

# ***Soul Reaper (Vigilante Archetype)***

These “gods of death” are one with the afterlife, having the ability to cleanse and transfer souls from the material plane to the ethereal plane. In order for a soul to move on, it must die in a mostly willing or peaceful manner. A soul having great regret or hatred at the time of its death is left to haunt the material plane. A soul reaper is required to assist these souls into the afterlife, usually through natural means (though if the situation presents itself, may do so by force through a ritual called a *Kounso*, or “soul burial”).

Should a soul haunt the material plane for too long, it becomes corrupted into an evil spirit. These evil spirits attack both spirits and mortals alike in an attempt to devour whatever spiritual power they possess (though they are usually drawn to spirits or mortals with high spiritual power). A spirit that is devoured is borne into the essence of the evil spirit that has eaten it, and as such, offsets the balance and flow of souls.

The soul reapers are tasked with cleansing these corrupted, evil spirits, freeing the evil spirit (and the souls it has devoured), to keep the afterlife in check. It is their clandestine duty: to maintain the balance and flow of souls from the material plane (with the mortal bodies they inhabit) and the ethereal plane (where the souls of the departed go to rest).

**Class Skills:** The soul reaper’s class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge [Planes] (Int), Knowledge [Religion] (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis). This replaces the Vigilante’s class skills.

**Skill Ranks Per Level:** A soul reaper gains 4 + Int modifier for skill ranks. This replaces the Vigilante’s skill ranks per level.

**Weapon and Armor Proficiencies:** A soul reaper is proficient in all Katana variant weapons, and the weaponry of the true name of their *Zanpakutou*. Soul reapers are not proficient in armor or shields. This replaces the Vigilante’s proficiencies.

**Kounso (Su):** At 1st level, a soul reaper can assist distressed souls into the afterlife through a ritual (usually 1 minute long) called a *Kounso*. With their *Zanpakutou*, they apply the flat pommel to a soul’s head (or similar body part), magically granting the soul passage to the ethereal plane. The soul reaper cannot perform the *Kounso* while in combat, and the soul must not perceive the soul reaper as an enemy to be a valid target for the *Kounso*.

**Zanpakutou (Su and Ex):** At 1st level, a soul reaper begins play with a Katana variant weapon of masterwork quality. Such weaponry typically include Katanas, Wakizashis, Nodachis, and so on. This is their *Zanpakutou*, or “soul slayer”. A *Zanpakutou* is an intelligent item that originally begins as an *Asauchi* (or “shallow form”), dormant and unresponsive until the soul reaper

becomes more powerful and communes with his weapon. As the soul reaper grows in power, the *Zanpakutou*'s true form and abilities begin to manifest themselves, though some are more powerful and progress differently than others of their kind. Regardless of such differences, the soul reaper adds his level to his CMD against sunder and disarm maneuvers made against his *Zanpakutou*. Because each *Zanpakutou* is unique, and has a power of its own, it cannot be magically enhanced like other manufactured weapons.

Each *Zanpakutou* can be used by other incorporeal creatures, as if it were a Ghost Touch weapon, though a *Zanpakutou*'s effectiveness in relation to creature types is based on which creature is using it. If a *Zanpakutou* is being used by an incorporeal or ethereal creature, it deals only 50% damage to a corporeal creature, and vice-versa. A *Zanpakutou* used by anyone other than its owner otherwise only functions as a masterwork version of the owner's weapon; they do not get access to any powers that the *Zanpakutou* would grant their owner.

Certain *Zanpakutou* may even alter the soul reaper's original abilities, such as improving base attack bonus, hit dice, or adding some other extraordinary, supernatural, or spell-like features. This is noted in the *Zanpakutou*'s description.

If a *Zanpakutou* is sundered or otherwise becomes destroyed, it cannot be magically repaired. Instead, the *Zanpakutou* and its owner must rest for 8 hours in order to restore its form. These hours need not be consecutive. This ability replaces vigilante specialization.

**Dual Form (Su):** At 1st level, a soul reaper can shift from being corporeal to incorporeal and vice-versa as a full round action. The soul reaper can instead shift as a standard action at 5th level, and as a move action at 11th level. The soul reaper can stay in their incorporeal form indefinitely, though if they are inhabiting a *Gigai*, a mortal vessel soul reapers use to make their appearance known in the material plane, it may become damaged or destroyed. The *Gigai*'s hit points is equal to the soul reaper's current hit points upon shifting, and the *Gigai* becomes destroyed or uninhabitable if it accrues an amount of damage equal to the soul reaper's constitution modifier in negative hit points. For the purposes of determining the effects of abilities and talents based on form the soul reaper is in, he considered to be in his social identity while corporeal, and is considered to be in his vigilante identity while incorporeal or ethereal.

While incorporeal, they take on their true form as a *Shinigami* (or "soul reaper"), usually in the visage of a black *Shihakushou* (or "spirit robes"), and their *Zanpakutou* sheathed at the robe's hip (though they may draw their *Zanpakutou* as part of the action of going incorporeal). A *Gigai*'s belongings that cannot also be used by a spirit (such as corporeal clothing or other similar belongings) remain on the vessel, falling to the floor lifeless, though equipment that the soul reaper is using, such as wondrous items, backpacks, and so on, as well as other items that can be used by incorporeal creatures, can stay with them if they wish (such as their *Zanpakutou* and *Shihakushou*). Lastly, a soul reaper cannot move through walls and similar obstructions freely like other incorporeal creatures, though they can sense if such creatures are present in such structures with their *detect spirit* class feature, as if the structures were not even there.

In order for a soul reaper to shift into corporeality, they must be adjacent to or in the same square as their *Gigai*. The *Gigai* must be of the same size and similar structure as the soul reaper, or the shift does not work. If the *Gigai* is destroyed or lost, the soul reaper cannot physically manifest in the material plane (though he may affect the material plane with 50% effectiveness of anything that he does, as if the soul reaper's target is incorporeal or ethereal), and must find or obtain another suitable *Gigai* to inhabit. In addition, attacks with normal weapons are treated as magic for the purposes of affecting and damaging the soul reaper while incorporeal. This ability replaces seamless guise and dual identity, and the soul reaper may not select any vigilante or social talents that improve the time it takes to shift between identities.

**Kidou (Sp):** Most all soul reapers have at least minor training in *Kidou* (or “phantasmal incantations”), as is required in order to become a soul reaper. There are two types of *Kidou*; *Bakudou* and *Hadou* (also known as the “Ways of Binding and Destruction”). *Bakudou*, the Way of Binding, is used to subdue or make enemies vulnerable, whereas *Hadou*, the Way of Destruction, offers unique attacks that a *Zanpakutou* might not be able to emulate.

*Kidou* functions as Psychic magic for all intents and purposes, though the soul reaper must be able to speak in order to use his *Kidou* incantations. The soul reaper treats his class level as the caster level for determining the effects of *Kidou* that he casts. The Difficulty Class for *Kidou* is equal to 10 + half the soul reaper's level + the soul reaper's charisma modifier. Each *Kidou* requires concentration to cast. Each type of *Kidou* requires a Full-Round Action to perform, though exceptionally skilled soul reapers can perform certain types of *Kidou* without needing an incantation (see *Kidou Training*), and are split into 3 different categories; Basic, Advanced, and Master Incantations. Basic incantations require the soul reaper to spend 1 Ki Point to activate them, whereas Advanced and Master incantations requires 2 or 3 Ki Points, respectively.

At 1st level, a soul reaper begins play with the *Sai* and *Shou* basic incantations, usually granted through the training regimes of the Soul Reaper Academy. These incantations do not require ki points to use, though are typically fairly weak and as such lack the power that most other incantations possess.

At 4th level, and every 2 levels thereafter, the soul reaper chooses one incantation from a list to add to his list of *Kidou* Incantations from the *Basic Incantations* list. At 8th level, the soul reaper may select *Kidou* Incantations from the *Advanced Incantations* list. At 14th level, the soul reaper may choose from the *Master Incantations* list.

**Detect Spirit (Sp):** At 3rd level, a soul reaper becomes trained in the ability to detect the presence or absence of spirits and spirit energy in mortal vessels, being able to cast *detect undead* at will, except this detects only incorporeal creatures, haunts, creatures possessed by a spirit or other entity, and creatures that possess a ki pool. As a move action, a soul reaper can concentrate on a single creature within 60 feet to determine if it is a spirit (or has spirit energy), learning the strength of its aura as if having studied it for 3 rounds. While focusing on one

individual, the soul reaper does not detect spirits (or spirit energy) in any other creature within range. This ability replaces unshakable.

**Ki Pool (Su):** Each soul reaper possesses spirit energy, which flows within their own soul (or a mortal vessel, to show their presence in the material plane, known as a *Gigai*, or “fake body”), and is used to fuel the abilities of their *Kidou* and *Zanpakutou*. This spirit energy is minor at first, but coalesces into a ki pool, whose type and ability vary based upon the capabilities of the soul reaper. Each soul reaper of 4th level or higher possesses a number of points in their ki pool equal to half their soul reaper level + their charisma modifier.

If the soul reaper gains a ki pool through another source, their levels stack to determine how many ki points they receive at the start of each day, and uses the higher of two or more ability modifiers (usually Charisma or Wisdom).

In addition, soul reapers may use spirit energy to amplify their *Kidou* and *Zanpakutou*’s released abilities. By spending 1 point, they may perform one of the following benefits:

- Increase the Save DC of a *Kidou* incantation or *Zanpakutou* ability by 1
- Increase the Caster Level of a *Kidou* incantation or *Zanpakutou* ability by 1.
- Increase the damage dice of a *Kidou* incantation or *Zanpakutou* ability by 1 step. This stacks with all other effective size increases.

Applying one these benefits is a free action that can be done outside of the soul reaper’s turn, but may apply only a single benefit at any time. A soul reaper must spend 8 hours of rest in order to restore their ki pool. These hours need not be consecutive.

**Shunpo (Su):** At 5th level, a soul reaper is trained in the art of quickened movement in the form of *Shunpo* (or “flash steps”), giving him the ability to move faster than the eye can see. Whenever he would perform a movement action, he can move up to 10 feet instead of his normal movement. If he does so, his movement does not provoke attacks of opportunity, and can move through squares occupied by creatures without penalty (though he may not end his movement in a square occupied by an enemy). Every 5 levels after 5th, a soul reaper can move an additional 10 feet in such a manner, to a maximum of 40 feet at 20th level. This movement cannot exceed his base movement speed. This ability replaces startling appearance.

**Soul Reaper Talents (Ex):** Soul reapers gain access to special talents that aid in their ability to cleanse evil spirits. The following extra talents are available exclusively to soul reapers, can be selected with either social or vigilante talents, and function regardless of which form the soul reaper possesses. Unless specified otherwise, a talent may be selected only once.

**Kidou Training (Su):** A soul reaper becomes more proficient and effective in one of his incantations. He chooses one *Kidou* incantation that he knows and improves it in one of several methods:

- He may reduce the casting time of that *Kidou* by one step. A full round action becomes a standard action, and a standard action becomes a swift or immediate action. *Kidou* incantations cast as a swift or immediate action do not require concentration and do not provoke attacks of opportunity. He may select this option multiple times, but can only select a single *Kidou* incantation for this option twice.
- Increase the damage die by one step. This option can be taken multiple times. Its effects stack. This can only be chosen with *Kidou* incantations that deal hit point damage.
- Add your soul reaper level to any damage dealt by your *Kidou*. This is precision damage, and is not multiplied on a critical hit. This option may only be selected once.
- Select a metamagic feat for which the *Kidou* can qualify for. That *Kidou* may function as if it received the benefits of that metamagic feat. The soul reaper must pay an amount of ki points equal to the spell level adjustment the metamagic feat applies in order to use the *Kidou* incantation. A soul reaper may not select the Quicken metamagic feat for this ability. This option may be selected multiple times. Each time it is selected, it takes a selected metamagic feat and applies it to a new *Kidou* incantation.
- Reduce the total ki point cost of a *Kidou* incantation by 1 (minimum 0). If this would reduce the cost to 0 ki points, a soul reaper must still have at least 1 ki point in his pool to cast the *Kidou* incantation. This option may be selected multiple times. Its effects stack.

A soul reaper must possess the *Kidou* class feature in order to select this talent. This talent may be selected multiple times.

Extra Incantation (Su): The soul reaper may select a *Kidou* to add to his list of *Kidou* abilities. The soul reaper must fulfill the requirements of the *Kidou*, and possess the *Kidou* class feature in order to select it. This talent may be selected multiple times.

Air Walk (Su): A soul reaper can use his spirit energy to treat the air beneath his feet as a solid surface. While the soul reaper has at least 1 point in his ki pool, he can choose to receive the benefits of the Air Walk spell at any point in time, even when it is not his turn. A soul reaper must be 6th level before selecting this talent.

Greater Air Walk (Su): While a soul reaper is using his Air Walk ability, he is not pushed or repelled by strong winds, and can move at any angle without penalty to his movement speed. A soul reaper must be 14th level and possess the Air Walk talent before selecting this talent.

Swiftiness (Ex): A soul reaper becomes exceptionally fast, increasing his base movement speed by 10 feet. This ability functions only while a soul reaper is not wearing any armor or carrying a medium or heavy load. A soul reaper must be 13th level before selecting this talent.

**Combat Training (Ex):** A soul reaper is treated as a fighter of his soul reaper level - 5 for the purposes of selecting combat feats. A soul reaper must be 9th level before selecting this talent.

**Ki Focus (Su):** When the soul reaper spends ki points to enhance his *Kidou* Incantations and *Zanpakutou* abilities, he may increase the Save DC or Caster Level by 2 instead of 1.

**Advanced Shunpo (Ex):** At 11th level, the soul reaper's Shunpo ability may apply to other forms of movement, such as flying, or during a charge. Forced movement, such as from receiving a bull rush, or shunned to an adjacent area, is not affected. This ability replaces frightening appearance.

**Master of the Precipice (Ex):** At 17th level, a soul reaper's attunement affects both the material plane and the ethereal plane equally. He may shift between forms as a swift or immediate action, and receive the full benefits of being incorporeal. In addition, he suffers no miss chance and deals full damage to both incorporeal, ethereal, and corporeal creatures, regardless of him being incorporeal, ethereal, or corporeal himself, and receives an additional +2 bonus on attack rolls, damage rolls, saves, skill checks, and ability checks involving enemies that are of the same type as him (such as fighting an incorporeal enemy while incorporeal, a corporeal enemy while corporeal, and so on), as well as a +2 bonus to AC and CMD against attacks made by enemies that are of the same type as him. This ability replaces stunning appearance.