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INTRODUCTION

The BLEACH universe

Bleach (ブリーチ, Burīchi, romanized as BLEACH in Japan) is an ongoing manga series written and illustrated by manga artist Tite Kubo that has appeared in Weekly Shonen Jump magazine since August 2001.

Bleach follows the adventures of Ichigo Kurosaki, a high school student with the ability to see ghosts, and Rukia Kuchiki, a Shinigami (Soul Reaper or, literally, "death god"). The early parts of the story focus mainly on the characters. As events unfold, the story begins to delve deeper into the world of these gods of death.

The manga series has been adapted into an animated television series, two OVAs, two animated feature films, a rock musical, numerous video games and a TCG (Trading Card Game). Compilation volumes of the manga have sold over 40 million copies in Japan, and have reached the top of manga sales charts in the United States. The manga received the Shogakukan Manga Award in 2005, and the anime has been nominated for several American Anime Awards.

Characters

All Bleach characters are "souls". Living humans contain souls within their bodies, while disembodied souls, or spirits, have a form composed of particles of spiritual energy called ectoplasm (霊子, reishi), which otherwise mimics human anatomy, aside from slowed aging. This form encompasses all of the spirit's being; there is no distinction between spirit and body. There are a variety of different types of spirits in Bleach, each with a different visual theme and approach to combat.

In addition to being a world of several species with supernatural ability, Bleach also has a great variety of characters, personalities, as well as power. At the beginning, the story focused largely on Ichigo and his beginnings as a soul reaper in his hometown of Karakura. Later on, the story centered around not only on Ichigo and his friends, but also a myriad of Shinigami. Unlike the modern description of a "death god," the Shinigami in Bleach have very eccentric characters with such variety that are only matched on how each of them look. Most of them play significant roles in Ichigo's quest to protect his loved ones as well as providing motives for Ichigo's increasing power to truly be his namesake; "the one who protects."



Setting

The planes of existence in the Bleach universe broadly correspond to the life and afterlife of human belief systems. The living humans of Bleach reside in a world resembling present-day Japan; buried souls live in a kind of Heaven called Soul Society; evil souls are sent to Hell. Once in Soul Society, a spirit is able to live longer than humans in the living world, with many aging into the thousands of years. Once a spirit dies in Soul Society, its soul is sent back to the living world and reborn as a new human. This provides the two worlds with balance.

Human world: The human world of Bleach is modern Japan, specifically, a fictional area of Western Tokyo called Karakura Town. In this world, Ichigo attends school and fights hollows. Places of note are the high school, the Urahara Shop, the river where Ichigo's mother was killed, the cemetery, Karakura Hospital, and Ichigo and Orihime's homes.

Soul Society: Soul Society consists of an expansive walled city Seireitei (瀟霊廷, Court of Pure Souls), in the center and four regions, each with 80 districts, outside of it. The districts outside of the Seireitei are known as the Rukongai (流魂街, Town of Wandering Spirits) and are the place where non-Shinigami and commoners live. The district number of the Rukongai (ranging from 1 to 80) also describes its conditions. District 1, the closest to Seireitei, is peaceful and orderly, while the most distant District 80 is filled with criminals and has the poorest living conditions. A king resides in another realm within Soul Society.

Hueco Mundo: Hueco Mundo is the area between the human world and Soul Society. Literally meaning "hollow world" (the word hueco can also mean "hole"), it is where hollows reside, and are undetectable as long as they remain inside. Entrances to Hueco Mundo are created by ripping the dimensional fabric between the two worlds. Hueco Mundo is divided into three sections. On the surface is a desert-like realm, held in perpetual nighttime and home to the strongest hollows and the Las Noches palace. Directly underneath is the Forest of Menos, home to general menos and almost all the Gillian. A third layer, below the Forest of Menos, is explored in the anime, but is only mentioned in the manga.

Bleach characters move from world to world by several means. Shinigami open passages between worlds by means of their Zanpakutō. Butterflies created during soul burial, called hell butterflies (地獄蝶, jigoku-chō), make these routes safe. Human souls usually cross between planes only through birth into the human world or soul burial by Shinigami. Living humans can also use special portals to move between worlds, but this is dangerous. While hollows are portrayed as able to move between planes at will by opening rifts in space, they usually remain in Hueco Mundo due to the risk of discovery in Soul Society or the human world. Encounters between characters crossing realms are a driving plot force in Bleach.

Recommended readings

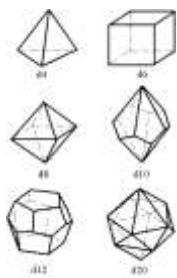
the Oriental Adventures d20 supplement offers many interesting rules for expanding on the Bleach universe : from oriental weapons, to thematic spells and prestige classes. Onis also make for great premade Hollows and other Hueco Mundo denizens.

Last warning

There is a lot of criss-crossing factors between powers, Kido, feats and players wits, and a DM may sometimes feel like things are getting out of hands. While Zarak Kenpachi is always only a wrong turn away, one last rule is that no matter what happens; no character can deal in one action more damage than his own maximum hitpoints. Let's play !



Bleach d20



The d20 Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

Roll a d20.

Add any relevant modifiers.

Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

A player can at will reduce any roll by an amount determined before dice are rolled.

Dice

Dice rolls are described with expressions such as "3d4+3" which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Races

Even if non-canon, any fantasy race can be used as a base for a character in Bleach d20. Most of the time, characters will be humans who have the following racial modifiers: +4 skill points and a bonus feat at first level and +1 skill point per level.

Abilities

Each ability, after changes made because of race, has a modifier ranging from -5 to +X. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

The Bleach characters are heroes, fiends and other extraordinary figures. Therefore the creation points used for determining attributes are geared toward creating some high profile adventurers.

You get a 34 points allotment for raising your attributes starting from the standard 10 score.

The buy cost of an attribute equals it's corresponding modifier. You can gain more points by choosing to lower a certain attribute, gaining half its modifier as buy points (rounded up).

Example: buying a 16 score will cost you $1+1+2+2+3 = 9$ points. An abysmal score of 5 will yield $11/2=5$ points.

Table: Abilities

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14

Table: Character progression

Level	XP	Class skill	Cross-class skill	Bonus feats	Ability raise
1	0	4	2	1 st	
2	1000	5	2		
3	3000	6	3	2 nd	
4	6000	7	3		1 st
5	10 000	8	4		
6	15 000	9	4	3 rd	
7	21 000	10	5		
8	28 000	11	5		2 nd
9	36 000	12	6	4 th	
10	45 000	13	6		
11	55 000	14	7		
12	66 000	15	7	5 th	3 rd
13	78 000	16	8		
14	91 000	17	8		
15	105 000	18	9	6 th	
16	120 000	19	9		4 th
17	136 000	20	10		
18	153 000	21	10	7 th	
19	171 000	22	11		
20	190 000	23	11		5 th

Action dice

Action dice give character the means to improve important rolls. A character starts each game session with 3d6 action dice.

These dice can be used on any roll the player makes during the game session, either one at a time are all stacked on one crucial roll. This can be a skill test, an attack roll, damage dices... anything.

DM can reward a player for a particularly heroic, daring or creative action or roleplaying performance with an additional action dice. DM and players are encouraged to roleplay the often over-the-top scenes and situations the use of action dice may provoke.

CLASSES

Shinigami

Shinigami (死神 Shinigami, lit. "death god(s)") are a fictional race of beings in the anime and manga series *Bleach* created by Tite Kubo. In the English dub of the series, they are known as Soul Reapers. They are enforcers and psychopomps who all share similar supernatural powers. They are based on the Grim Reaper of Japanese belief associated with the same name.

Shinigami are departed human souls that have gained supernatural powers. As such, their bodies are composed of ectoplasm and they can only be seen by other spiritually aware entities, which exclude most humans. In the series, Shinigami, as well as most other types of spirits, are quite capable of influencing their environment. Additionally, they can be injured and die like regular humans, though it takes considerably greater injuries for the latter to occur than it would in regular humans.

Shinigami operations are based out of Soul Society, which is the afterlife in *Bleach*. Travel between the human world and Soul Society is extremely limited and monitored, but some Shinigami are stationed in the human world to carry out their duties and therefore must often travel between the two. In addition, it is a crime for a Shinigami to remain in the human world longer than a certain time limit. A Shinigami's duties include leading Pluses (ghosts) to Soul Society in a practice called soul burial (*Konsō*), and the cleansing of hollows (evil spirits). Later in the series, Shinigami duties are clarified further, and it is revealed that they are also responsible for governing the flow of spirits between the human world and Soul Society.

Hit Die

d8.

Class Skills

The Shinigami's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level

(6 + Int modifier) ×4.

Skill Points at Each Additional Level

6 + Int modifier.

Table: The Shinigami

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zanpakutō Damage	AC Bonus	Kidō Points
1st	+0	+2	+2	+2	Bonus feat, Zanpakutō	1d6	+0	0
2nd	+1	+3	+3	+3		1d6	+0	0
3rd	+2	+3	+3	+3		1d6	+0	1
4th	+3	+4	+4	+4		1d6	+0	3
5th	+3	+4	+4	+4	Bonus Feat	2d6	+1	5
6th	+4	+5	+5	+5		2d6	+1	7
7th	+5	+5	+5	+5		2d6	+1	9
8th	+6/+1	+6	+6	+6		2d6	+1	11
9th	+6/+1	+6	+6	+6	Bonus Feat	2d6	+1	13
10th	+7/+2	+7	+7	+7		2d6	+2	15
11th	+8/+3	+7	+7	+7		3d6	+2	17
12th	+9/+4	+8	+8	+8		3d6	+2	19
13th	+9/+4	+8	+8	+8	Bonus Feat	3d6	+2	21
14th	+10/+5	+9	+9	+9		3d6	+2	23
15th	+11/+6/+1	+9	+9	+9		4d6	+3	25
16th	+12/+7/+2	+10	+10	+10		4d6	+3	27
17th	+12/+7/+2	+10	+10	+10	Bonus Feat	4d6	+3	29
18th	+13/+8/+3	+11	+11	+11		4d6	+3	31
19th	+14/+9/+4	+11	+11	+11		4d6	+3	33
20th	+15/+10/+5	+12	+12	+12		5d6	+4	35

Weapon and Armor Proficiency

Shinigami are proficient with the Zanpakutō, and all martial weapons.

Shinigami are *not* proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a Shinigami loses her AC bonus, as well as her flash step ability (if available).

AC Bonus (Ex)

When unarmored and unencumbered, the Shinigami adds her Wisdom bonus (if any) to her AC. In addition, a Shinigami gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the Shinigami is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Bonus Feat

At first level and every four level thereafter (1, 5, 9, 13...), a Shinigami may select a bonus feat.

Zanpakutō (Soul)

The most prominent supernatural power possessed by a Shinigami is their Zanpakutō, a supernatural sword generated from the Shinigami's soul. Shinigami also naturally give off spiritual energy, which varies greatly in magnitude with the strength of a Shinigami. A Zanpakutō is a physical manifestation of this force concentrated into a blade. While its appearance varies amongst Shinigami, its damage rating is only dependant on the Shinigami's spiritual strength.

Once a Zanpakutō reaches 2d6 base damage, it is capable of Shikai. Once it reaches 3d6 damage, it becomes able to Bankai.

Release powers stack with base character abilities, but never stack between different releases.

Shikai (Soul)

One minute per character level per day, the Shinigami may call upon his Zanpakutō to perform Shikai. The total Shikai time per day may be spread over multiple uses. Shikai is a standard action.

To define a Shikai, choose for your character a set of powers from the Release powers table below.

You have a base point allotment for choosing equal to your Character level+CHA modifier.



Table: Release powers

Cost	Effect
1pt	Add an additional d6 of damage
1pt	Add an additional damage type (elemental, ranged, bludgeoning, piercing...)
1pt	+1 rated weapon or armor ability or 2000GP cost (see magic items creation in the DMG)
2 pts	Temporarily gain one fixed feat (bypass non feat related prerequisites)
3 pts	Area of effect : ½HD yards cone, line or burst diameter, ¼ HD emanation or column diameter
4 pts	Per level of a psionic effect with Caster level equal to character level. No PP cost.
Special	DM may allow particular powers emulating special class features or original effects.

Bankai (Soul)

One minute per character level per day, the Shinigami may call upon his Bankai. The total Bankai time per day may be spread over multiple uses. Bankai is a standard action.

To define a Bankai, choose for your character a set of powers from the Release powers table above. You have a point allotment for choosing equal to twice your Character level+CHA modifier.

See the Characters Section for examples of Release templates.

Kidō (Soul)

Kidō spells are used by Bleach characters of the Shinigami race for various purposes. Spells exist for attacking, binding, and healing. Like conventional magic, most of these spells require an incantation of some sort to activate their effect. They are performed through channeling spirit energy, which the incantation then focuses into a specific effect. As stated by Ganju Shiba, the principle behind Kidō and channeling spirit energy in general is a mental image of throwing oneself within a darkly-colored circle.

Most Kidō spells are sorted into two categories: binding spells (縛 道, bakudō, literally "way of binding") and destructive spells (破 道, hadō, literally "way of destruction"). The former category is somewhat more generalized, referring to basically any technique designed to deter a target, including tracking and communication spells. Some binding spells, however, can be quite harmful to their targets, if not deadly. Destructive spells, on the other hand, are always intended to harm, usually consisting of some sort of directed energy blast.

With the exception of healing, which requires no incantation or even a name to perform (see Reiatsu Feats section), Kidō spells consist of four distinct steps: reciting the incantation of the spell (which is usually long-winded), its category (binding or destructive), its number, and finally its name. The number of a spell determines the difficulty of casting it correctly and effectively (#1 is simple to cast, #99 is incredibly difficult). With sufficient training, the first step can be bypassed, allowing spells to be used in combat quickly. Doing so, however, lessens the spell's effect, the degree of which is dependent upon the skill of the caster. Bypassing the incantation is also more difficult for higher-numbered spells, as casting them is already fairly difficult even with the full verbal component (see Spellcraft in Skills section). The power of Kidō spells varies on the skill of the user; even a low-level Kidō spell can be utterly devastating when utilized by a sufficiently powerful user.

Shinigami don't have to prepare spells. They can cast any Kidō they know by spending the requisite number of spell points. Each spell costs a certain number of spell points to cast. The higher the level of the spell, the more points it costs:

Kidō level	Spell points cost
1st	1
2nd	3
3rd	5
4th	7
5th	9
6th	11
7th	13
8th	15
9th	17

Kidō Spellcasters use their full normal caster level for determining the effects of their spells in this system, with one significant exception. Spells that deal a number of dice of damage based on caster level (such as magic missile, searing light, or lightning bolt) deal damage as if cast by a character of the minimum level of the class capable of casting the spell. Spells whose damage is partially based on caster level, but that don't deal a number of dice of damage based on caster level (such as produce flame or an inflict spell) use the spellcaster's normal caster level to determine damage. Use the character's normal caster level for all other effects, including range and duration.

To use a particular Kidō, a Shinigami must have an intelligence score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a Shinigami's spell is $10 + \text{the spell level} + \text{Shinigami's intelligence modifier}$.

Casters need not specially prepare metamagic versions of their spells—they can simply choose to apply the metamagic effect at the time of casting. Doing this does not increase the spell's casting time.

There is an additional spell point cost to any spell cast with a metamagic feat. Effectively, the character must pay for the spell as if it were a higher-level spell, based on the adjustment from the metamagic feat. If the metamagic effect(s) would increase the spell's effective level above what he is capable of casting, he can't cast the spell in that way.



Kidō Spellcasters regain lost spell points whenever they can rest or meditate for 6 uninterrupted hours. Without this period of rest and mental preparation, the caster's mind isn't ready to regain its power. Spell points are not divorced from the body; they are part of it. Using spell points is mentally tiring, and without the requisite period of rest, they do not regenerate. Any spell points spent within the last 8 hours count against a character's daily limit and aren't regained.

Here is a list of all Kidō seen through the manga:

Bakudō	Description	Reference spell	Approximate level
1. Restrain (塞, <i>sai</i>)	Locks a target's arms in place behind their back.	Daze	2
4. Crawling Rope (這繩, <i>hainawa</i>)	An energy rope entangles a target's arms.	Animate rope	1
9. Strike (撃, <i>geki</i>)	Engulfs a target in red light, completely paralyzing them.	Sepia snake sigil	3
58. Summoning of the Tracking Sparrows (摺趾追雀, <i>kakushitsuijaku</i>)	Tracks and locates any spiritual force the user focuses on. To activate it, the user must draw a circle on the ground, cut into four parts with a specific character in each. The incantation animates the circle, causing various numbers to appear within until the specific set is found. The number set seems to be a variation on longitude and latitude.	Locate creature	4
61. Six Rods Prison of Light (六杖光牢, <i>rikujōkōrō</i>)	Summons six thin, but wide, beams of light that slam into a target's midsection, holding them in place.	Hold Person	3
75. Quintet of 1 kan Iron Pillars (五柱鉄貫, <i>gochūtekkkan</i>)	Summons five incredibly tall and thick pillars to pin a target to the ground.	Hold Monster	5
77. Heavenly Rickshaws in Silken Air (天挺空羅, <i>tenteikūra</i>)	Transmits messages to anyone within Soul Society. In addition to reciting the spell, the user must draw specific markings on their arms, which are animated by the spell to convey the messages.	Sending, mass	6
81. Splitting Void (斷空, <i>danku</i>)	Creates an energy barrier in the form of a rectangular wall. It is capable of stopping destructive spells up to #89.	Prismatic wall	8
99, Part 1. Seal (禁, <i>kin</i>)	Binds the arms of a target with spiritual fabric and iron shafts.	Imprisonment	9
99, Part 2. Great seal (卍禁, <i>bankin</i>)	This spell covers a target from head to toe with spiritual fabric (first song), stabs them with numerous metal blades (second song), and then smashes them with an immense metal cube (final song).	Binding	8

Hadō	Description	Reference spell	Approximate level
1. Thrust (衝, <i>shō</i>)	Pushes the target away from the caster.	Gust of Wind	2
4. White Lightning (白雷, <i>byakurai</i>)	Fires a concentrated bolt of lightning from the caster's forefinger.	Lightning bolt	3
31. Shot of Red Fire (赤火砲, <i>shakkahō</i>)	Fires a ball of red energy at a target.	Fireball	3
33. Blue Fire, Crash Down (蒼火墜, <i>sōkatsui</i>)	Fires a burst of blue spiritual energy at a target in a similar manner to 31, but over a wider area and with more power.	Fireball (enlarged, Empowered)	6
54. Abolishing Flames (廃炎 <i>haien</i>)	Fires a blast of purple spiritual energy that will incinerate a target completely when it makes contact.	Disintegrate	6
63. Thunder Roar Cannon (雷吼砲, <i>raikōhō</i>)	Fires a massive wave of yellow energy at a target.	Prismatic spray	7
63. Twin Lotus Blue Fire, Crash Down (双蓮蒼火墜, <i>sōren sōkatsui</i>)	Essentially a doubled version of #33, this spell fires two shots of blue fire with greater potency than the single-shot variety.	Meteor swarm	9
90. Black Coffin (黒棺, <i>kurohitsugi</i>)	Forms a box of black energy around a target, which is then pierced by dozens of energy "spears", lacerating the one inside from head to toe.	Destruction	7

Learning new Kidō can only be done by spending time with a NPC caster, and as such, each DM as the final say as to which spell a player character will learn over the course of the campaign.

Alternative Kido spells may be chosen from many spell lists, from psionic powers to wizard spells, to more exotic shugenja spells from Oriental Adventure sourcebook. Priest spells should be reserved to very special occasions (ie : Inoue Orihime).

Hollows are former pluses (deceased human souls) that lose their hearts to despair or remain in the real world for too long. In the anime, nonhuman spirits (specifically, dogs) can also transform into hollows. Any spirit that is not guided to Soul Society by a Shinigami may eventually descend into a hollow. The process by which a soul becomes a hollow usually takes months (if not longer), reflected by the length of the soul's Chain of Destiny (因果の鎖, inga no kusari, Chain of Fate in the English dub), which resides in the center of their chest. The Chain of Destiny slowly corrodes over time, reflecting the degradation of the soul's ties to the living world. The process can be accelerated under certain conditions, such as being attacked by another hollow or through the use of certain spiritual powers. When the chain completely decays, the soul is warped into a unique and monstrous form with a vaguely skeletal mask and a large hole where their chain was once connected.

In Bleach, the majority of ghosts peacefully move on to Soul Society after their deaths. Some, however, stay in the living world to fulfill certain goals, such as looking after a loved one, protecting a particular location, or pursuing a grudge from beyond the grave. However, with only limited abilities to interact with the living, and by definition tied to their goals, many ghosts find they are unable to cope when their loved ones move on or old enemies forget them. At this point, some will become dangerously obsessed with fulfilling those goals, even if the means to fulfil them renders the soul empty: for example, killing anyone who comes near a loved one, in order to keep them from hurting that person. In doing so, the ghost warps into a hollow and, ironically, often makes the focus of their obsession into their first victim, such as Orihime's brother, Sora, does.

Once a soul becomes a hollow, it is driven to devour other souls, living or dead, to fill the void caused by its descent. While their former obsession often becomes their first target, most hollows will eventually become mindless creatures concerned only with finding the most potent souls to devour. Stronger and more evil hollows are often able to retain some of their intelligence in hollow form, making them more dangerous than the average hollow. While most hollows are evil, or at the very least mindless, at least a few are not. This is the case with Nel Tu and her hollow companions for example.

The most distinctive feature of a hollow, their mask, is formed to protect the naked instinct that is left in a being after the loss of its heart, and in some ways is the tangible form of the hollow's madness. The masks of different hollows can differ greatly in shape and form, but they are always white and skull-like. The masks also obscure the original identity of the hollows. The mask can be shattered, temporarily allowing the hollow to regain its original identity, but it will regenerate after a short period once the hollow takes over again.



Hollows have widely varying physical characteristics and powers, and few hollows ever appear the same (the few that do are often clones). In terms of appearance, hollows can range from furry (like mammals) or lizard-like in appearance to outright demonic. A hollow's abilities are often determined by their power. Weaker (and by definition less intelligent) hollows usually only attack in a melee style, whereas stronger hollows have a wide array of abilities with which to kill their quarry. Hollows also vary in size, though it tends to be fairly consistent amongst the various classifications of hollows. In Hueco Mundo, some hollows are no larger than common pets. Most common hollows are about twice the size of an adult human, though it can vary to a degree. Huge hollows, aptly named for their size, are as large as two-story buildings. Finally, gillian-class menos are even larger than the huge hollows, standing as tall as a common skyscraper.

Hit Die
d12.

Class Skills

The Hollow class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level

(2 + Int modifier) × 4.

Skill Points at Each Additional Level

2 + Int modifier.

Table: The Hollow

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural weapons Damage	AC Bonus
1st	+1	+2	+0	+0	Consumption Hollow Growth	1d8	+0
2nd	+2	+3	+0	+0		1d8	+0
3rd	+3	+3	+1	+1		1d8	+0
4th	+4	+4	+1	+1		1d8	+0
5th	+5	+4	+1	+1		2d8	+1
6th	+6/+1	+5	+2	+2		2d8	+1
7th	+7/+2	+5	+2	+2		2d8	+1
8th	+8/+3	+6	+2	+2		2d8	+1
9th	+9/+4	+6	+3	+3		2d8	+1
10th	+10/+5	+7	+3	+3		3d8	+2
11th	+11/+6/+1	+7	+3	+3		3d8	+2
12th	+12/+7/+2	+8	+4	+4		3d8	+2
13th	+13/+8/+3	+8	+4	+4		3d8	+2
14th	+14/+9/+4	+9	+4	+4		3d8	+2
15th	+15/+10/+5	+9	+5	+5		4d8	+3
16th	+16/+11/+6/+1	+10	+5	+5		4d8	+3
17th	+17/+12/+7/+2	+10	+5	+5		4d8	+3
18th	+18/+13/+8/+3	+11	+6	+6		4d8	+3
19th	+19/+14/+9/+4	+11	+6	+6		4d8	+3
20th	+20/+15/+10/+5	+12	+6	+6		5d8	+4

Weapon and Armor Proficiency

A Hollow isn't proficient with any weapon or armor.

AC Bonus (Ex)

The Hollow adds her Constitution bonus (if any) to her AC as an armor bonus. In addition, a Hollow gains a +1 natural bonus to AC at 5th level. This bonus increases by 1 for every five levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

Consumption (Soul)

Whenever a Hollow performs a *coup de grace* on an opponent, he can choose to consume the opponent's soul and gain a 10% XP bonus on the encounter. The Hollow is also healed up to its fallen enemy's constitution score in HP.

Hollow Growth (Soul)

Each level, The Hollow may choose a special ability from the list below:

Increased Size: Increase the Hollow's size category by one step. The hollow gains +5" reach, +4 strength, +2 constitution, and -2 dexterity.

Improved Grab: Select a natural attack the hollow possesses. If they hit with that attack, they can immediately initiate a grapple with any opponent up to one size category smaller than them as a free action without provoking an attack of opportunity.

Swallow Whole: This requires the Hollow to have the Improved Grab ability with its bite attack. If it wins its first grapple check, it can establish a hold and attempt to swallow its target on the next round. A successful grapple check allows it to swallow any target at least two size categories smaller than it. Swallowed creatures take 2d8+4 points of bludgeoning damage, plus an additional +4 bludgeoning damage per size category greater than large the Hollow is (huge Hollow do 2d8+8, gargantuan Hollow do 2d8+12, colossal Hollow do 2d8+16). In addition, the target also takes 4 points of acid damage, +4 for each size category greater than large (huge Hollow do 8, gargantuan Hollow do 12, colossal Hollow do 16). A swallowed creature can cut its way out using a slashing or piercing weapon to deal 25 points of damage to the Hollow's gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The hollow can hold up to 2 creatures two size categories smaller than it, 4 creatures three size categories smaller than it, 8 creatures four size categories smaller than it, 32 creatures five size categories smaller than it, 128 creatures six size categories smaller than it, 512 creatures seven size categories smaller than it, and 1,524 creatures eight size categories smaller than it in its gizzard at one time.

Increased Natural Armor: The Hollow gains +2 natural armor.

Increased Ability Score: The Hollow gains +2 to any ability score.

Magic Fang: The Hollow gains a +1 enhancement bonus to any of their natural attacks. This ability can be taken multiple times, but no one natural attack can have more than a +5 enhancement bonus.

Scent: This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Extra Limb: The hollow gains an extra limb. They can gain another leg, increasing their movement by 5 feet per extra leg, an extra arm, giving them another claw attack, a tail, giving them a tail attack, or a wing. One wing gives the hollow a wing buffet attack. Two wings also grant the hollow the ability to fly at twice their land speed with poor maneuverability.



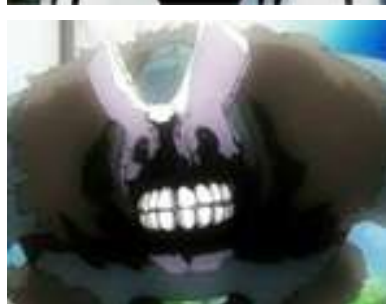
Energy Resistance: The hollow gains 10 resistance to either fire, cold, lightning, acid or sonic. This ability may be taken multiple times. Each time gives either a new resistance or stacks with an existing resistance.



Spell Resistance: The Hollow gains SR 5. This ability may be taken multiple times, its effects stack.



Improved Flight: This requires wings for the hollow to take. Increase the hollow's base flight speed by 5 feet and its maneuverability by one step. If the hollow has perfect maneuverability, instead increase the flight speed by 10 feet.



Rend: If the hollow hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6 +STR bonus points of damage.

Monstrous feat: The hollow gains a monstrous feat. See the Monster manual for more information.

Rake: A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A Hollow with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Trample: As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + $1\frac{1}{2}$ times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is $10 + \frac{1}{2}$ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Regeneration: Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a 1HP/3 levels per round.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation. Attack forms that don't deal hit point damage ignore regeneration. An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

Pounce: When a creature with this special attack makes a charge, it can follow with a full attack—including rake and rend attacks if the creature has such abilities.

Spell-like ability: The hollow gains a spell-like ability usable once per day. The spell level must be equal to $1/3$ of the character level + INT bonus or lower. This ability can be selected multiple times, adding a use per day, or a new spell-like ability.

Cero: This breath attack allows the Hollow to unleash a condensed burst of energy in a 60-foot line that deals 1d6 damage per character level. Targets may make a reflex save (DC $10 + 1/2$ Hollow hit dice + Hollow constitution modifier) for half damage. This ability may be used once every 1d4 rounds. This power marks you as a Menos ranked Hollow, and a prey for any Hollow trying to climb the food chain.

Special: DM may allow particular powers emulating special class features or original effects.



SKILLS

Bleach D20 skills have been rebalanced to capture more of a Bleach atmosphere. Any skill not listed here remains more or less unchanged.

Balance

The Shinigami form allows them to balance on air with ease if properly trained, and they react differently to small and unstable material. While in the spirit world, lower all DC by 10, and in Spirit form, and add the possibilities below.

Surface	DCs
Hair-thin	10
Liquid	10
Cloud	15
Air	20

Bluff

Bluff can also be used to hide your Reiatsu from prying eyes. Whenever you desire, you may attempt to mask your Reiatsu as a standard action. You can keep your Reiatsu hidden for as long as you wish, but you must wait five minutes after dropping your Reiatsu suppression before you may make another attempt to do so.

While suppressing your Reiatsu, if someone makes a Sense Motive check to sense you, compare the respective results. If your Bluff check is higher, they fail to sense your Reiatsu entirely. The amount that they beat your check by is how well they judged your Reiatsu. By each one point they exceed your check, they uncover 10% of your apparent ability, so someone who only exceeds your check by 1 will sense you at only one tenth of your true power, whereas someone who exceeds your check by 10 or more will fully discern your level of power.

Intimidate

In addition to its normal function, Intimidate allows you to overwhelm foes with your Reiatsu. A Reiatsu surge can be initiated at any time as a standard action. Make an intimidate check against your foe, who makes either an opposed Intimidate or Level check (their choice). If you succeed, your opponent takes a -2 penalty on all rolls for as many rounds as you won the check by. Also, for every five points you exceed their roll by, they take another, cumulative -2 penalty. If they defeat your roll, they throw off your surge by pushing back with their own Reiatsu, causing you to become dazed for rounds equal to $\frac{1}{2}$ the amount they defeated your surge by rounded down, to a minimum of 1.

Jump

While in spirit world, vertical jumps are 2 feet to every 1 on the die roll, horizontal jumps are 1 yard every 1 on the die roll.

Sense Motive

Sense Motive can be used to feel Reiraku, the spirit cords. Reiraku allows you to locate souls with great spiritual energy, and functions much as a *detect evil* spell, but at greater range.

When sensing for someone's spirit energy, make a sense motive check. For each number of the result, add 5 feet to the radius that sense extends outward to (so a result of 10 would mean that you were able to sense all spirit energy within 50 feet of you). The results are the same as if you had used a detection spell at that range (refer to the spell description for the exact list of effects).

You may only summon Reiraku once every five minutes.

Spellcraft

Spellcraft can be used to bypass incantation when casting Kido. The skill check DC is 15 + Kido spell level (see Kido entry in Shinigami class for more details). If the check succeeds, you cast the spell as a free action, but your caster level is divided by three for determining spell effects and DC. If the check fails, the spell fizzles and spell points are wasted.

Swim

The Shinigami form allows them to ride air currents if properly trained. While in the spirit world, they can actually fly and should make skill checks in cas of difficult weather conditions:

Condition	DCs
Calm weather	10
Rough weather	15
Stormy weather	20
Hurricane	30

FEATS

Beyond all feats available through the d20 open gaming content, here are proposed feats illustrating the many wondrous abilities the Bleach characters demonstrate. These feats are not intended to use outside the Bleach setting as many can be unbalanced or overpowered. Feats are at the core of the Bleach d20 customization system. They are presented as feat trees and allow a large number of combinations. No one character is alike in the Bleach universe.

*Note: A feat marked with a * cannot be selected as a bonus release feat.*

Flash Step Feats

This feats tree presents abilities related to various applications of the flash step technique.

Flash Step (Soul)

Prerequisites: Tumble 5 ranks

Benefit: You gain the ability to perform the flash step move action in combat (also known as Shunpo or Sonido). This action allows you to move faster than the eye can see, but doesn't allow you to bypass physical obstacles. Your flash step distance is determined by a Tumble skill check against a DC on the following chart:

DC	Distance
10	10yards
15	15yards
20	20yards
Ect	...

If you fail the test, you can still take a 6" move on that round. If you beat the DC by 10 or more, your move action is instead considered a free action.

Flash Step automatically fails if the character is more than lightly armored or encumbered.

Increased Flash Step (Soul)

Benefit: You gain +10 bonus on the Tumble skill check for Flash step.

Flash Step Decoy (Soul)

Prerequisites: Tumble 15+, dex 16+

Benefit: Once per day, the character can evoke a *Mirror Image* (ex) effect as a move action.

Flash Step Evasion (Soul)

Prerequisites: Tumble 15+, dex 16+

You gain the Evasion special ability.

Improved Flash Step Evasion [Soul]

Prerequisite: Flash step evasion, dex 18+

Benefit: You still take no damage on a succeeded Reflex save, but if you fail the Reflex save you instead only take half damage.

Flash Step Defense (Soul)

Prerequisites: Flash step decoy, Tumble 20+

Benefit: The character has become so skilled at using Flash step that he is covered by a Displacement (ex) effect as long as he isn't prone or unconscious.

Flash Step Invisibility (Soul)

Prerequisites: Flash step decoy, Hide 10+, Move silently 10+

Benefit: Your mastery of the Flash step technique is now of legendary proportions. You can become *invisible* for 1 round per level per day, as long as you are able to move. The total time per day may be spread over multiple uses.

Powerful Flash Step (Soul)

Prerequisites: Strength 14+, Constitution 14+

Benefit: Your exceptional build allows you to use Flash Step while wearing medium armor or carrying medium load.

This feats tree presents abilities related to the nature, strength and shape of your Zanpakutō's Release.

Alternate Zanpakutō Form [Soul]

Prerequisites: 1d6 Zanpakutō damage

Benefit: Your Zanpakutō differs from the traditional Katana or Wakisashi. For example, it might take the form of a double-weapon, a reach weapon, a lance, a spiked chain, etc. This gives it all of the properties the weapon itself, including changing the damage type appropriately. This does not allow it to take the form of any ranged weapon, although it can gain some range via throwing-type enhancements. See the Stuff Section for some weapon statistics.

Constant Release [Soul] *

Prerequisites: 2d6 base Zanpakutō damage

Benefit: Your Zanpakutō can never be sealed. Its Shikai form becomes its normal state. You gain only ½ character level + Cha modifier for determining base Release points.

Normal: You may only release your Shikai for a number of minutes equal to your character level + CON modifier.

Expanded Release [Soul] *

Prerequisite: 2d6 base Zanpakutō damage

Benefit: You gain an additional release base point and, if you have reached it, two Bankai ability points.

Special: You may take this feat multiple times. Its effects stack.

Quick Release [Soul] *

Prerequisites: 3d6 base Zanpakutō damage

Benefit: You may release your Zanpakutō's Shikai as a swift action.

Alternate Release [Soul] *

Prerequisites: 2d6 base Zanpakutō damage

Benefit: You can define a secondary release form for your Zanpakutō. You gain a point allotment equal to ½ character level + Cha modifier for determining its power. You can take this feat multiple times



Variable Release (soul)*

Prerequisites: 2d6 Zanpakutō damage

Benefit: You may design a secondary release with your full base points but only 1/4 of affected points may differ from your original power's design.

Renewed Release (Soul)*

Prerequisite: 3d6 Zanpakutō damage

Benefit: Upon choosing this feat, you may completely redesign one of your releases. You may take this feat multiple times.

Sacrifice Release (Soul) *

Prerequisites: 2d6 base Zanpakutō damage

Benefit: You can define a secondary release form for your Zanpakutō. You gain a point allotment equal to your character level + Cha modifier for determining its power. When this power is used, your Zanpakutō's power is exhausted and it shatters. It will reform in 1d4 days during which you cannot use Release special abilities.

Reiatsu Feats

This Feats tree deals with the abilities and special powers pertaining to the manipulation of the spiritual pressure of all souls.

Overbearing Reiatsu (Soul)

Prerequisites: Skill focus: Intimidate

Benefit: You gain a +5 bonus on the Intimidate check for overbearing your opponent with your Reiatsu. You can make this check as a free action and cannot be dazed by being pushed back.

Terrifying Reiatsu (Soul)

Prerequisites: Overbearing Reiatsu

Benefit: You summon an aura so powerful that you provoke abject fear in the soul of your opponents.

For each 5 points you beat your opponents roll, he succumbs to an increasing fear effect (from *shaken* to *frightened* to *panicked* or *cowed*) instead of the normal cumulative -2 modifier.



Shrouded Reiatsu (General)

Prerequisites: Bluff 10 ranks

Benefit: Your Reiatsu is extremely well hidden and allows you to go unnoticed by all but the most perceptive souls. You gain a +5 bonus on bluff checks for masking your Reiatsu.

Reiraku Hunter (Soul)

You can identify and track souls with an uncanny efficiency.

Benefit: To find Reikaku or to follow them for 1 mile requires a successful Sense motive check. You must make another check every time the Reikaku become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The basic DC for the tracking Souls is 15. The DM may impose from -10 to +10 modifiers based on time since the Soul left, your surroundings and the prevailing conditions in the area.

Reiatsu Healing (soul)

Prerequisites: Skill focus: First aid

Benefit: You may concentrate your Reiatsu to perform a *Lay on Hands*-like action. Each day you can heal a total number of hit points of damage equal to your character level × WIS bonus. You may choose to divide the healing among multiple recipients, and don't have to use it all at once. Reiatsu Healing is a full-round action.

Reiatsu Burst (Soul)

Prerequisites: Concentration 10 ranks

Benefit: You may concentrate your Reiatsu as a full round action 1+WIS bonus times per day. Roll a concentration check for one of the following effects:

- Summon your inner strength: you immediately regain a number of hit points or spell points equal to the total score you rolled.
- Focus your spiritual pressure in your Zanpakutō: If you beat a DC of 10+ opponent's level, on your next attack (not release special ability), you can suppress your concentration ranks' worth of the opponent's Damage reduction.
- Compress your Reiatsu in your Zanpakutō as a shield: If you beat a DC of 10+ opponent's level, you can add your concentration ranks to your AC, DR and MR for the rest of the round.

Extra Reiatsu Burst (Soul)

Prerequisites: Reiatsu burst

Benefit: You gain 3 more Reiatsu burst uses per day. You can take this feat multiple times.

Reiatsu Inspiration (Soul)

Prerequisites: Charisma 14+

Benefit: You may lend your spiritual strength to another character, which gains a bonus to attack rolls or saving throws equal to half your character level. You may help an additional character every 3 levels. The bonus lasts as long as you stay concentrated.

This feat tree presents enhanced or extraordinary core abilities for your character.

Hollow Within (Soul) *

Prerequisites: Shinigami lv1

Benefit: Your soul's awakening not only released your Zanpakutō but also a darker being that lurks behind your eyes. Whenever you are weakened enough, the creature, the Hollow Within, tries to take control of your actions to wreak havoc to your surroundings.

Whenever you are *disabled*, be it by hp loss, poison or magical effect, you must make a will save against a DC equal to your level+CHA bonus. If you miss the check, you are healed to 33% HP (if you were lower than this) and instantly flies into a *Berserker Frenzy* (See Frenzied berserker PrC for details).

Special : if you have level in the Vizard PrC, you no longer check for frenzy, but can choose to enter it or not.



Hollow Rage (Soul) *

Prerequisites: Hollow Within, Rage

Benefit: You have come more in touch with the darker part of your soul, and can now command its destructive power. Your Rage ability can be turned in a Berserker Frenzy, with all the risks to your surroundings it implies.



Alive (General) *

Benefit: You are one of the few Shinigami to still have a living, breathing body. You gain a great measure of energy and motivation from this. Your action dices are d10 instead of d6.

Special : Your physical body lays dormant while you are in spirit form, which can attract unwanted attention. This is also a very dangerous weakness as your physical death will be your end as surely as your spiritual death.

Diehard [General]

Prerequisite: Constitution 12+

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each round, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, swift actions, or immediate actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal

A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

Soul Companion (General) *

Prerequisites: Shinigami lv1

Benefit: You are extremely well attuned to your Zanpakutō and benefit from this friendship in time of direst needs. Once per game session when all your standard action dices have been expended, your Zanpakutō's spirit might come forward offering support and tactical acumen. You gain a bonus action dice, which doesn't carry over game sessions.

Sealed (Soul) *

Prerequisites: Shinigami lv1, only selectable at 1st level

Benefit: Your Zanpakutō is sealed, mute and inert. In your eyes it is nothing more than a tool of war. Your Zanpakutō damage is appropriate for a weapon of its category and doesn't progress in level. You can't access either Shikai or Bankai special abilities.

Relying on your own inner strength in battle, you earn a 10% XP bonus on all violent encounters. You gain an attribute increase every two levels instead of every four.

Unleashed (Soul) *

Prerequisites: Sealed, 5th level +

Benefit: You have finally come to terms with what was sealing your Zanpakutō's power. You immediately gain the full use of Zanpakutō damage, Shikai and eventually Bankai abilities for a character of your level. You no longer gain an XP bonus.

Hero's Comeback (General) *

Prerequisites: Diehard

Benefit: You never back down, and never give up. Once per game session when all your standard action dices have been expended, You can summon your Reiatsu for some desperate last move. You immediately gain a bonus action dice, which doesn't carry over game sessions.

Buxom (General)

Prerequisites: Female character, Cha 14+

Benefit: You are endowed with an extremely generous physique, which offer you several advantages when confronting men. Your distracting arguments bestow a -2 Ecchi modifier on male characters that have you in their line of sight. Furthermore you gain a +2 Ecchi bonus on all bluff rolls, including feinting in combat. As illustrated below, this feat can be taken multiple times, its effects stack.



Background Feats

This tree presents abilities you learned from experience and that set you apart from the rank and file. Most of these feats are inspired from basic D20 classes defining powers, and are only to be used in the Bleach setting.

Blooded (general)

Benefit: You are battle hardy. You gain +2 hit points per level. This feat applies retroactively. This feat can be taken multiple times.

Seasoned (general) *

Benefit: You are a quick learner. You gain +2 skill points per level. This feat applies retroactively. This feat can be taken multiple times.

Enlightened (general)

Benefit: Your mind is tuned to Kidō. You gain +2 spell points per level. This feat applies retroactively. This feat can be taken multiple times.

Hakudo adept (General)

Prerequisites: attack bonus 4+, improved hand-to-hand fighting

Benefit: You've learned to direct the strength of your spirit not only in your sword, but also in your body. Your unarmed strikes deal Zampakutō damage.

Zanjutsu Master (General)

Prerequisites: Weapon specialization: Zampakutō

Benefit: Your skill with the soul cutter has become truly extraordinary. You add the damage appropriate for your weapon type to your Zampakutō damage.

For example a 10th level Shinigami using a wakisashi-like Zampakutō deals 3d6 damage. This doesn't count as basic Zampakutō damage for determining Shikai and Bankai access.

Kidō artist (General)

Prerequisites: spell penetration, Spellcraft 10+

Benefit: You've learned to direct the strength of your spirit not only in your sword, but also in your spells. Your damage dealing spells get a damage bonus equal to your Zampakutō damage.



Academic Knowledge [General] *

Benefit: You may make a special Academic Knowledge check equal to your level + your intelligence modifier to see whether you know some relevant information about local notable people, legendary items or noteworthy places. You cannot take 10 or 20 on this check, the knowledge is essentially random.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Skill Mastery [General]

Prerequisites: 10th level

Benefit: Select any three skills. When making a check with any of these skills, you may take 10 even if stress or distractions would normally prevent you from doing so.

Special: You may take this ability multiple times, each time gives you additional skills in which this may apply for.

Crippling Strike [General]

Prerequisite: Hide 13 ranks, Move Silently 13 ranks, Sneak Attack

Benefit: An opponent damaged by one of your sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability. This Feat can be taken multiple times.

Sneak Attack [General]

Prerequisite: Hide 4 Ranks, Move Silently 4 Ranks

Benefit: You gain the ability to strike at the vitals when catching your opponent unaware. You deal an extra 1d6 damage per 4 character levels. Whenever your opponent is either flanked or is denied their dexterity bonus to AC. Sneak Attack may be used with ranged attacks, but only if the target is within 30 feet.

Special: This feat may be taken a second time, raising your damage to 1d6 per 2 levels (maximum 10d6 at 20th level).

Rage [General]

Prerequisites: Power Attack, Diehard

Benefit: You can fly into a rage once per day. In a rage, you temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but take a -2 penalty to Armor Class. The increase in Constitution increases your hit points by 2 points per level, but these hit points go away at the end of the rage when your Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma, Dexterity, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Special: You may take this feat multiple times. Each time gives you an additional rage per day.

Greater Rage [General]

Prerequisite: +7 Base Fortitude save, Rage

Benefit: Your bonuses to strength and constitution in rage increase to +6, and your bonus to Will saves increases to +3. Your AC penalty remains at -2.

Mighty Rage [General]

Prerequisites: +12 Base Fortitude save, Rage, Greater Rage

Benefit: Your bonuses to strength and constitution in rage increase to +8, and your bonus to Will saves increases to +4. Your AC penalty remains at -2.



Tireless Rage [General]

Prerequisites: +10 Base Fortitude save, Rage

Benefit: You no longer become fatigued after your rage.

Flurry of Blows (General)

Prerequisites: attack bonus 5+

Benefit: Your character may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -3 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the character might make before her next action. The player must use a full attack action to strike with a flurry of blows.

Greater Flurry of Blows (General)

Prerequisites: Flurry of blows, attack bonus 10+

Benefit: Your flurry of blows ability improves. In addition to the standard single extra attack you get from flurry of blows, you get a second extra attack at your full base attack bonus. All attacks still take a -3 penalty for the round.

Damage Reduction [General]

Prerequisites: +5 Base Fortitude save

Benefit: Gain DR 1/- per 5 character levels.

Special: You may take this feat up to two more times. Choosing this feat a second time grants you DR 1/- per 2 levels, three times grants you DR 1/- per level.

Dedicated Warrior [General] *

Prerequisite: only selectable at 1st Shinigami level

Benefit: You do not gain any spell points or spell progression. Instead, you gain a feat at every even level thereafter. This overrides the existing bonus feat progression for your class.

Slippery Mind [General]

Prerequisites: +7 Base Reflex save

Benefit: If you are affected by an enchantment spell or effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You only get this one extra chance to succeed on your saving throw.

Uncanny Dodge [General]

Benefit: Retain your dexterity bonus (if any) to AC even if caught flat-footed or struck by an invisible opponent. However, the dexterity bonus is still lost if the character is immobilized.

Improved Uncanny Dodge [General]

Prerequisite: Uncanny Dodge

Benefit: You can no longer be flanked. This denies an opponent sneak attack unless that opponent is at least four levels higher than you.



STUFF

To aid in their missions, particularly when said missions involve more than simply dispatching a hollow, Shinigami have a number of unique items to assist them in their duties. In addition, it should be noted that all Shinigami captains and lieutenants have their spiritual energy reduced by about 80% when they enter the human world by use of a spiritual limit, represented by a seal resembling the symbol unique to their division, in order not to cause unnecessary influence while there. In extreme cases where their full power is needed, they can request a limit release.

Gigai

In certain circumstances, a Shinigami will need a way to stay in the human world for long periods of time, interact with the living, and/or recover their powers when the need arises, all of which they can't do in spirit form. Thus, the gigai was developed.

A gigai (義骸 lit. faux body) is an artificial body that allows Shinigami to remain in the human world for an extended period, either due to temporary loss of powers or extended missions. While the body is synthetic, it functions and operates exactly like a natural one, including but not limited to blood flow and the like. Unlike the normal Shinigami body, a gigai is detectable by humans who are not spiritually aware.

Artificial souls

Artificial souls (義魂丸 gikongan), as the name suggests, are souls designed by Shinigami scientists to separate a Shinigami's spirit from a gigai, should they be inhabiting one, or to evict stubborn spirits from their corpses if necessary. When ingested, it forces the soul out of the body and takes control of it, operating in a pre-programmed manner until removed by the Shinigami. It is commonly called Soul Candy, as the Shinigami Women Organization complained that the name gikongan wasn't cute and had it changed. To fit with the more informal name, Soul Candy is contained in PEZ-like dispensers with cartoon characters on top. The souls themselves apparently have personalities to match the cartoon character in question; for example, Rukia's favorite version, Chappy the Rabbit, is a hyperactive character that tries to restrain Ichigo when given control of Rukia's gigai and even speaks in a cutesy baby talk manner.



Modified souls

Because there are far more hollows than Shinigami, the modified soul (mod soul) project was born in an attempt to even the gap. Modified souls (改造魂魄 kaizō konpaku) are artificial souls designed to enhance regular human physiology, making them capable of battling hollows equally. For example, one modsoul may be able to run many times faster than a regular human while another may be many times stronger than normal. Kon, a recurring modsoul, has enhanced leg-strength. The modsouls are condensed into tiny, candy-like orbs and placed into corpses to achieve their function as soldiers to combat hollows. They are also more independent to fit with their purpose.

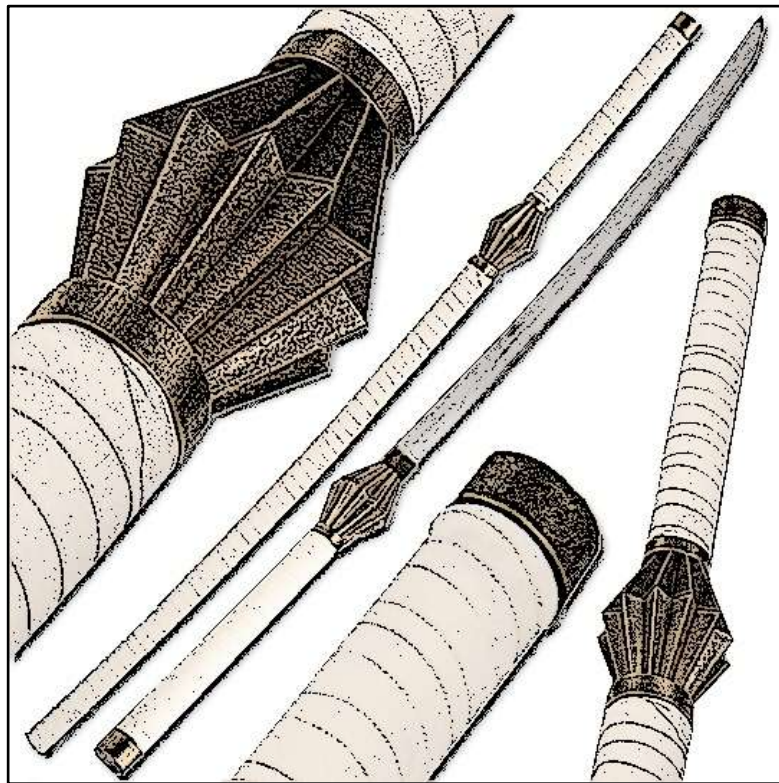
The modsouls were exterminated after the experiment was halted due to ethical reasons, since they were intended to be used to reanimate human corpses to use as weapons against the hollows. Kon was somehow mixed into a batch of regular artificial souls (Soul Candy) and shipped to Kisuke Urahara's shop, where Rukia and Ichigo obtained him and unknowingly let him loose. Despite a standing order to dispose of all modified souls, they kept Kon and placed him into the body of a lion plushy. Rukia and Ichigo use Kon to possess Ichigo's body when his soul is expelled from his body to fight as a Shinigami.

Memory replacement

In some cases, a human witnesses a Shinigami purify a hollow or affect his surroundings in a significant way. To keep the incident a secret, Shinigami perform memory replacement with an item called kikanshinki. In function, it operates almost exactly like the neuralizer in the Men in Black films. When used, a bird's head pops from the top of the device and produces a puff of smoke. The human it is used on is knocked unconscious and wakes up a while later with a new memory. However, the new memory that the human acquires is random and often based on the limits of what they themselves will believe. For example, Ichigo's family merely believed they slept through a truck crashing into their house when it was used on them. Conversely, Orihime Inoue, who has a much more active imagination, believed that her house was attacked by a gun-toting sumo wrestler (a Yakuza gunman in the manga).

Mobile phone

A vital tool for any Shinigami stationed in the real world, this variation on a mobile phone functions both as a regular phone and as a communication line with Soul Society. It receives information about the time and exact location of a hollow's emergence via Global Positioning System (GPS). A Shinigami's kills are also recorded in the phone and can be used as currency (according to the bounty placed on each hollow).



Weapons

Here is a collection of oriental or exotic weapons that lends themselves quite well for Zanpakutō alternate forms.

Name	Damage	Critical	Type	Special	Name	Damage	Critical	Type	Special
Katana (sword)	1d10	19-20 x2	S	1 ½ handed	Sai (forked dagger)	1d4	x2	P	+4 to disarm
Wakisashi (shortsword)	1d6	19-20 x2	S		Chakram (thrown disc)	1d4	x3	S	Range 10m
Tessen (war fan)	1d6	x3	S		Nekode (bladed glove)	1d4	x2	P	Disarm immunity
Nagamaki (greatsword)	2d4	x3	S	2 handed	Naginata (lance)	1d10	x3	S	Reach 3m, 2 handed
Scythe	2d4	X4	S	2 handed	Spiked chain	2d4	x2	P	+2 to disarm, reach 3m 2 handed, trip attack
Great Sword	2d6	x2	S	2 handed	Two-bladed sword	1d8/1d8	19-20 x2	S	Double weapon
War Hammer	1d8	X3	B		Quaterstaff	1d6/1d6	x2	B	Double weapon
Scimitar	1d6	18-20 x2	S		Heavy Flail	1d10	19-20 x2	B	2 handed
Trident	1d8	x2	P		Three-sections staff	1d8	X3	B	Double weapon
Whip	1d4	X2	B	Non-lethal					

PRESTIGE CLASSES

Captain

A Taichō (隊長, Taichō lit. Unit Commander), commonly referred to as Captain, are the leaders of the thirteen divisions (with the special case of the Commander-General). While "captain" is not an accurate translation of the rank, it's appropriate considering the size of the unit they lead. A single Gotei 13 'unit' (隊) is estimated at about 200-500 troops. Viz renders the units as 'companies' rather than 'divisions' because captains lead companies in real life. However, given that each Captain in Bleach leads a major part of a military wing or corps, they could be division commanders or Generals. Most literally, the name simply means 'unit commander', which could be practically any officer rank.

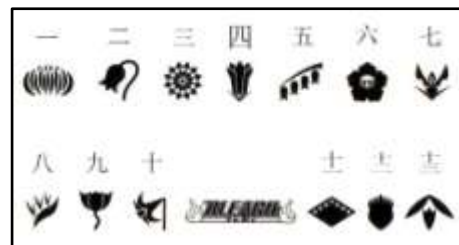
Captains are generally the most respected Shinigami in Soul Society, with the Central 46 Chambers, Demon Art Corps, and special forces leaders possibly being on equal status. With one exception (Kenpachi Zaraki), all captains are able to perform the Bankai of their Zanpakutō and are generally much more powerful than even their lieutenants. Knowing the Bankai gives captains an average of five to ten times the strength of Shinigami who are unable to perform it. They have also extensively trained, if not mastered, their Bankai, allowing them to actually use the enormous power effectively in battle. Most captains are also skilled in the use of Shunpō, Kidō, and generally have excellent knowledge of Shinigami history and battle tactics. All of these factors create a huge power-gap between captains and lower-ranked officers.

Prerequisites:

Feat: Leadership

Completion of one of the following conditions:

- To take the captain proficiency test (隊首, taishu), which requires the ability to perform the Bankai. Presumably, most Shinigami become captains using this method. At least three existing captains, including the Commander-General, have to witness the test.
- To have personal recommendations from at least six captains and approval from at least three of the remaining seven.
- To defeat a captain one-on-one with at least 200 witnesses from the captain's division. Kenpachi Zaraki is the only known captain to have achieved his rank using this method.



Hit Die

d8.

Class Skills

The Captain's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Intimidation (Cha), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level

4 + Int modifier.

Table: The Captain

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zanpakutō Damage	AC Bonus	Kidō Points
1st	+1	+1	+1	+1	Perfect Shikai	+1d6	+0	+2
2nd	+2	+2	+2	+2	Bonus feat	+1d6	+0	+4
3rd	+3	+3	+3	+3	Enduring Release	+1d6	+1	+6
4th	+4	+4	+4	+4	Bonus feat	+2d6	+1	+8
5th	+5	+5	+5	+5	Perfect Bankai	+2d6	+2	+10

Weapon and Armor Proficiency

Captains are proficient with their own Zanpakutō, and all martial weapons.

Captains are *not* proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a Captain loses her AC bonus, as well as her flash step ability (if available).

Zanpakutō Damage

Damage modifier listed is added to base Zanpakutō damage.

Perfect Shikai

Under the training of Sōtaichō Shigekuni Yamamoto-Genryūsai, you have perfected your Shikai. You now have 1.5 times your character level base points for determining Shikai. This also augments your alternate, constant or final release, if any.

Bonus Feat

At second and fourth level, a Captain may select a bonus feat.

Enduring Release

Your Shikai and your Bankai durations expands to two minutes per level per day.

Perfect Bankai

You've reached the apex of Shinigami power and perfection. You now have 3 times your character level base points for determining Bankai.



2nd Division Special Ops

Also called the Secret Mobile Unit/Corps or Covert Ops, the onmitsukidō (隠密機動 onmitsukidō lit. secret tactics, called the Stealth Force in the English dubbed version) has five divisions. The top rank is the Executive Militia (刑軍, keigun), the second is the Patrol Corps (警邏隊, keiratai), and the fifth division is called the Reversal Counter Force or Correctional Force (裏挺隊, riteitai).[9] The other two division names or functions are unknown. There is little information about the operations of the Special Forces.

The Special Forces are currently run by Captain Soifon of the Gotei 13's 2nd Division. She succeeded Yoruichi Shihouin, who departed Soul Society 100 years before the start of the Bleach storyline.

Ranks

The head of the special forces is called commander-in-chief (総司令官, sōshireikan). The leaders of each on the five divisions are ranked as corps commander (軍団長, gundanchō), the real-life equivalent being Lieutenant General. Although it is unknown how other ranks work in the Special Forces, like in Gotei 13, the leader of the forces generally also commands its top division, which is the Executive Militia, but unlike in the Gotei 13, the force commander has several bodyguards.

Uniforms

The Executive Militia uniform, as seen in the manga and anime respectively. Although the general Special Forces uniform appears to be the standard Shinigami uniform, the Executive Militia uniform is different from the Gotei 13. Overall, it resembles a ninja uniform. It has no visible white undergarments and the sash is dark as opposed to white. A headpiece covers the bottom part of the face and sometimes the top, but not the eyes; they wear no sandals, but long tabi boots, and tight bands are on the legs and arms to keep the clothes from moving too much, which both are presumably for silence of movement. In the anime, members of the Executive Militia also wear their head covering on the top, not just the bottom and wear a black sash instead of a white one.

The leader of the militia wears the same uniform, except that the shoulders and back are exposed. The reason for the empty space is the Shunkō (瞬開, Shunkō lit. flash cry) technique, an advanced technique that combines hand to hand combat and Kidō and causes high spiritual pressure to accumulate at the shoulders and back, blasting away the fabric at the shoulders and back.

The Correctional Force uniform is radically different. The soldiers wear a white uniform, a long piece of headgear, and a backpack.



Prerequisites:

Feats: Flash step, Sneak Attack

Skills: Hide 10 ranks

Hit Die

d6.

Class Skills

The Special Op's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Bluff (Cha), Decypher script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Jump (Str), Hide (Dex) (Int), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Search (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level

8 + Int modifier.

Table: The Special Ops

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Kidō Points
1st	+1	+0	+1	+0	Death Attack	+0	+2
2nd	+1	+0	+2	+0	Increased Flash Step	+0	+4
3rd	+2	+1	+3	+1	Improved Sneak Attack	+1	+6
4th	+2	+1	+4	+1	Increased Flash Step	+1	+8
5th	+3	+2	+5	+2	Shunkō	+2	+10

Weapon and Armor Proficiency

Special Ops are proficient with their own Zanpakutō, and all martial weapons.

Special Ops are *not* proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a special ops loses her AC bonus, as well as her flash step ability (if available).

Improved Sneak Attack

Your Sneak attack damage is upgraded to d8.

Death Attack (General)

If the Special ops studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (player's choice). While studying the victim, the character can undertake only movement actions and free actions as his attention stays focused on the target. If the victim of such an attack fails a Fortitude save (DC 10 + the character's class level) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the attacker. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the attacker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the attacker does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Shunkō

Greatest Refinement of the Death Attack of the Special ops, Shunkō has only been used by its last two captains. At the Cost of 20 Kido points, you can cover yourself in a crackling aura that can be used to make a ranged death attack that bypass the 3 rounds study of the victim. Either paralysis or death can be chosen as the attack effect.

After using Shunkō, the character becomes fatigued.



There is currently little information on the Kidō Corps (鬼道衆, kidōshū), except that it takes students from the Shinigami Academy that excel in demon arts and that its operations are executed in absolute secrecy.

The main mission of the Kidō Corps is marshalling the borders of the known spiritual realms, making sure no being or other extraordinary phenomenon enter or leave the dimension of the Soul society uncontrolled. They are also often sent on scouting missions to the new or unknown demiplanes that often pops up in the spiritual void between the realms.

The Kidō Corps is also responsible for opening the senkaimon (穿界門, senkaimon lit. world penetration gate) between the human world and Soul Society.

Prerequisites:

Feat: Kidō artist, Enlightened

Skills: Spellcraft 12 ranks

Hit Die

d4

Class Skills

The Kidō Corp's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decypher script(Int), Jump (Str), Knowledge (Arcana) (Int), Knowledge (Planes), Intimidation (Cha), Lore (all) (Int), Spot (Wis), Swim (Str), Spellcraft (Int), Tumble (Dex), Survival(Wis), and Use magic items (Cha).

Skill Points at Each Additional Level

6 + Int modifier.

Table: The Kidō Corp

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zanpakutō Damage	AC Bonus	Kidō Points
1st	+0	+0	+0	+1	Hanki	-	+0	+5
2nd	+1	+1	+1	+2	Bonus Metamagic feat	-	+0	+10
3rd	+1	+1	+1	+3	Senkaimon	+1d6	+0	+15
4th	+2	+2	+2	+4	Bonus Metamagic feat	+1d6	+0	+20
5th	+2	+2	+2	+5	Gate of Jigoku	+2d6	+1	+25

Weapon and Armor Proficiency

Kidō Corps don't gain any weapon or armor proficiency.

When wearing armor, using a shield, or carrying a medium or heavy load, a Captain loses her AC bonus, as well as her flash step ability (if available).

Zanpakutō Damage

Damage modifier listed is added to base Zanpakutō damage only for calculating Kidō artist bonus damage.

Hanki

This technique nullifies an opponent's supernatural (Kidō, Cero, Elemental Release damage...) attack by hitting them with a perfectly opposite surge of energy. The Kidō Corp must spends 1 spellpoint per d6 of damage or opponent spell points spent he wants to fend off. He must guess the correct amount, or can make a Spellcraft check (DC 10+necessary spell points). If his bid is superior to the attacker's damage dices or spent points, he has successfully nullified the attack.

Senkaimon

Once per day you may create a Gate as per the spell, with a spellcaster level equal to your character level, and the following restrictions. One of the Gate exits must be Soul Society, and the creature you can call through the Gate must be one of its denizens.

Gate of Jigoku

This is one of the most well kept secret from the Kidō Corps. Their long study of the spirit realms have given them power over Hell itself. Once per day, A Kidō Corp can summon the gates of hell (giant doors held by skeletons) which appears and begin to open. A giant, laughing spiritual being with a blade spears the Victim and drags it down into hell. This ability functions as the *Imprisonment* spell.



12th Division Scientist

If you ask one of its members, The Shinigami Research institute only calls to the brightest, unfettered minds. If you ask any other shinigami with half his mind, she'll tell you it's a den of Madlove, Frankenstein and Q -like scientist. Strangely, the two presentations aren't opposed. It's just that a bit too often, the later has to deal with the consequences of the former's failed (or successful) experiments.

Prerequisites:

Feat: Academic Knowledge, Seasoned

Skills: any 3 knowledges at 10 ranks

Hit Die

d4.

Class Skills

The Scientist's class skills (and the key ability for each skill) are Appraise(Int), Decipher script (Int), Bluff (Cha), Sense Motive (Wis), Diplomacy (Cha), Lore (all), Craft (all), Profession(any), Detection, Search, Spellcraft (Int), and Use magic item (Cha)

Skill Points at Each Additional Level

8 + Int modifier.

Table: The Scientist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus
1st	+0	+0	+0	+1	Invention	+0
2nd	+1	+1	+1	+2	Bonus feat	+0
3rd	+1	+1	+1	+3	Forbidden experiments	+0
4th	+2	+2	+2	+4	Bonus feat	+1
5th	+2	+2	+2	+5	Brilliant Analysis	+1

Weapon and Armor Proficiency

Scientists don't gain any weapon or armor proficiency

When wearing armor, using a shield, or carrying a medium or heavy load, a scientist loses her AC bonus, as well as her flash step ability (if available).

Invention

The GP and XP cost for creating magical items is halved for a particular class of items. For all others, it's lowered to ¾ of costs indicated in the DMG.

Bonus Feat

At second and fourth levels, a Scientist may select a bonus feat.

Forbidden Experiments

You have used your knowledge of Shinigami metabolism to step beyond the boundaries of traditional science. You may pick one hollow growth ability per INT bonus point.

Brilliant Analysis

When confronted to an unusual phenomenon or enemy, the Scientist can use her knowledge to protect herself from potential harm. After studying its target for 3 rounds, the scientist can ignore all its direct damage and harmful effects for 1d4+ Int modifiers rounds. While studying the attacker, the Scientist can undertake only movement actions and free actions as his attention stays focused on the target. Once the immunity ends, the Scientist gains a permanent bonus AC and saving throws against this particular phenomenon or individual enemy. Equal to his Scientist level



11th Division Veteran

Amongst the Gotei 13, the 11th Division is the most violent. Its Taisho is one of the most terrifying fighters of the spirit world and his training is merciless. He sometimes singles out a warrior whose spirit, far from being tamed by pain and showing no fear of death, revels in bloodshed and the intoxication of putting one's existence on the line. For those few, Zaraki Kenpachi becomes a model, an inspiration, and its way of fighting, a way of living and dying.

Prerequisites:

+7 base attack bonus

Feat: Dedicated Warrior, Rage

Special: Lost but survived a duel with current 11th division Captain, Zaraki Kenpachi.

Hit Die

d12.

Class Skills

The Veteran's class skills (and the key ability for each skill are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Jump (Str), Heal (Wis), Intimidation (Cha), Perform (Cha), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level

4 + Int modifier.

Table: The Veteran

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zanpakutō Damage	AC Bonus
1st	+1	+1	+0	+0	Legendary Warrior 1/day	+1d6	+0
2nd	+2	+2	+0	+0	Bonus feat	+1d6	+1
3rd	+3	+3	+1	+1	Legendary Warrior 2/day	+2d6	+1
4th	+4	+4	+1	+1	Bonus feat	+2d6	+2
5th	+5	+5	+2	+2	Legendary Warrior 3/day	+3d6	+2

Weapon and Armor Proficiency

Veterans are proficient with their own Zanpakutō, and all martial weapons.

Veterans are *not* proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a Captain loses her AC bonus, as well as her flash step ability (if available).

Zanpakutō Damage

Damage modifier listed is added to base Zanpakutō damage.

Legendary Warrior

Surviving the training of Taisho Zaraki Kenpachi was an epiphany, and has forged you in one of the most terrifying force of war in the Shinigami divisions. Once per day you can lose yourself in the fury of battle raising your Reiatsu to nearly uncontrollable levels. This Frenzy adds a +2 bonus to Strength per Veteran Level, imposes a fixed -4 penalty to AC, and gives the Veteran a single extra attack at their highest Base Attack Bonus. The effects last 3 + Constitution modifier rounds, after which the frenzied berserker is fatigued for 5 rounds.

Bonus Feat

At second and fourth level, a Veteran may select a bonus feat.



Since the tragedy that led Baishin and its lieutenants to their untimely death, some took over the notes he left behind and somewhat perfected its method of training. Referring to themselves as the Ketsugo (lit. United) their school hasn't gained a formal sanction from the gotei13, but even the most traditional minded Captains and 46 central chamber members are willing to turn a blind eye on some of the embarrassment the Ketsugo create, as all grudgingly acknowledge the power that could come as their teachings perfect.

Prerequisites

Feat: Enduring release, Soul companion

Special: 3d6 zanpakuto damage

Hit Die

d12.

Class Skills

The Veteran's class skills (and the key ability for each skill are Appraise (Int), Balance (Dex), Craft (Weapons), Climb (Str), Concentration (Con), Jump (Str), Knowledge (Arcana), Intimidation (Cha), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level

2+ Int modifier.

Table: The Ketsugo

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zanpakutō Damage
1st	+1	+1	+1	+0	Sword Frenzy	+1d6
2nd	+2	+2	+2	+0	Natural armor +2	+1d6
3rd	+3	+3	+3	+1	Reiatsu Drain	+2d6
4th	+4	+4	+4	+1	Natural armor +4	+2d6
5th	+5	+5	+5	+2	Perfect sword Fusion	+3d6

Weapon and Armor Proficiency

Ketsugo are proficient with their own Zanpakutō, and all martial weapons.

Ketsugo are *not* proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a Ketsugo loses her AC bonus, as well as her flash step ability (if available).

Zanpakutō Damage

Damage modifier listed is added to base Zanpakutō damage.

Sword Frenzy

In the First step on the path of Baishin, a Ketsugo learn to enter a state of unstable fusion with his zanpakuto. She gains a considerable boost in speed and stamina, but her mind is consumed by the power of her own blade. If the Ketsugo cannot get out of this state, she turns into a dangerous force that will need to be taken down by force.

Entering sword frenzy is a move action. Once in sword frenzy the Ketsugo gains +1 strength, +1 constitution and +1 natural armor bonus per class level. The aspect of the Ketsugo often change to asomewhat metallic, armored look.

Each round, the Ketsugo receive 1d4 WIS temporary damage. To end the Sword Frenzy the character must succeed a Will save against a DC of his own character level. If the character fails to end the frenzy, she becomes *confused* until reduced to zero hit points or made unconscious. Once the character is healed, she recovers all lost WIS points.

In this state of fusion between spirit and blade, the character gains the Construct type (see below)

Natural Armor

On his path to become one with the blade, the Ketsugo learns to become steel-like. At second level, he gains a +2 natural armor bonus. At fourth level this bonus increase to +4. This bonus stacks with the bonus from the Sword Frenzy. The Ketsugo's skin often takes a slightly metallic sheen, with tints varying from one person to another. Some even develop strange engravings or plates on their bodies.

Reiatsu Drain

The ability to fuel their frenzy at the expense of other's Reiatsu is one of the most ill perceived power of the Ketsugo. Upon reaching the third level, the character gains a special ability damage effect that allows them to fuel a power pool that will feed their frenzy for some time. The ability damage is a touch attack that will transfer 1d6 WIS points from the victim to a special point pool the Ketsugo can use to fuel her frenzy instead of receiving ability damage. Once this pool is exhausted, the Ketsugo loose WIS points as per basic Sword frenzy rule. Points in this pool cannot exceed the Ketsugo's character level, and cannot be stocked for more than one day.

Perfect Sword Fusion

The Ketsugo reach a state of harmonious fusion with his blade, and as his spirit is united, he is granted a special Constant release at full base points. If the character previously had a constant release, this power supersedes it. In this state of balance between spirit and blade, the character permanently gains the Construct type (see below).

Construct Type

Darkvision out to 60 feet.

Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

Not subject to critical hits, nonlethal damage, ability damage (excluding the Sword Frenzy WIS damage), ability drain, fatigue, exhaustion, or energy drain.

Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.



The vizard are the antithesis to the arrancar; they are Shinigami who have obtained hollow powers and whose Shinigami powers remain dominant (although they do have to undergo a process and maintain their dominance over their hollow), while the arrancar are hollows that have obtained Shinigami powers and whose hollow powers remain dominant. Having begun as Shinigami, the vizard appear entirely human. Unlike the arrancar, they do not have holes or partial masks (common traits of transformed hollows) anywhere on their body, though they can produce masks on demand, and they carry zanpakutō like normal Shinigami. When using their hollow powers, a vizard's appearance does not change except for the mask on their face and the color of their eyes, with the whites of their eyes turning black and the irises gold. This process of donning one's hollow mask is referred to as "Hollowification" (虚化, horō-ka).

The existence of Shinigami/hollow hybrids was first hinted fairly early in the manga. When Ichigo Kurosaki was training with Kisuke Urahara, Urahara severed Ichigo's Chain of Fate in order to force him to regain his lost Shinigami power. Ichigo was able to recover his Shinigami powers when his body began the process of turning into a hollow. Ichigo's transformation happened out of sequence, his mask forming first instead of his body breaking apart and reforming, a sign of his resistance. When he emerged as a Shinigami, he was also wearing a hollow's mask, which he broke off. After he arrived in Soul Society, the hollow mask reappeared on him on several occasions, even though he repeatedly discarded it. In the fight against Byakuya Kuchiki, Ichigo's hollow form reformed and his mask started to reform around his face. However, before he completely transformed, Ichigo was able to regain control and tear off the mask once again. Whether this process is uniform for all vizard or merely unique to Ichigo is unclear, though the later symptoms are hinted at being common.

Ichigo later discovers that there are other Shinigami who have acquired hollow powers besides himself. Shinji Hirako, a boy carrying a zanpakutō and a hollow mask, reveals that these renegade Shinigami call themselves the vizard. Shinji tries to convince Ichigo to join their group, saying that only he can teach Ichigo how to control his "hollow within" and keep it from taking over and destroying everything Ichigo cares about. Ichigo initially refuses Shinji's offer, but relents after realizing he can't control his inner hollow on his own. Ichigo insists that he's merely using them to learn how to control his inner hollow.

It is unclear what the motives of the vizard are. It is known, however, that vizard are considered criminals by Soul Society for committing the ultimate taboo of acquiring hollow powers. Hollows would also never accept a vizard, due to their former status as Shinigami. It is because of this that it can be presumed that the only side the vizard are on is their own. Regardless, they seem to be valuable allies-to-be in the battle against Sōsuke Aizen's army of arrancar, as Kisuke Urahara mentioned.

Unlike in Soul Society, where the rank is given accordingly to Shinigami within a division, or in Hueco Mundo, where a number is assigned to each arrancar reflecting their strength, the vizard have not yet revealed a structure based on hierarchy. However, Shinji Hirako does appear to be in some sort of leadership role.

Prerequisites:

Feat: Hollow Inside.

Special: Zanpakutō special ability.

Special: Must have faced and subdued the inner hollow while monitored and instructed by other Vizard.

Hit Die

d12



Class Skills

The Vizard's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level

4 + Int modifier.

Table: The Vizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zanpakutō Damage
1st	+0	+0	+0	+0	Masked Warrior	-
2nd	+1	+1	+1	+1		+1d6
3rd	+2	+2	+2	+2	Bonus feat	+1d6
4th	+3	+3	+3	+3		+1d6
5th	+4	+4	+4	+4	Cero	+2d6

Weapon and Armor Proficiency

Vizards are proficient with their own Zanpakutō, and all martial weapons.

Vizards are *not* proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a Vizard loses her AC bonus, as well as her flash step ability (if available).

Zanpakutō Damage

Damage modifier listed is added to base Zanpakutō damage.

Masked Warrior

When downing his hollow mask (a standard action), the Vizards summon the Hollow Inside to use its power, much like when a Shinigami releasing his Zanpakutō.

While masked, the Vizard benefits from an enhancement bonus to strength, dexterity and constitution equal to twice his class level. The Vizard also gains Fast Healing with a rating equal to his class level.

The Mask can be maintained for one minute per class level per day, and may be spread over multiple uses.

Cero

The Vizard can unleash a condensed burst of energy in a 60-foot line that deals 1d6 damage per character level. Targets may make a reflex save (DC 10+1/2 character level + constitution modifier) for half damage. This ability may be used once every 1d4 rounds.



Even the Dead has laws. Some, either too free-spirited, too curious, or too passionate, crossed one too many and found themselves under sentence from higher authorities. Exiled from the spirit realms, they have found refuge or exile in the human world. While not officially branded as a traitor or a deserter, they are considered as scoundrel and embarrassments to their former allies. Many of them are still serving their former cause from their hidden dwellings, be it by gathering information, subduing the occasional lone enemy, or acting as unofficial diplomats toward other supernatural groups.

Prerequisites:

Shikai special ability

Special: Must have been cast out of Soul society for some reason.

Hit Die

d8.

Class Skills

The Outcast's class skills (and the key ability for each skill) are Appraise, Decipher script, Bluff, Sense Motive, Diplomacy, Lore (any), Craft (any), Profession(any), Detection, Spot, Search, Hide, Move silently, Escape artist, Forgery, Open Lock, Sleight of Hand, Use magic item

Skill Points at Each Additional Level

8 + Int modifier.



Table: The Outcast

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zanpakutō Damage	AC Bonus	Kido Points
1st	+0	+1	+0	+1	Reiatsu Master	-	+0	-
2nd	+1	+2	+1	+2	Bonus feat	-	+0	0
3rd	+1	+3	+1	+3	Reconnection	-	+0	1
4th	+2	+4	+2	+4	Bonus feat	+1d6	+0	3
5th	+3	+5	+3	+5	Secret Power	+1d6	+1	5

Weapon and Armor Proficiency

Outcasts are proficient with their own Zanpakutō, and all martial weapons.

Outcasts are *not* proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, an Outcast loses her AC bonus, as well as her flash step ability (if available).

Zanpakutō Damage

Damage modifier listed is added to base Zanpakutō damage.

Reiatsu Mastery

Trying to find peace, or even simply forgetfulness, from the eyes of the Soul Society is hard. The Outcast's practice has made is ability to sense and hide Reiatsu almost perfect. She gains a +10 competence bonus on all sense motive, Bluff and intimidate Reiatsu checks.

Bonus Feat

At the second and fourth level, an Outcast may select a bonus feat.

Reconnection

Your time among the living and breathing has renewed your resolve and clarified your purpose. You gain the benefit of the Alive feat.

Secret Power

Delving on the fringe of Shinigami society allowed you to discover forbidden or forgotten lore. One of the Kido spell you know, but no higher than 5th level becomes a supernatural ability usable 3 times per day.

Adjuchas (アジュカス, ajūkasu, Spanish for "stone demon") are the medium class of menos in terms of power, and the second stage in the menos evolution. Adjuchas can vary radically in appearance, from bulky humanoids to the jaguar-like form of Grimmjow Jeagerjaques. Unlike the gillians, they are roughly human-sized. They are also much smarter than the gillians and have the power to match. It is likely they could fight evenly with at least a Shinigami lieutenant. They watch over the many gillian-class menos, and in the anime are also capable of controlling them, or at the least those put in charge by Aizen can.

Adjuchas-class menos are much smaller in population compared to the gillian class, due to the rarity of any one hollow being capable of overwhelming the many other hollows that comprise the body of a gillian. Furthermore, the adjuchas must continue to devour hollows, or its mind will be absorbed by the hollows comprising its form and it will revert back into a gillian. The subsequent lack of an individual will also preclude the reverted gillian from becoming an adjucha again.

Prerequisites:

Attack bonus 12+, Cero ability

Special: must have eaten the flesh of an Adjucha Level 1+ or a Hollow level 15+

Hit Die

d12.

Class Skills

The Adjucha's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Intimidation (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level

2 + Int modifier.

Table: The Adjucha

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural weapons Damage	AC Bonus
1st	+1	+1	+1	+1	Devour, Hollow Growth	+1d8	+1
2nd	+2	+2	+2	+2	Bonus Feat	+1d8	+1
3rd	+3	+3	+3	+3	Summon Hollow	+2d8	+2
4th	+4	+4	+4	+4	Bonus Feat	+2d8	+2
5th	+5	+5	+5	+5	Hollow swarm	+3d8	+3

Weapon and Armor Proficiency

An Adjucha isn't proficient with any weapon or armor.

AC Bonus (Ex)

The Adjucha adds her Constitution bonus (if any) to her AC as an armor bonus. In addition, an Adjucha gains a +1 natural bonus to AC at 1st level. This bonus increases by 1 for every three levels thereafter (+2 at 3rd, +3 at 5th level).

Devour

When you consume a fallen opponent, you gain a greater part of its strength. You gain temporary hitpoints equal to its constitution score, and attribute bonus points equal to its character level to dispatch across your own attributes. These bonus persist for one hour per level of the devoured character.

Summon Hollow

Once per day, you may summon a Hollow with no more than half your character level. The Hollow is summoned for one hour per Adjucha class level. The DM has the final say as to the abilities and shape of the summoned creature. The Hollow obeys your every command for the duration of the summon. You cannot gain sustenance from Summoned Hollows.

Hollow Growth

Each level the Adjucha may choose a special ability from the Hollow Growth list (see Hollow class for more information).

Hollow Swarm

This ability acts as the *Elemental Swarm* spell, but summons Hollows instead of elementals.



An Arrancar is a hollow that has removed its mask and gained Shinigami powers. The name Arrancar is a Spanish verb meaning "to remove" or "to rip off," a reference to an arrancar's removal of its hollow mask. In the manga, Arrancar is written using a kanji spelling meaning torn mask (破面, yamen), but is pronounced as the Spanish Arrancar (アランカル, arankaru). Few hollows have the potential to remove their masks normally, and even if they manage it the change is not significant. Sōsuke Aizen is able to artificially create Arrancar with the Orb of Distortion, which also unlocks much more of their potential than a natural transformation would. The process of turning a hollow into an Arrancar is called Shinigamification (死神化, Shinigami-ka).

Arrancar and ordinary hollows differ in two ways: the location of their holes and the near-total disappearance of their masks. When hollows become Arrancar, the chances of them retaining a humanoid form increase with their intelligence; only vasto lorde-class Arrancar will definitely assume a humanoid form. If powerful enough, an Arrancar can seal his or her excess power into the form of a Zanpakutō. Unlike with Shinigami, this Zanpakutō is simply the hollow's true form sealed into a sword. Therefore, an arrancar's release of their Zanpakutō is merely a temporary restoration of their former selves. An Arrancar release is called Resurrección (帰刃 (レス レシ オン), resurekushion, Japanese for "returning blade," Spanish for "resurrection"). Arrancar do not have a known second release.

Those Arrancar under Aizen's command also have a standard theme for their clothing. Their uniforms consist of a white jacket, black sash, white hakama, and black socks with white sandals; in essence, the uniforms are basically inverted Shinigami uniforms.

The *Números* (数字持ち (ヌメロス), Numerosu, Japanese for "number holders," and Spanish for "numbers") are the combat specialists. They are assigned a two digit number at birth from 11 to 99 to indicate their age (Número 11 is the oldest, Número 99 is the youngest). The basic Número uniform consists of a white-collared jacket and robes held with a black sash. However, the uniform is customizable, giving each Número a sense of individuality. The fighting ability of Números is thought to be superior to all other Arrancar, except for the Espada (current and former).

The *Fracción* (従属官 (フション), Furashion, Japanese for "subordinate officers," Spanish for "fraction") are a subsection of the Números that directly serve a specific Espada. The number of Fracción for any given Espada varies: Stark and Nnoitra Jiruga would seem to have just one, while Szayel Aporro Granz has at least a dozen.

The *Privaron Espada* (十刃 落ち (プリバロン・エスパード), Puribaron Esupāda, Japanese for "ten fallen blades," Spanish for "deprived") are former Espada who have officially lost their rank and are assigned a three-digit number. Being former Espada, they are far stronger than the normal Números. They reside in Tres Cifras, which translates literally from Spanish as "three digits". As mentioned by Dordonii, these former "naturally created" Espada were rendered obsolete after Aizen began artificially creating Arrancar to meet his own standards.

The *Exequias* (葬 討 部隊 (エクセキアス), Ekusekiasu, Japanese for "funerary attacking force," Spanish for "funeral") are Arrancar that are part of the execution division, apparently charged with termination of intruders and rebels. They are the equivalent of the Soul Society's Onmitsukidō.

Prerequisites:

Attack bonus 12+, Cero ability

Special : Must have had his mask removed either by exposition to the Orb of Distortion, or by his own free will after having feasted on the flesh of a Vasto Lorde (Adjucha Level 5, Hollow Level 18+ or Arrancar Level 1+)

Hit Die

d10.

Class Skills

The Arrancar class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Intimidation (Cha), Jump (Str), Knowledge (Hueco Mundo) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level

4 + Int modifier.

Table: The Arrancar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zanpakutō Damage
1st	+1	+1	+1	+0	Resurrección	+1d8
2nd	+2	+2	+2	+0		+1d8
3rd	+3	+3	+3	+1	Bala	+1d8
4th	+4	+4	+4	+1		+1d8
5th	+5	+5	+5	+2	Garganta	+2d8

Weapon and Armor Proficiency

Arrancar are proficient with their own Zanpakutō, and all simple weapons.

Arrancar are *not* proficient with any armor or shields.

Zanpakutō Damage

Damage modifier listed is added to Hollow natural weapons damage for determining total Zanpakutō damage.

Resurrección

The Hollow powers acquired via the Hollow Growth ability are sealed in an Arrancar's Zanpakutō. As such, when gaining its first Arrancar level, the player may choose to review and transform the Hollow Growth progression of the character completely.

When Releasing his true Hollow form (a standard action), an Arrancar gains an immense boost to its Hollow powers. During Resurrección, the Arrancar benefits from an enhancement bonus to strength, dexterity and constitution equal to twice his class level. An Arrancar also determine an Alternate or a Final release (without having to select the corresponding feat). Release points are equal to the character's total levels, and the powers are determined as per a Shinigami.

An Arrancar's Resurrección lasts for one minute per class level per day. Its total time may be spread amongst as many uses as needed.

Bala

An Arrancar can release a rapid volley of energy blasts. In game terms he can convert his natural weapons attacks to ranged attacks up to one time per Arrancar level per day. The maximum range is character level in yards.



Garganta

Once per day you may create a Gate as per the spell, with a spellcaster level equal to your character level, and the following restrictions. One of the Gate exits must be the Hueco Mundo, and the creature you can call through the Gate must be one of its denizens.

The Espada (十刃 Esupāda, Japanese for "ten blades," Spanish for "sword") are the top-ranked arrancar in Aizen's army. The Espada at the time of the group's introduction consists of nine males and one female. Each Espada member is chosen for their superior combat ability and then assigned a number from 1 to 10 that indicates their rank and relative power level, which is tattooed somewhere on their body (Grimmjow's is on his lower back, for instance). The Espada are given control over the Números and are regarded as the strongest arrancar in existence. Similar to the power gap between captains and lieutenants in the Gotei 13, the strength of the Espada far surpasses that of the average Número. As Aaroniero Arruruerie notes, all of the Espada except him were at least adjuchas-class menos before becoming arrancar.

Prerequisites:

Resurrección special ability

Special: must have defeated another Espada or have been chosen at the destruction of one.

Hit Die

d10.

Class Skills

The Espada's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level

6 + Int modifier.



Table: The Espada

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+1	Gran rey Cero
2nd	+2	+2	+2	+2	Bonus feat
3rd	+3	+3	+3	+3	undisclosed
4th	+4	+4	+4	+4	Bonus feat
5th	+5	+5	+5	+5	undisclosed

Weapon and Armor Proficiency

Espada are proficient with their own Zanpakutō, and all martial weapons.

Espada are *not* proficient with any armor or shields.

Gran Rey Cero

Once per day, an Espada may summon a devastating cero blast, both *empowered* and *maximized*, as a full round action.

Bonus Feat

At second and fourth level, an Espada may select a bonus feat.

Undisclosed

The ultimate powers of the top-ranking Espada are unknown at this time.

CHARACTERS

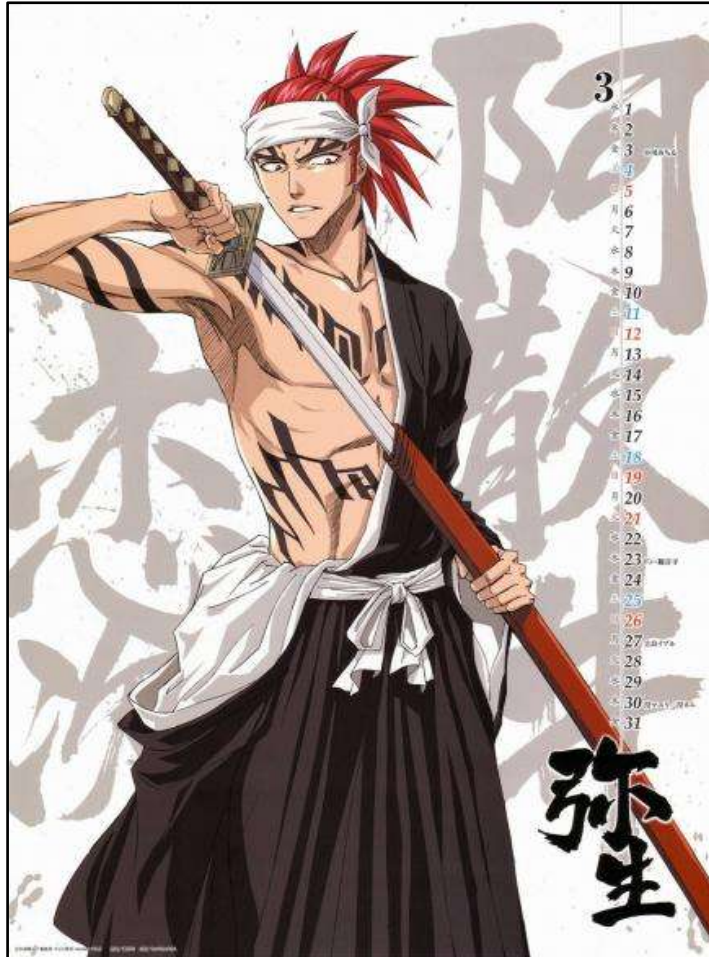
Heroes

Abarai Renji

Level 12 Shinigami

	Value	Bonus
STR	18	+4
DEX	14	+2
CON	18	+4
INT	12	+1
WIS	11	0
CHA	14	+2

	Value
HP	192
AC	14
DR	4/-
Fortitude	12
Reflex	10
Will	8
Initiative	+2
Attack Bonus	+13
	+8
Damage	3d6+4



Shikai	Zabimaru 14pts
	Alternate Zanpakutō form (Spiked chain), Improved initiative, Defending, Dancing, +5 enhancement bonus
Bankai	Hihio Zabimaru 28 pts
	7th level astral construct (160HP, AC 27, Attack 2 slam +20/ 1d8°12, DR 10, Improved bull rush, fly, Trample)
Sacrifice	Higa Zekkō 14pts
	+10d6+4 ranged piercing damage, 6 yards diameter burst

Skills	Score
Jump	
Balance	
Tumble	
Spot	
Listen	

Feats	
Flash step	Endurance
Quick Release	Diehard
Soul Companion	Damage reduction x2
Sacrifice Release	Blooded

Kido: 31. Shot of Red Fire (*shakkahō*)

Quote:

Comments:

Kurosaki Ichigo

Level 12 Shinigami, Level 2 Vizard

	Value	Bonus
STR	19	+4
DEX	14	+2
CON	16	+3
INT	12	+1
WIS	10	0
CHA	14	+2

	Value
HP	186
AC	16
DR	7/-
Fortitude	12
Reflex	11
Will	9
Initiative	+2
Attack Bonus	+14
	+9
Damage	6d6
	+6



Constant	Zangetsu 8 pts
	Bonus feats: Alternate Zanpakutō form (Greatsword), Blooded, Damage reduction, +2 enhancement bonus Greatsword
Bankai	Tensa Zangetsu 32 pts
	Blooded x2, Damage reduction x2, Flurry of blows, Greater flurry of Blows, Flash step decoy, Flash step Evasion, Improved Flash step Evasion, +6 Defending Speed katana.
Alternate	Getsuga Tensho 8 pts
	+6d6 ranged Force damage
Masked Warrior	+4 STR,DEX and CON, Fast Healing 2

Skills (115)	Score
Jump	
Balance	
Tumble	12
Intimidate	
Sense Motive	
Kn: Real World	
Detection	

Feats	
Dedicated Warrior	Flash Step
Constant Release	Soul companion
Hollow Within	Damage Reduction
Endurance	Hero's Comeback
Die Hard	Alive
Alternate Release	Reiatsu Burst
Zanjutsu Master	-

Kido:

Quote:

Comments:

Ikkaku Madarame

Level 12 Shinigami, Level 1 Veteran

	Value	Bonus
STR	16	+3(+5)
DEX	16	+3(+2)
CON	16	+3(+5)
INT	14	+2
WIS	12	+1
CHA	10	0

	Value
HP	173 (186)
AC	17
DR	-
Fortitude	13
Reflex	13
Will	11 (13)
Initiative	+3
Attack Bonus	+10
	+5
Damage	4d6
	+3



Shikai	Hōzukimaru 13 pts
	Alternate Zanpakutō form (Naginata), Alternate Zanpakutō form (Three section staff), +5 Speed
Bankai	Ryūmon Hōzukimaru 26pts
	Alternate Zanpakutō form (Double Axe), +9 Keen Wounding Speed Double Axe, Greater Rage, Mighty rage, Blooded x2, Damage reduction x2
Legendary warrior	+2 STR, -4 AC, bonus attack

Skills	Score
Jump	
Balance	
Tumble	
Sense Motive	
Listen	
Bluff	

Feats	
Dedicated Warrior	Rage
Weapon Focus (Zanpakutō)	Two weapons defense
Weapon specialization (Zanpakutō)	Endurance
Two-weapon Fighting	Diehard
Improved Two-weapon Fighting	Blooded
Power Attack	-

Kido: none

Quote:

Comments:

Kuchiki Rukia

Level 9 Shinigami

	Value	Bonus
STR	12	+2
DEX	18	+4
CON	14	+2
INT	16	+3
WIS	16	+3
CHA	15	+2

	Value
HP	90
AC	18
DR	-
Fortitude	8
Reflex	10
Will	9
Initiative	+8
Attack Bonus	+8
	+3
Damage	2d6
	+2



Shikai	Sode no Shirayuki : some no mai, tsukishiro 12 pts
	+9d6 cold 2m diameter cylinder
Variable	Sode no Shirayuki : tsugi no mai, hakuren 9+3pts
	+11d6 ranged cold damage
Variable	Sode no Shirayuki : san no mai, shirafune 9+3pts
	+9d6 cold 2m diameter emanation

Skills	Score
Jump	
Balance	
Tumble	14
Spot	
Listen	

Feats	
Bardic knowledge	Improved initiative
Weapon Finesse	Expanded release
Flash step	Variable Release release x2

Kido:

Quote:

Comments:

Matsumoto Rangiku

Level 10 Shinigami

	Value	Bonus
STR	10	+2
DEX	18	+4
CON	16	+3
INT	14	+2
WIS	12	+1
CHA	16	+3

	Value
HP	110
AC	17
DR	-
Fortitude	10
Reflex	11
Will	8
Initiative	+4
Attack Bonus	+7
	+2
Damage	3d6



Shikai	Haineko 13pts
	+7d6 Brilliant energy ranged fire damage
Bankai	

Skills	Score
Diplomacy	
Balance	
Tumble	
Sense Motive	
Listen	

Feats	
Buxom x2	
Seasoned	
Weapon Finesse	
Flash step	
Improved Feint	

Kido:

Quote:

Comments:

Orihime Inoue

Cleric Lv 12

	Value	Bonus
STR	10	0
DEX	16	+3
CON	12	+1
INT	14	+2
WIS	16	+3
CHA	16	+3

	Value
HP	108
AC	13
DR	-
Fortitude	
Reflex	
Will	
Initiative	+3
Attack Bonus	
Damage	1d3



Skills	Score
Tumble	
Balance	
Jump	
Spellcraft	
Move silently	
Bluff	

Feats	Other
Alive	
Buxom	
Enlightened	
Eschew Material	

Kido: see priest spell list. Most notable spell used:

Santen Kesshun (三天結盾, lit. Three Sacred Links Shield): Spells from the Protection Domain

Sōten Kisshun (双天帰盾, lit. Twin Sacred Return Shield): Spells from the Healing Domain

Koten Zanshun (孤天斬盾, lit. Solitary Sacred Cutting Shield): Spells from the War Domain

Quote:

Comments: Quick and dirty but fully functional adaptation. Only special rule : Cleric's Turn undead ability is replaced by Kido corps Hanki technique. Shun Shun Rikka is considered as Orihime's divine focus.

Zaraki Kenpachi

Level 12 Shinigami Level 5 Veteran Level 1 Captain

	Value	Bonus
STR	20	+5 (+14)
DEX	12	+1 (0)
CON	18	+4 (+8)
INT	12	+1
WIS	10	0
CHA	14	+3

	Value
HP	308 (380)
AC	14 (17)
DR	9/- (18/-)
Fortitude	17
Reflex	11
Will	10 (14)
Initiative	+1 (0)
Attack Bonus	+20 (29)
	+15 (24)
	+10 (19)
Damage	6d6
	+7 (+21)



Constant	15 pts
+5 Keen katana. +7 armor bonus to AC., Damage Reduction	
Legendary Warrior	+10 STR, -4 AC, bonus attack

Skills	Score
Jump	
Balance	
Tumble	
Intimidate	
Spot	
Listen	
Survival	

Feats	
Dedicated Warrior	Blooded x2
Leadership	Damage reduction x2
Diehard	Rage
Weapon Focus(Zanpakutō)	Greater Rage
Weapon Specialization(Zanpakutō)	Mighty Rage
Power attack	

Special: Kenpachi's Eye patch suppresses all the benefits from it's constant release and suppresses his rage ability.

Kido: none

Quote:

Comments:

Hitsugaya Toshiro

Level 12 Shinigami, Level 1 Captain

	Value	Bonus
STR	16	+3
DEX	16	+3
CON	16	+3
INT	14	+2
WIS	14	+2
CHA	15	+2

	Value
HP	143
AC	17
DR	-
Fortitude	12
Reflex	12
Will	11
Initiative	+7
Attack Bonus	+13
	+8
Damage	4d6+3



Shikai	Hyōrinmaru 30 pts
	+16d6, 24 yards cone of cold, Spell penetration
Bankai	Daiguren Hyōrinmaru : Sennen hyōrō 40 pts
	Mass Hold Monster, Damage reduction x2
Alternate	Daiguren Hyōrinmaru : Ryūsenka 15 pts
	+7 Vorpall Defending Icy burst Katana

Skills	Score
Jump	
Balance	
Tumble	
Sense Motive	
Intimidate	
Kn: Arcana	
Spot	

Feats	
Soul companion	Improved initiative
Dodge	Expanded release x5
Mobility	Flash step
Spring Attack	Leadership
Alternate release	-

Kido:

Quote:

Comments:

Kuchiki Byakuya

Level 12 Shinigami, Level 4 Captain

	Value	Bonus
STR	14	+2
DEX	20	+5
CON	12	+1
INT	16	+3
WIS	14	+2
CHA	12	+1

	Value
HP	176
AC	19
DR	-
Fortitude	13
Reflex	18
Will	15
Initiative	+5
Attack Bonus	+20
	+15
	+10
Damage	4d6
	+2



Shikai	Senbonzakura 24 pts
	+15d6 Brilliant energy, Ranged slashing damage, +10 deflection bonus to AC
Bankai	Senbonzakura Kageyoshi 34 pts
	+20d6 12 yards Diameter Burst Positive energy damage, +4 deflection bonus to AC
Sacrifice	Shūkei: Hakuteiken 24 pts
	Zanjutsu Master, Reiatsu Focus, +20 Holy katana

Skills	Score
Spot	
Listen	
Jump	
Balance	
Tumble	
Intimidate	
Sense Motive	

Feats	
Weapon Finesse	Leadership
Dodge	Sacrifice Release
Mobility	Flash step
Spring Attack	Flash step decoy
Academic Knowledge	Flash step Defense
Weapon focus (Zanpakutō)	Flash step evasion

Kido:

Quote:

Comments:

Soifon

Shinigami Level 8, Special Corp level 5

	Value	Bonus
STR	12	+1
DEX	20	+5
CON	16	+3
INT	15	+2
WIS	10	0
CHA	14	+2

	Value
HP	133
AC	18
DR	-
Fortitude	11
Reflex	16
Will	8
Initiative	+11
Attack Bonus	+14
	+9
Damage	2d6+1



Shikai	Suzumebachi 13pts
	Punching dagger +6 enhancement bonus, Vorpal (sort of), Flurry of blows
Bankai	unknown

Skills	Score
Tumble	
Balance	
Jump	
Hide	
Move silently	
Bluff	

Feats	Other
Flash step	Increased Flash Step
Flash step Evasion	
Flash step Decoy	
Weapon finesse	
Improved initiative	
Sneak attack x2	

Kido:

Quote:

Comments:

Urahara Kisuke

Shinigami Level 8, Scientist level 5, Kido Corp level 1

	Value	Bonus
STR		
DEX		
CON		
INT		
WIS		
CHA		

	Value
HP	
AC	
DR	
Fortitude	
Reflex	
Will	
Initiative	
Attack Bonus	
Damage	



Shikai	Nake ,Benehime
Alternate	Okiro, Benehime
Bankai	<i>unknown</i>

Skills	Score
Tumble	
Balance	
Jump	
Spellcraft	
Move silently	
Bluff	

Feats	Other
Flash step	Bardic Knowledge
Skill mastery	
Alternate release	
Kido artist	
Enlightened	
Seasoned	

Kido:

Quote: Yare yare

Comments:

Shihōin Yoruichi

Shinigami Level 12, Kido Corp level 1 Special Op level 5

	Value	Bonus
STR		
DEX		
CON		
INT		
WIS		
CHA		

	Value
HP	
AC	
DR	
Fortitude	
Reflex	
Will	
Initiative	
Attack Bonus	
Damage	



Shikai	unknown
Bankai	unknown

Skills	Score
Tumble	
Balance	
Jump	
Spellcraft	
Move silently	
Bluff	

Feats	Other
Flash step	Improved Flash step evasion
Increased flash step	Sneak attack
Flash step decoy	Kido Artist
Flash step defense	Skill mastery
Flash step invisibility	
Flash step evasion	

Kido:

Quote:

Comments:

Sado Yasutora

Hollow Level 12, Level 1 Arrancar

	Value	Bonus
STR	23	+6 (+8)
DEX	12	+1
CON	20	+5
INT	12	+1
WIS	12	+1
CHA	12	+1

	Value
HP	245
AC	16 (19)
DR	6/-
Fortitude	10
Reflex	10
Will	6
Initiative	+1
Attack Bonus	+19 (+21)
	+14 (+16)
	+9 (+11)
Damage	5d8



Hollow growth	
	Increased Natural Armorx3, Increased Strengthx2, Increased Constitutionx2, Spell resistance x2
Resurrección	Brazo derecho del Gigante y Brazo izquierdo del diablo
	+2STR, DEX and CON

Skills	Score
Tumble	
Balance	
Jump	
Spellcraft	
Move silently	
Bluff	

Feats	Other
Sealed	
Damage resistance x2	
Blooded	
Unleashed	
Alive	

Kido:

Quote:

Comments: Quick and dirty, but functional adaptation. Only special rule: Cero ability is called « Muerte » and adds to hand-to-hand damage for 18d8 total.

Ishida Uryū

Quincy Level 12

	Value	Bonus
STR	10	0
DEX	22	+5
CON	14	+2
INT	17	+3
WIS	14	+2
CHA	12	+1

	Value
HP	120
AC	19
DR	-
Fortitude	10
Reflex	13
Will	10
Initiative	+5
Attack Bonus	
Damage	3d6



Shikai	Seele Schneider 12 points
	Alternate Zampakutō form (Longsword), +5 Brilliant energy Longsword
Bankai	Sprenger 24 pts
	+15d6 6yards Burst Force damage

Skills	Score
Tumble	
Balance	
Jump	
Spellcraft	
Move silently	
Craft : Tailoring	

Feats	Other
Alive	Bardic Knowledge
Alternate Zampakutō form (special : bow)	Reiatsu focus
Point blank shot	Improved initiative
Rapid shot	
Many shot	
Flash step	

Kido: Eizein, Gritz, Volcore, Ransōtengai

Quote:

Comments: quick and dirty, but functional adaptation. Only special rule is the Quincy class use a bow as alternate Zampakutō form and default damage type is ranged.

Grimmjow Jeagerjaques

Level 12 Hollow, Level 2 Adjucha, Level 4 Arrancar, Level 1 Espada

	Value	Bonus
STR		
DEX		
CON		
INT		
WIS		
CHA		

	Value
HP	
AC	
DR	
Fortitude	
Reflex	
Will	
Initiative	
Attack Bonus	
Damage	5d8



Hollow Growth	
Resurrección	Pantera
	+8 STR, DEX and CON
Alternate	Desgarrón 9 pts
	+8d6 ranged damage

Skills	Score
Jump	
Balance	
Tumble	
Spot	
Listen	
Intimidate	

Feats	
Rage	Power attack
Flash step	Diehard
Flash step Evasion	Damage reduction

Quote:

Sōsuke Aizen

Shinigami Level 12 Captain Level 5, Outcast level 5

	Value	Bonus
STR	18	+4
DEX	18	+4
CON	18	+4
INT	20	+5
WIS	18	+4
CHA	18	+4

	Value
HP	264
AC	23
DR	22/-
Fortitude	22
Reflex	20
Will	22
Initiative	+8
Attack Bonus	+23
	+18
	+13
	+8
Damage	6d6



Shikai	kyōka suigetsu : kudakero 39 pts
	Greater Shadow Evocation, Quickened
Bankai	Unknown78 pts

Skills	Score
Tumble	
Balance	
Jump	
Hide	
Move silently	
Bluff	

Feats	Other
Leadership	Bardic Knowledge
Enlightened	Improved initiative
Seasoned	Epic spellcasting
Shrouded Reiatsu	Improved Metamagic
Damage Reduction x3	
Flash step	

Kido: all known, plus a few others.

Quote:

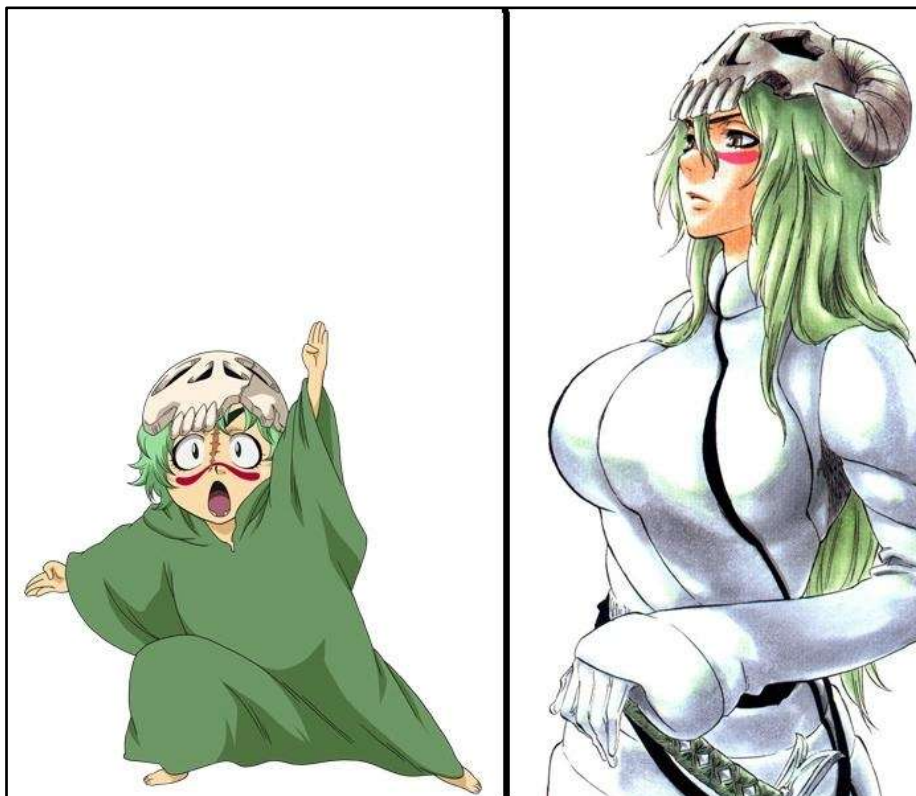
Comments:

Neliel Tu Oderschvank

Level 12 Hollow, Level 3 Arrancar, Level 3 Espada, Level 1 Outcast

	Value	Bonus
STR		
DEX		
CON		
INT		
WIS		
CHA		

	Value
HP	
AC	
DR	
Fortitude	
Reflex	
Will	
Initiative	
Attack Bonus	
Damage	



Hollow Growth	
	Extra limbs x2 (legs), Cero, Spell-like : <i>Spell turning</i> , Spell like: <i>Cure serious wounds</i>
Resurrección	Gamuza
	+6 STR, DEX and CON
Alternate	Lanzador Verde
	Alternate Zanpakutō form (Heavy Lance) +8d6 Damage (doubled if mounted... or has four legs)

Skills	Score
Jump	
Balance	
Tumble	
Spot	
Listen	
Bluff	

Feats	
Buxom	
Shrouded Reiatsu	

Quote:

Comments :

Grand Fisher

Level 10 Hollow, Level 1 Arrancar

	Value	Bonus
STR		
DEX		
CON		
INT		
WIS		
CHA		

	Value
HP	
AC	
Fortitude	
Reflex	
Will	
Initiative	
Attack Bonus	
Damage	



Hollow Growth	
	Spell-like ability : Metamorphosis
Resurrección	(name unknown) +2 STR, DEX and CON

Skills	Score
Jump	
Balance	
Tumble	
Spot	
Listen	
Intimidate	

Feats	

Quote:

Menos Grande

Level 10 Hollow

	Value	Bonus
STR	28	+9
DEX	10	0
CON	24	+7
INT	10	0
WIS	12	+1
CHA	12	+1

	Value
HP	230
AC	18
DR	10/-
Fortitude	
Reflex	
Will	
Initiative	0
Attack Bonus	+19
	+14
Damage	3d8+9



Hollow Growth	
Huge size x3, Cero (10d6), Increased natural armor x3, Trample	

Skills	Score
Jump	
Balance	
Tumble	
Spot	
Listen	
Intimidate	

Feats	
Leadership	
Damage Reduction x3	
Blooded x2	

Quote:

NPC TEMPLATE

NAME

Class and Level

	Value	Bonus
STR		
DEX		
CON		
INT		
WIS		
CHA		

	Value
HP	
AC	
Fortitude	
Reflex	
Will	
Initiative	
Attack Bonus	
Damage	

Special	

Skills	Score

Feats	Other

Quote:

CREDITS

Tite Kubo

Into the Void and the Giants in the Playground Homebrew forum posters

La Guilde des Brumes et les joueurs-testeurs

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