to Form - to call it into existence.

to Shape - to change its properties.

Forming the Soulfire Weapon:

As a move action, a Soulborn can call into existence a weapon of soulfire. Any character with at least a +1 base attack bonus can form a soulfire weapon as part of a standard move action. While out a soulfire weapon sheds light like a torch. A Soulborn must choose the form of her soulfire weapon at 1st level. She can either form it into a light weapon, a one-handed weapon, a two-handed weapon or a ranged weapon. See table below for specifics on each form. Once chosen, her soulfire weapon stays in this form every time the Soulborn forms her soulfire weapon. A Soulborn with powerful build or any similar ability forms an appropriately-sized soulfire weapon dealing the size-appropriate amount of damage. If the Soulborn's chosen form is a light weapon, she may form two light weapons when forming her soulfire weapon if she so chooses, but she suffers the standard penalties for two-weapon fighting. Any thrown or fired (ammunition) soulfire continues to exist only until impact. Likewise, if you 'drop' a soulfire weapon, it will clatter loudly on the floor prior to disappearing. A Soulborn can dismiss her soulfire weapon as a free action.

Regardless of the weapon form a Soulborn has chosen, her soulfire weapon does not have a set damage type. When shaping her weapon and assigning abilities to it, the Soulborn chooses whether it will deal bludgeoning, piercing, or slashing damage, as available. The Soulborn chooses the appearance of her soulfire weapon, although its shape must reflect the selections the Soulborn has chosen: a bludgeoning soulfire weapon would be blunt, slashing would have an edge, etc. The Soulborn may change the damage type of an existing soulfire weapon, or may summon a new soulfire weapon with a different damage type, as a full-round action (See "Shaping" below); otherwise, the soulfire weapon retains the last damage type chosen every time it is summoned.

The soulfire weapon can be broken (it has hardness 10 and 10 hit points); however, a Soulborn can simply create another on her next move action. A soulfire weapon is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

A Soulborn can use feats such as Power Attack or Combat Expertise in conjunction with the soulfire weapon just as if it were a normal weapon. She can also choose her soulfire weapon for feats requiring a specific weapon choice, such as Weapon Focus and Improved Critical. Powers or spells that upgrade weapons can be used on a soulfire weapon. The Soulborn can use feats such as Weapon Finesse that only work on specific types of weapons (like light or ranged) with her soulfire weapon, but such feats only work on a soulfire weapon in the required weapon form.

Even in places where magic and psionic effects do not normally function (such as within an anti-magic or a [null psionics field](#)), a Soulborn can attempt to sustain her soulfire weapon by making a DC 20 [Will](#) save. On a successful save, the Soulborn maintains her soulfire weapon for a number of rounds equal to her character level before she needs to check again, although the soulfire weapon is treated for all purposes as a non-magical, masterwork weapon while in a place where magic and psionic effects do not normally function. On an unsuccessful attempt, the soulfire weapon vanishes. As a move action on her turn, the Soulborn can attempt a new [Will](#) save to rematerialize her soulfire weapon while she remains within the magic or psionics-negating effect. She gains a bonus on [Will](#) saves made to maintain or form her soulfire weapon equal to the total [enhancement bonus](#) of her soulfire weapon (see 'Improving' below).

Shaping the Soulfire Weapon:

The Soulborn's soulfire weapon retains the last chosen form every time it is formed until the Soulborn reshapes it. If the Soulborn chooses to reshape the form of her weapon, it requires a full-round action to do so. She may also re-assign the type of damage dealt as part of reshaping her soulfire weapon if she so chooses. A Soulborn can also reassign the ability or abilities she has added to her soulfire weapon (see 'Improving' below). To do so, she must first spend 8 hours in concentration. After that period, the soulfire weapon materializes with the new ability or abilities selected by the Soulborn.

Form	Dmg (S)	Dmg (M)	Critical	Range	Type	Special
Unarmed	1d3	1d4	x2	--	B	monk
Light	1d4	1d6	(S/P) 19-20/x2, (B) x3	30ft	P/S/B	(1)
One-Hand	1d6	1d8	(S/P) 19-20/x2, (B) x3	10ft	P/S/B	(1)
Two-Hand	1d10	2d6	(S) 19-20/x2, (B) x3	--	S/B	(1)
Ranged	1d4	1d6	x3	100ft	P	--

(1) The type of damage is chosen when you form the soulfire weapon, critical range and multiplier change based on type selection.

Improving the Soulfire Weapon:

A Soulborn's soulfire weapon improves as the character gains higher levels. Her soulfire weapon has an [enhancement bonus](#) equal to half her character level (rounded down) that she may spend on an actual [enhancement bonus](#) or on weapon special abilities. The Soulborn may apply any special ability from the table below instead of an [enhancement bonus](#), as long as she meets the level requirements. A Soulborn can choose to assign only weapon special abilities, only [enhancement bonuses](#) (to a maximum of +5), or [enhancement bonuses](#) and special abilities. If the Soulborn shapes her soulfire weapon into two items, the [enhancement bonus](#) of her soulfire weapon (if any) is reduced by 1 (to a minimum of 0). If this would reduce the [enhancement bonus](#) on the soulfire weapons to 0 and weapon special abilities are applied, the Soulborn must reshape her soulfire weapon to make the options valid, meaning she must assign at least a +1 before applying the weapon special abilities (if any). Both soulfire weapons receive the same [enhancement bonuses](#).

Weapon Special Ability	Enhancement Bonus Value	Required Level
<u>Agile</u> ¹	+1	5
<u>Allying</u>	+1	5
<u>Conductive</u>	+1	5
<u>Corrosive</u>	+1	5
<u>Cunning</u>	+1	5
<u>Defending</u>	+1	5
<u>Distance</u> ¹	+1	5
<u>Dueling</u>	+1	5
<u>Flaming</u>	+1	5
<u>Frost</u>	+1	5
<u>Furious</u>	+1	5
<u>Ghost touch</u>	+1	5
<u>Huntsman</u>	+1	5
<u>Keen</u> ²	+1	5
<u>Lucky</u> ¹	+1	5
<u>Menacing</u>	+1	5
<u>Merciful</u>	+1	5
<u>Mighty cleaving</u>	+1	5
<u>Psychokinetic</u> ¹	+1	5
<u>Seeking</u> ³	+1	5
<u>Shock</u>	+1	5
<u>Sundering</u> ¹	+1	5
<u>Vicious</u>	+1	5
<u>Anarchic</u>	+2	7
<u>Axiomatic</u>	+2	7
<u>Collision</u> ¹	+2	7
<u>Corrosive burst</u>	+2	7
<u>Flaming burst</u>	+2	7
<u>Holy</u>	+2	7
<u>Icy burst</u>	+2	7
<u>Linked striking</u> ¹	+2	7
<u>Mindcrusher</u> ¹	+2	7
<u>Psychokinetic burst</u> ¹	+2	7
<u>Shocking burst</u>	+2	7

Suppression ¹	+2	7
Unholy	+2	7
Wounding	+2	7
Wrenching ^{1,3}	+2	7
Bodyfeeder ¹	+3	9
Dislocator ¹	+3	9
Mindfeeder ¹	+3	9
Soulbreaker ¹	+3	9
Brilliant energy	+4	12
Great dislocator ¹	+4	12
Greater energy ^{1,3}	+4	12
Coup de grace ¹	+5	15

1 New option detailed [here](#).

2 A [keen](#) soulfire weapon gains its benefits no matter the assigned damage type.

3 Ranged soulfire weapon only.

Basic Soulmelds (Su):

A Soulborn has the ability to call upon a number of special glowing intangible wardrobe accessories that cause them to gain additional powers. Each Soulmeld is unique, and should have its own name (check Naming your Soulmelds below in order to name it). Each Soulmeld has a Basic bonus and, after second level, a Special bonus. A Soulborn can only use a fraction of the Soulmelds they have at a time. At first level, the Soulborn "knows" 2 Soulmelds and learns an additional Soulmeld every time they gain a Soulborn level. Whenever they gain a level, they may trade one of the Soulmelds they know for a different Soulmeld.

To use a Soulmeld, it must be bound to a Chakra. These correlate roughly with the traditional item slots (Head, Face, Throat, Arms, Hands, Body, Waist, and Feet) The number of Chakras a character has open is 1 at first level, rising to 2 at 3rd, 3 at 4th, 4 at 5th, 5 at 7th, 6 at 8th, 7 at 9th, and finally all 8 at 10th. It takes 1 minute of meditation to change which Soulmelds are bound (up to the character's number of Chakras), but only a Swift Action to activate any or all of them. This activation can be combined with the action to activate a Soulblade if desired. Soulmelds shed light as a torch.

If a Soulmeld provides the ability to use an effect a limited number of times per day, the amount is reset only by having the sun rise or set, not by simply rearranging one's soulmelds. If a Soulmeld allows the casting of a spell, this spell is used as a Supernatural Ability and the caster level is the Soulborn's character level.

Basic Soulmelds:

Every Soulmeld (even Advanced or Wondrous Soulmelds) has exactly one Basic Bonus, which is defined when the Soulmeld is learned:

- Deflection bonus to AC (1/3 level, rounded up)
- Resistance Bonus to Saving Throws (1/3 level, rounded up)

- Enhancement Bonus to an attribute (1/3 level, rounded up)
- Enhancement Bonus to a Skill other than Use Magic Device (Level + 2)
- Enhancement Bonus to Natural Armor Bonus (1/3 Level, rounded up)
- Spell Resistance (1.5*Level, rounded up)
- Energy Resistance to one Energy type (1 points per level)

Special Soulmelds (Su):

Each Soulmeld now has a Special Bonus. At higher levels, a Soulborn can select their Special Bonuses from the Better list, the Advanced list, Astounding list, or even the Wondrous list. But, starting at second level, they have to make do with this list:

- Nimbus of Light: Sheds light as a Sunrod, once per day per 4 levels (rounded up), the Soulborn can use *flashburst*^[1] targeted on themselves. They are immune to the blinding effects.
- Displacement: 3 times per day the character has a 20% miss chance from concealment. Each use lasts for one hour.
- Levitation: Once per encounter the character can hover in the air as per the effects of the spell *levitate*, treat character level as caster level.
- Wall Walking: For one hour per level, the Soulborn can be attracted to any surface as if to the ground, allowing them to walk or run on walls and ceilings.
- Enlargement: 4 times per day the Soulborn grows as if affected with *enlarge person*. Treat the Soulborn's character level as the caster level.
- Shrinking: 4 times per day the Soulborn shrinks as if affected with *reduce person*. Treat the Soulborn's character level as the caster level.
- Darkvision: The Soulborn gains Darkvision 60'.
- Animal Summoning: A number of times per day equal to their Charisma modifier, the Soulborn can summon an animal with a CR half their own or less as a standard action. The summoned creature lasts 10 rounds.
- Bolt of Agony: As a standard action, the Soulborn can shoot bolts of soulfire at things within 60'. It's a ranged touch attack that inflicts 1d10 Force damage and forces the target to make a Fortitude Save (DC 8 + ½ character level + Highest Modifier of Intelligence, Wisdom, or Charisma) or be dazed for 1 round.

Better Soulmelds (Su):

From 5th level on, the Soulborn can select powers off the Better Soulmeld List when making Soulmelds:

- Soul Lash: Once per day, for a number of rounds equal to her character level, the Soulborn's soulfire weapon provides reach out to 10', and can still threaten adjacent opponents.
- Winged Flight: 3 times per day a Soulborn is held aloft on energy wings or something, and gains a Flight speed equal to twice their land speed with Average Maneuverability.
- Improved Darkvision: The Soulborn gains Darkvision 120'.
- Invisibility: 3 times per day a Soulborn can become invisible as per the spell *invisibility* as a standard action.
- Startling Power: Once per encounter, the Soulborn can force a target they have just struck for damage with a melee weapon to make a Fortitude Save (DC 10 + ½

class level + Highest Modifier of Strength, Dexterity, or Constitution) or become dazed for one turn.

- X-Ray Vision: The Soulborn can see through things like they had a Ring of X-Ray Vision.
- Blind Sense: The character has blindsense out to 30'.
- Silence: Once per day the Soulborn can cast *silence* on themselves, as per the spell. Treat the Soulborn's character level as the caster level.
- Counterspelling: 2 times per day the Soulborn can, as an immediate action, attempt to counter a spell they can see by making a Dispel check using their character level as the caster level.
- Super Speed: 3 times per day the character's Land Speed is increased by 2.5' per character level, rounded down. This effects last for 1 round per character level.
- Force Armor: The character gains an armor bonus of $3 + \frac{1}{3}$ character level (round up).
- Mental Bastion: The character is immune to [Compulsions].

Advanced Soulmelds (Su):

From 10th level on, the Soulborn can select powers off the Advanced Soulmeld List when making Soulmelds:

- Blink: The Soulborn benefits from *blink*, and his own attacks do not suffer the miss chance.
- All Boogy-Boogy: The Soulborn can create an aura of fear as a free action. All creatures within 10' of the Soulborn need to make a Will save against a Fear effect (DC $10 + \frac{1}{2}$ character level + Highest Modifier of Strength, Dexterity, or Constitution) or become panicked for 4 rounds. Creatures who save cannot be affected by that Fear Aura for 24 hours.
- Dimension Door: The Soulborn can teleport up to 120 feet as a Standard Action as per *dimension door*.
- Haste: 3 times per day the character benefits from *haste*, as per the spell. Treat the Soulborn's character level as the caster level.
- Improved Invisibility: The Soulborn can become invisible as per the spell *invisibility* as a standard action at will.
- Improved Winged Flight: The Soulborn is held aloft on energy wings or something, and gains a Flight speed equal to twice their land speed with Average Maneuverability.
- Time Ripple: Once per turn as a standard action, the Soulborn can cast *slow*. DC $10 + \frac{1}{2}$ character level + Highest Modifier of Intelligence, Wisdom, or Charisma.
- Fireshield: Any creature who strikes the Soulborn in melee while they are wreathed in soulfire takes d10 + character Level in fire damage unless they used a reach weapon to do so.
- Telekinesis: The Soulborn can use *telekinesis* at will, with only the sustained force option available (no thrust). Treat the Soulborn's caster level as $\frac{1}{2}$ character level.
- Demon Summoning: The Soulborn can summon an Outsider once a day. The Outsider must have a CR two less than their level and sticks around for an hour as if having been summoned. The Outsider is of an alignment appropriate to the Soulborn.

Astounding Soulmelds (Su):

From 15th level on, the Soulborn can select powers off the Astounding Soulmeld List when making Soulmelds:

- Incorporeality: The Soulborn becomes incorporeal. This can be activated 3/day, for a number of minutes equal to her character level.
- Force Cage: Once per day, the Soulborn can trap an enemy in a *forcecage*.
- Prism Strike: Whenever the Soulborn strikes an enemy with Soulfire, they also have to roll as if struck with a *prismatic spray*. usable once per encounter
- Banishment: The Soulborn can use *banishment* at will as a standard action. The DC is 10 + ½ Class Level + Highest Modifier of Intelligence, Wisdom, or Charisma.
- Teleport: The Soulborn can, as a Standard Action, use *greater teleport* (self plus 50 pounds of objects only).
- Tentacles of Darkness: A number of times per day equal to the Soulborn's lowest ability modifier (minimum 1), the Soulborn can use *black tentacles*.
- Mind Blank: The Soulborn benefits from *mind blank* all the time.
- Missed Step: The Soulborn can, once per turn, teleport up to 10 feet as a free action. Raise the distance teleported by 5 ft for every level above 15.
- Open Gateway: A number of times per day equal to the Soulborn's lowest ability modifier (minimum 1), the Soulborn can open a *gate* (travel version only).
- Wingless Flight: The Soulborn is held aloft on waves of energy, and gains a Flight speed equal to thrice their land speed with Perfect Maneuverability.

Wondrous Soulmelds (Su):

From 20th level on, the Soulborn can select powers off the Wondrous Soulmeld List when making Soulmelds:

- No U: Whenever the character is targeted by a [Death] effect or Gaze attack and passes their Saving Throw, they may target the originator of that effect with the same effect. Increase the second DC by adding the Soulborns Wisdom modifier
- Eternal Winter: The character gains the [Cold] Subtype and an area within 3 miles of them in all directions is reduced in temperature 3 categories. The Soulborn can cast *frostburn*^[2] at will.
- Personal Sun: The character gains the [Fire] Subtype and an area within 3 miles of them in all directions is rised in temperature by 3 categories. The Soulborn can cast *dessicate*^[3] at will.
- The Silence: A *silence* field emanates for 120' in all directions. The Soulborn can also cast *silence* at will.

Eternal Champion:

At 20th level, a Soulborn doesn't age and suffers no level loss when returned from the dead.

Choose an adjective, color, and thingy or roll on the following table:

Roll	Adjective	Color	Thingy
1	Crushing	Azure	Claws
2	Rising	Aqueous	Mantle
3	Fierce	Beryl	Cloak
4	Dimming	Blue	Wings
5	Clutching	Cerulean	Armor
6	Grasping	Cobalt	Mask
7	Gnawing	Electric	Gloves
8	Devastating	Indigo	Sleeves
9	Expansive	Midnight	Robe
10	Protective	Navy	Helm
11	Secret	Ocean	Hat
12	Monstrous	Sapphire	Horns
13	Horrendous	Teal	Gauntlets
14	Wicked	Turquoise	Cape
15	Awesome	Ultramarine	Belt
16	Vengeful	Sky	Boots
17	Depressive	Steel	Trail
18	Repetitive	Cyan	Eyes
19	Gorgeous	Black	Braids
20	Futile	Red	Amulet