

Soul Carver

Flavor text.

Role: role.

Alignment: alignment description.

Hit Die: d10.

REQUIREMENTS

Alignment: Any.

Base Attack Bonus: +6.

Skills: Knowledge (Arcana) 3 ranks, Knowledge (Religion) 3 ranks.

Special: The character has died and been resurrected with the use of *raise dead*, *resurrection*, or a similar effect of equal or greater power.

Table: Soul Carver

| Level | Base Attack Bonus | Fortitude | Reflex | Will | Special |
|-------|-------------------|-----------|--------|------|--|
| 1 | +1 | +1 | +0 | +0 | Mortality, Vita, Past Life, Deathwatch |
| 2 | +2 | +1 | +1 | +1 | Soul Art |
| 3 | +3 | +2 | +1 | +1 | Vital Carving, Soul Defense |
| 4 | +4 | +2 | +1 | +1 | Soul Art |
| 5 | +5 | +3 | +2 | +2 | ?, Persistent Soul |
| 6 | +6/+1 | +3 | +2 | +2 | Soul Art |
| 7 | +7/+2 | +4 | +2 | +2 | ? |
| 8 | +8/+3 | +4 | +3 | +3 | Soul Art |
| 9 | +9/+4 | +5 | +3 | +3 | ? |
| 10 | +10/+5 | +5 | +3 | +3 | Soul Art |

CLASS FEATURES

Class Skills: A soul carver does not gain any new class skills.

Weapon and Armor Proficiency

A soul carver does not gain any new weapon or armor proficiencies.

Deathwatch (Su)

A soul carver can innately perceive the status nearby souls, and can use *deathwatch* at-will.

Mortality (Su)

The soul carver can only use their abilities due to the damage accumulated in their soul. However, their soul is distorted, and difficult to resurrect. If the soul carver is killed, any character attempting to resurrect the soul carver with *raise dead* or through similar spell must succeed at a caster level check with a DC equal to 15 + the soul carver's level. If the check fails, the soul is lost, and the soul carver cannot be resurrected by any effect weaker than *true resurrection*.

A soul carver can attempt to repair their soul with a ritual requiring 1 day and 1,000gp per soul carver level. Upon completion, this ritual resolves the fractures in their soul and makes it whole once more, but the character can no longer use the extraordinary or supernatural abilities they possessed as a soul carver.

Vita (Su)

Starting at 1st level, the soul carver can split off a small fragment of their soul called a vita as a standard action. The vita is treated as an object attended to by the soul carver, with an AC equal to 15 + the soul carver's level + their Charisma modifier, a number of hit points equal to 20 per soul carver level, and it is incorporeal. Each soul carver's vita is unique, often taking the shape of a creature, object or symbol with deep personal significance to the soul carver. Once formed, the vita can be controlled as a free action, attaching to a creature within 30ft. The creature must have a soul for the vita to cling to, so it has no effect on unintelligent undead, constructs, or similar creatures. The vita remains for 1 minute per soul carver level after being created, after which it breaks down and returns to the soul carver's soul.

The vita has some kind of bonus on attacks or something which will be determined later.

Soul Arts

The soul carver's experience and innate perception and awareness of the damage in their soul grows, allowing them to manipulate it to achieve various effects. Starting at 2nd level, and every other level thereafter, the soul carver can select a soul art from the following list:

Suspend Death (Su): You automatically stabilize when reduced to 0 or fewer hit points. If your

Harrowing Vita (Su): Creatures other than yourself treat the space occupied by your vita as difficult terrain.

Sculpt Vita (Su): You can do something useful with the vita.

Rend Soul (Su): When the creature the soul carver's vita is attached to dies, you can assault that creature's soul as an immediate action, cracking it. Anyone attempting to resurrect the creature must succeed at the same check as if they were attempting to raise the soul carver, with the same effects on a failed check. If the creature died to a coup-de-grace attack from you, you can rend their soul as a free action.

Vital Carving (Su)

Applying negative levels in combat

Soul Defense

Bonuses against death effects and things which affect souls.

Persistent Soul

If the soul carver dies, they can cast *raise dead* on themselves once per week. This later improves to *resurrection*.