

Classes of the Soul



Black Flame Studios

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The classes presented in here each tap into the magic energy flowing through their soul and coursing through their veins rather than the arcane magic that is commonly studied and practiced throughout the world. Soul Magic is powerful, yet comes at a hefty cost: a user of Soul Magic is constantly tearing their spirit apart in order to use their powers and thus needs to take extreme care when he is using his spells and abilities due to the limited energy a soul carries within it.

There are three classes that specialize in these abilities, though any spellcaster can learn the art of Soul Magic. The classes are as follows.

Seishin Senshi (Spirit Warrior): A user of harsh techniques that punish both his body and soul to perform, however through rigorous training these techniques can be used more than once with not as much ill effect.

Seishin Suringā (Spirit Slinger): A practitioner of ranged combat with a firearm made entirely of the soul's reservoir. The bullets fired by the Seishin Suringā are deadly, and can be charged for devastating power.

Seishin Mahoutsukai (Spirit Caster): A caster of spells drawn specifically from their soul itself. Though casting their magic does not tear their soul to shreds, their enhancements they can attach to their spells do.

Contents

Seishin Senshi.....	5
Soul Powers	9
Seishin Suringā	12
Trained Blasts	14
Seishin Mahoutsukai	16
Feats.....	21
Expanded Inner Pool	21
Extra Soul Power	21
Amateur Seishin Senshi	21
Expanded Spirit Pool	21
Extra Spirit Discovery	22
Amateur Seishin Suringā.....	22
Expanded Spirit Reservoir	22
Extra Spell Altercation.....	22
Amateur Seishin Mahoutsukai.....	22
Spirit Magic with Other Spellcasters	23
Sorcerer Bloodlines	24
Nue Bloodline	24
Satori Bloodline	25

Seishin Senshi

Born in the eastern lands, the Seishin Senshi perform complex maneuvers and attacks by using their Inner Pool, tearing themselves and enemies asunder spiritually in order to dominate the battlefield. The practice of becoming a Seishin Senshi is very controversial and not many understand the draw to the suicidal arts.

Alignment: Any non-neutral (Lawful Good/Evil or Chaotic Good/Evil)

Hit Die: d10

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class skills

The Seishin Senshi's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Inner Pool, Ignited Will, Soul Overflow
2nd	+2	+3	+0	+3	Soul Power
3rd	+3	+3	+1	+3	Intake Spirits
4th	+4	+4	+1	+4	Soul Power
5th	+5	+4	+1	+4	Holding Us Back!
6th	+6/+1	+5	+2	+5	Soul Power
7th	+7/+2	+5	+2	+5	Imitation Orisons
8th	+8/+3	+6	+2	+6	Soul Power
9th	+9/+4	+6	+3	+6	Weakling Punt
10th	+10/+5	+7	+3	+7	Soul Power
11th	+11/+6/+1	+7	+3	+7	Improved Intake Spirits
12th	+12/+7/+2	+8	+4	+8	Soul Power
13th	+13/+8/+3	+8	+4	+8	Deliver Memo
14th	+14/+9/+4	+9	+4	+9	Soul Power
15th	+15/+10/+5	+9	+5	+9	Fortress of Souls
16th	+16/+11/+6/+1	+10	+5	+10	Soul Power
17th	+17/+12/+7/+2	+10	+5	+10	Anchored Spirit
18th	+18/+13/+8/+3	+11	+6	+11	Soul Power
19th	+19/+14/+9/+4	+11	+6	+11	Together we Strike
20th	+20/+15/+10/+5	+12	+6	+12	Incarnated Soul, Soul Power

Class Features

The following are the class features of the Seishin Senshi.

Weapon and Armor Proficiency

A Seishin Senshi is proficient with all simple and martial weapons, and all types of armor and shields (except for Tower Shields).

Inner Pool

At 1st level, the Seishin Senshi gains a pool of their inner spirit that they can use to enhance their capabilities in combat. This pool has a number of points in it equal to 3 + his class level + his wisdom modifier (minimum of 5). Spending points from this pool is a swift action unless otherwise stated.

He can use this pool to do the following actions below (these abilities cost 1 point from his Inner Pool):

Energy Blade: Gain +1d4 of a single energy type to weapon attacks for a number of rounds equal to his Seishin Senshi level. This does not stack with weapon special abilities that deal the same type of elemental damage as the one chosen. This elemental damage increases to 1d6 at 5th level.

Spirited Heels: Gain a +10 morale bonus to his move speeds (this affects other move speeds than just land speed).

Insightful Dodge: Gain +1 dodge bonus to AC, and gain an additional +1 per additional points spent on this (to a maximum of +5 Dodge AC).

Critically Acclaimed: Gain a +2 to any one Charisma based skill for a number of rounds equal to half your Seishin Senshi level.

Ignited Will

Gain Iron Will as a bonus feat at 1st level.

Soul Overflow

Due to their training specializing them in accessing all points of their inner spirit, the Seishin Senshi can damage his Constitution in order to buff himself. Dealing 1 Con damage to themselves allows them to use their abilities. Bringing themselves to 0 Con this way does not kill them, however they fall unconscious for 8 hours, and must recover all of their Constitution damage suffered this way before using Soul Overflow again. If they are hit with an ability which would deal Constitution damage or drain that isn't Soul Overflow and it brings them to 0, they still die as per the normal rules.

Soul Power

At 2nd level and every even level thereafter the Seishin Senshi gains abilities that allow him to use his soul in different ways. He selects one of the abilities listed below and can use his inner pool for these abilities. Abilities with saving throws use (DC 10 + 1/2 Seishin Senshi level + Wisdom modifier). See the Soul Powers on page 7.

Intake Spirits

At 3rd level, the Seishin Senshi can absorb the life of willing allies in order to fuel his own energy. Their life spent can be used to regain HP or Inner Pool, but not both. If HP is recovered beyond its maximum, the rest are gained as temporary HP. Allies without a life force or soul cannot be selected for this. Ghosts, haunts, and creatures that are nothing but souls take additional (50% more) damage.

Holding Us Back!

At 5th level, if any of his allies are at half or below half hit points, and they are within 15 ft. of the Seishin, they gain a +2 insight bonus to AC, and +5 insight bonus to their movement speed(s).

Imitation Orisons

At 7th level, the Seishin Senshi gains access four 0th level divine spells, and can cast them indefinitely. These divine spells are cast at a -3 Caster Level.

Weakling Punt

At 9th level once per round the Seishin Senshi can punt a creature half his level or lower, and at least one size category smaller. If a successful melee attack is made against the weakling, this creature is a ranged attack that deals 2d8 bludgeoning damage (for small creatures) + the Seishin Senshi's wisdom modifier. This ranged attack has a range of 30 ft. If the damage would kill the weakling, their body is instead mutilated as its guts (and the other half of its body) are instead the ranged attack, and sicken the enemy if they fail a Fortitude save (DC 10 + 1/2 Seishin Senshi level + Wisdom modifier). Medium creatures deal 3d8, Tiny deals 1d8, Diminutive deals 1d6, Fine deals 1d4, Large deals 4d8, Huge deals 5d8, and Gargantuan deals 6d8

Improved Intake Spirits

At 11th level the Seishin Senshi can divide the life of their allies into their pool and HP as they please. In addition to this, they can absorb allies' pools such as Ki Pools or Arcane Pools.

Deliver Memo

At 13th level, if an adjacent ally is at half or below half HP, the Seishin Senshi can expend 7 points from his inner pool to give the ally a free full retreat action, and in turn the Seishin Senshi instead 5 ft. steps to their place. This is a full round action.

Fortress of Souls

At 15th level, all enemies within 5 ft. of the Seishin Senshi takes 1d8 points of force damage. They receive no save for this, however they can only be damaged by this once per 2 rounds.

Anchored Spirit

At 17th level, unless the Seishin Senshi is willing, he cannot be teleported or otherwise forcibly pushed by magical means from where he is. If an enemy has more Hit Dice than him, they receive a Caster Level check (DC 10 + Seishin Senshi level) to move them. If the enemy knows the Seishin Senshi, they gain a +4 bonus to the caster level check. Bonuses to overcome spell resistance apply to this check.

Together we Strike

At 19th level if the Seishin Senshi wishes to charge but an ally impedes their movement, they can continue their charge, bringing their ally towards the enemy. The ally can't be impeded either, and on the charge the ally is considered in the Seishin Senshi's square until the end of the charge in which the ally is adjacent to the enemy in one space next to the Seishin Senshi that's within reach of the enemy. Both the ally and the Seishin Senshi gain an attack from the charge, and if they both hit they combine their damages together for the purposes of DR and massive damage.

Incarnated Soul

At 20th level the Seishin Senshi's true colors fly for all to see. They gain a ghostly blue aura that surrounds only them. This allows them to become Incorporeal as a swift action for 5 + Wisdom modifier rounds. In addition to this, their weapon is treated as both corporeal and incorporeal against enemies, and deals an addition +4d8 damage against a single creature subtype of their choice.

Soul Powers

Act of Faith: Heals 1d10 + inner pool spent damage for one ally (Minimum 1).

Racial Slayer: Spend 4 points of the inner pool to gain an additional +2 to attack and damage against a selected creature and a subtype if any.

Harsh Interrogation: Spend 3 points from the inner pool to use discern lies on a creature being questioned. If the creature lies, the Seishin Senshi's harsh glare and attitude deals 1 point of nonlethal damage per Seishin Senshi level to the target and causes them to become shaken. A successful will saving throw negates the damage or the shaken condition, with the choice being up to the target.

Inner Radiance: Spend 1 point from the inner pool to shed light like a torch for 1 round per Seishin Senshi level.

Dragon Fang: Make a single ranged attack to one enemy within short range (25 ft. + 5 ft. per level). If this attack hits, deal weapon damage to the enemy, however this damage is counted as force damage for the purposes of hardness and DR. Must be 8th level to select this ability. One attack costs 3 points from the inner pool.

Demon Fang: Make one ranged attack as a single attack or multiple ranged attacks as a full round attack with medium range (100 ft. + 10 ft. per level). Must be 12th level to select this ability. Each attack costs 5 points from the inner pool.

Chosen One: Gain a +1 competence bonus to any skill check when dealing with holy or divine worshippers. The Seishin Senshi can expend 1 point from his Inner Pool to gain an additional +2.

Battlefield Sweep: If an attack roll is made with a reach weapon, the Seishin Senshi can expend 4 points from his inner pool to double the reach and make a second attack against an enemy within the new threatened range. This cannot be used to provoke attacks of opportunity. The Seishin Senshi must be at least 6th level to select this.

Soulbound Fate: The Seishin Senshi also treats his Inner Pool as temporary hit points when taking damage.

False Magic: By spending a number of points equal to the spell's level, the Seishin Senshi can cast a spell from the Warpriest's spell list, treating his Seishin Senshi level as his caster level for spells and abilities. He cannot use this ability with overflow or if it would cause overflow. This spell must be of a level he could cast as a Warpriest of his own level.

Channel Will: If the Seishin Senshi has both hands on an ally within reach of him, he can grant that ally a bonus to one Will Save within 1 round/level equal to his own Will Save. This bonus fades after one use. This costs 2 inner pool points.

Megaton Fist: By focusing energy into their fist for one round, they can punch the ground and cause all enemies in a 10 ft. radius centered on him to make a Reflex Save or fall prone. He must be at least 4th level to select this ability. This costs 4 inner pool points.

False Channel: By expending a number of inner pool points equal to the dice rolled (maximum of 10), the Seishin Senshi can channel positive energy (or negative energy if he's evil or neutral) like a Cleric of his level. He must have False Magic selected before gaining this ability. The Seishin Senshi can underchannel if he chooses to expend fewer points from his inner pool than he could spend normally. He must be 6th level to select this ability.

Justice for All But One: Spending 8 points from their inner pool, the Seishin Senshi can select an enemy as a swift action. Against that enemy, they gain a competence bonus equal to their wisdom modifier to attack rolls, skill checks, and saving throws against that specific enemy. The Seishin Senshi must be 10th level to select this ability.

Pure Encore: Taking in music from a Bardic Performance that had previously aiding them or still is, the Seishin Senshi can expel the music in a deadly 30 ft. cone of sonic damage. This deals a number of d6 of sonic damage equal to the rounds the Bardic Performance has been active. This expends a number of points from their inner pool equal to the d6 of damage, however it can be underchanneled. The Seishin Senshi must be 12th level to select this ability, and have Deadly Encore.

Deadly Encore: If an enemy Bard attempts to use a different Bardic Performance than the one currently being used, the Seishin Senshi can expend at least 6 points from his inner pool, causing the Bard to roll a will save or continue with his current performance. The saving throw gains a bonus to the DC equal to half the inner pool spent (minimum of 3, maximum of 6). The Seishin Senshi must be at least 8th level to take this ability.

Subtlety: Gain a bonus to Bluff, Stealth, and Sleight of Hand equal to inner pool spent (maximum of +10 bonus).

Relief: Expend points from the inner pool after 8 hours of rest to remove additional points of ability damage. This does not work on ability drain.

Greater Relief: Use Relief to get rid of negative levels before they become permanent, using an amount of points equal to negative levels accumulated. Must be 6th level to select this ability.

Stand for my Entire Country: Gain a +2 resistance bonus to saving throws while on the Seishin Senshi's home country, or ally country. This can be enhanced by expending 8 points to grant an additional +2 resistance bonus to saving throws.

Dizzying Damnation: All enemies adjacent to the Seishin Senshi must succeed at a Fortitude Save or take 5d6 points of negative energy damage. This costs 5 inner pool points, and the Seishin Senshi must be evil or neutral to use this.

Fan Blade: Create a 10 ft. cone that requires those inside of it to roll a Reflex Save or be pushed back 5 ft. This costs 2 inner pool points.

Improved Fan Blade: Create a 15 ft. cone that pushes people back 5 ft., a 10 ft. cone that pushes people back 10 ft., or a single 5 ft. square that pushes people back 15 ft. The Seishin Senshi must be 6th level to select this and it costs 5 inner pool points.

Against any Country: The bonus from Stand for my Entire Country can apply while inside an enemy country. The Seishin Senshi must be 6th level to choose this.

Grand Faith: The Seishin Senshi can use Act of Faith in a 30 foot radius centered on them. The Seishin Senshi must have Act of Faith.

Spirit Boxing: The Seishin Senshi gains the Improved Unarmed Strike feat as a bonus feat. By spending a number of points from their Inner Pool allowing them to deal damage as a monk of their level. The points spent vary depending on the damage dice used by the monk (1 point for 1d6, 2 points for 1d8, 3 points for 1d10, 4 points for 2d6, 5 points for 2d8, and 6 points for 2d10). When the points are spent, the damage dice last for a number of minutes equal to the points spent.

Seishin Suringā

While many gunslingers choose the conventional and hard to care for early firearms, the Seishin Suringā uses his inner spirit to channel blasts of pure soul energy at their enemies.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class skills

The Spirit Suringā's class skills are Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Disguise (Cha), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Planes) (Int), Knowledge (Religion) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spirit Gun Damage
1st	+0	+0	+2	+2	Spirit Gun, Spirit Pool, Beam Compression	1d6
2nd	+1	+0	+3	+3	Trained Blasts	1d6
3rd	+2	+1	+3	+3	Speak with Spirits 1/day	1d6
4th	+3	+1	+4	+4	Trained Blasts, Spirit Away	1d8
5th	+3	+1	+4	+4	Speak with Spirits 2/day	1d8
6th	+4	+2	+5	+5	Trained Blasts	1d8
7th	+5	+2	+5	+5	Speak with Spirits 3/day	1d8
8th	+6/+1	+2	+6	+6	Trained Blasts	1d10
9th	+6/+1	+3	+6	+6	Exertion Performances, Speak with Spirits 4/day	1d10
10th	+7/+2	+3	+7	+7	Trained Blasts	1d10
11th	+8/+3	+3	+7	+7	Speak with Spirits 5/day	1d10
12th	+9/+4	+4	+8	+8	Trained Blasts	2d6
13th	+9/+4	+4	+8	+8	Speak with Spirits 6/day	2d6
14th	+10/+5	+4	+9	+9	Trained Blasts	2d6
15th	+11/+6/+1	+5	+9	+9	Exertion Performances, Speak with Spirits 7/day	2d6
16th	+12/+7/+2	+5	+10	+10	Trained Blasts	2d8
17th	+12/+7/+2	+5	+10	+10	Gritty End 1/day, Speak with Spirits 8/day	2d8
18th	+13/+8/+3	+6	+11	+11	Trained Blasts	2d8
19th	+14/+9/+4	+6	+11	+11	Speak with Spirits 9/day	2d8
20th	+15/+10/+5	+6	+12	+12	Trained Blasts, Gritty End 2/day	2d10

Class Features

The following are the class features of the Seishin Suringā.

Weapon and Armor Proficiency

A Seishin Suringā is proficient with all simple weapons, the rapier, scimitar, shortsword, and sword cane. They are only proficient with light armor, light shields, and bucklers.

Spirit Gun

The Spirit Gun is a blast of energy directly focused and compressed using their soul. At 1st level it deals force damage as listed in the table above and it increases in die steps depending on their level. Damage dealt with the Spirit Gun deals half the damage to the Seishin Suringā's SP pool due to the ripping of the fabrics of their soul in order to fire these blasts. A Spirit Gun is a ranged touch attack. Despite being of the force energy type, DR/- and DR/Alignment still reduces a Spirit Gun's damage. The Spirit Gun has a range of 20 ft. for touch attacks and a maximum range of 40 ft.

Spirit Pool

At 1st level, the Seishin Suringā gains a pool of energy that allows them to enhance their Spirit Gun beyond its normal capabilities. This pool of energy is equal to 5 + the Seishin Suringā's HP. This will be denoted as SP from here on.

Beam Compression

At 1st level, the Seishin Suringā is capable of turning his Spirit Gun into more than just a ranged touch attack. Expending 1 point of SP, he can change his attack into a 30 ft. cone, 60 ft. line, or two 15 ft. bursts. The Reflex Save from these are (10 + 1/2 Seishin Suringā level + Charisma modifier).

Trained Blasts

At 2nd level and every even levels thereafter, a Seishin Suringā gains a new way to alter and fire his Spirit Gun. See page 12.

Speak with Spirits

At 3rd level, the Seishin Suringā is able to communicate with a recently deceased corpse's spirit. He may ask 3 questions from the spirit before it vanishes. At every odd level the Seishin Suringā gets an additional use of this ability per day.

Spirit Away

At 4th level, the Seishin Suringā adds his Charisma modifier to damage with his Spirit Gun.

Gritty End

At 17th level, you may fire a single attack with the Spirit Gun once per day. With a successful hit, the target takes the normal damage of the Spirit Gun as if it were a crit, and they must roll a Fortitude save or be knocked back 30 ft and be paralyzed for 1d6 rounds. The Fortitude save is (DC 10 + 1/2 Seishin Suringā level + Charisma modifier). This can be done twice per day at 20th level.

Trained Blasts

Passing Shot: When using Beam Compression to turn their blast into a 60 ft. line, they can spend 1 additional point of SP to not harm a single ally. They can expend more points per ally in the blast.

Targeted Blast: The Seishin Suringā can ignore the penalties imposed by taking a called shot for 6 SP. This can be used a number of times per day equal to their Charisma modifier. They must be 10th level in order to select this ability.

Marked Target: As a move action they can mark a single target for 3 SP, and deal an additional number of d6 equal to their Charisma modifier for a number of rounds equal to 1/2 their level. Only one target may be selected at a time. They must be 4th level to select this ability.

Split Blasts: Spending a number of SP equal to the amount of blasts they split, they deal half damage to each opponent they can however they must make a separate touch attack to the next enemy and the enemy must be within 5 ft. of the original target. The damage dice are halved to a minimum of dealing 1 damage, and the damage cannot be reduced beyond 1.

Charging Blast: The Seishin Suringā can sit in a single place and charge his blast as a full round action for up to 5 rounds, costing 1 SP per round. Each round grants a +2 to attack and damage (to a maximum of +10 attack and damage). The Seishin Suringā is then exhausted for a number of rounds equal to the rounds charging -1 (minimum of 0 rounds of exhaustion). They must be 4th level to select this ability.

Dual Spirit Gun: Once taken, the Seishin Suringā can use his spirit gun in one hand as normal, or use it with two-weapon fighting taking up both hand slots. He must have Two-Weapon Fighting as a feat and be at least 6th level.

Star Shot: Spend 2 points of SP to deal fire damage with the spirit gun instead of force damage.

Lunar Shot: Spend 2 points of SP to deal cold damage with the spirit gun instead of force damage.

Earth Shot: Spend 2 points of SP to deal acid damage with the spirit gun instead of force damage.

Cloud Shot: Spend 2 points of SP to deal electricity damage with the spirit gun instead of force damage.

Sentinel Shot: Spend 2 SP to bypass 1 point of DR/-. This can be spent to bypass up to DR 5/-. The Seishin Suringā must be at least 8th level to select this ability.

Aligned Blast: Spend 8 SP to bypass DR associated with the Spirit Suringā's alignment. (Example: A Lawful Good Seishin Suringā bypasses Chaos and/or Evil DR.) In addition to this they deal an extra 2d6 points of damage to an enemy which their DR bypasses. If they are True Neutral, they choose two alignments to bypass. If they are Neutral Good, Lawful Neutral, or any "Neutral" alignment with one of the Law or Chaos spectrums they deal 2d8 instead of 2d6. The Seishin Suringā must be 14th level to select this ability.

Barreling Blast: If they deal upwards of 30 points of damage to one enemy, they can spend 6 SP as their blast makes a CMB check vs the enemies' CMD to bulrush them a number of squares back equal to their Charisma modifier. This can be coupled with Bull rush feats.

Searing Puncture: Star Shots deal an additional 2d4 points of fire damage to an enemy and they must make a fortitude save to resist becoming fatigued. If they fail by 5 or more, the enemy is instead exhausted. The Seishin Suringā must be at least 6th level to select this ability. This costs an additional 2 SP to use.

Freezing Patch: Lunar Shots deal an additional 2d4 points of cold damage to an enemy and they must make a reflex save to resist becoming grappled by their armor. If they fail by 5 or more, the enemy is instead entangled. The Seishin Suringā must be at least 6th level to select this ability. This costs an additional 2 SP to use.

Dripping Acid: Earth Shots stick to the enemy dealing an additional 1d4 points of acid damage per round for 2 rounds. In addition to this, those who fail their fortitude save are sickened. If they fail by 5 or more, the enemy is instead nauseated. The Seishin Suringā must be at least 6th level to select this ability. This costs an additional 2 SP to use.

Arcing Electricity: Cloud Shots spark off from the original target dealing 2d4 to the target and half damage to all adjacent enemies. On a failed fortitude save, the original target is shaken. If they fail by 5 or more all adjacent enemies are shaken while the original target is staggered.

Spiritual Explosion: The Seishin Suringā can spend a full round action to gather energy and fire it as a single shot to an enemy within 30 ft. They must succeed at a ranged touch attack, and if they succeed they deal 10d10 points of force damage to the enemy. Unlike their Spirit Gun, it bypasses all DR, and lowers the SR (which applies) against this effect by 10. They must be 20th level to select this ability, and it costs 25 SP.

Seishin Mahoutsukai

Casters of extraordinary talent, the Seishin Mahoutsukai blends and changes their spells using their spiritual energy.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class skills

The Spirit Suringā's class skills are Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (Arcana and Planes) (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the Seishin Mahoutsukai.

Weapon and Armor Proficiency

A Seishin Mahoutsukai is proficient with all simple weapons. They are not proficient with any armor or shields. Armor interferes with a Seishin Mahoutsukai's movements, which can cause his spells with somatic and components to fail.

Spells

A Seishin Mahoutsukai casts arcane spells drawn from the sorcerer/wizard spell list. A wizard must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the Seishin Mahoutsukai must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Seishin Mahoutsukai's spell is 10 + the spell level + the Seishin Mahoutsukai's Intelligence modifier.

Seishin Mahoutsukai cast spells and has a spellbook similar to a Wizard. See the Wizard for more details on how many spells starting out in a spellbook, and how spells are gained at each level.

Cantrips

Seishin Mahoutsukai can prepare a number of cantrips, or 0-level spells, each day, as noted on "Spells per Day" below. These spells are cast like any other spell, but they are not expended when cast and may be used again. A Seishin Mahoutsukai can prepare a cantrip from an opposition school, but it uses up two of his available slots (see below).

[illegible]

Spirit Reservoir (Su)

At 1st level, the Seishin Mahoutsukai learns to tap into their own spiritual reservoir in order to enhance their spells, and to bend the fabrics of their abilities. This pool of energy is equal to their class level + their Intelligence modifier. Enhancing spells with the Spirit Reservoir is a swift action. If it isn't specifically stated, the duration on these enhancements is 1 minute per level.

If their Spirit Reservoir is empty, they can choose to use their Constitution score instead.

Base Enhancements

In order to utilize their Spirit Reservoir, the Seishin Mahoutsukai has mutations they can use to alter their spells to their own will.

Mercy: When using a damage based spell, the damage dealt is nonlethal and cannot bring the target below 0 HP. This costs 1 point.

Elemental Shift: Spells with elemental descriptors can be altered using this ability. By spending 1 point, the Seishin Mahoutsukai can add one of the following elements to an elemental spell: Electricity, Cold, Fire, and Acid. If a creature is immune to the original spell's damage type, it takes half damage instead on a failed save (if any).

Lasting Effect: If a personal spell has a duration, the Seishin Mahoutsukai can extend it. For each round it goes over the maximum, they can choose to expend 1 point from their Spirit Reservoir to keep the spell going.

Spell Altercation (Su)

At levels 1 and 3, and every 3 levels thereafter, the Seishin Mahoutsukai gains a Spell Altercation, allowing them to morph their spells in even more ways than before. Spell Altercations are a swift action to use.

1 Point Altercations

Flowing Rhythm: When used upon a spell that deals damage over a duration, on every even turn add a +1 to damage for the spell, and every odd turn (excluding the turn it was cast on) add a -1 to damage.

Sturdy Hands, Big Stuff: When casting shrinking based spells and this ability is used, the person(s) it is cast upon do not reduce the damage dice from their weapons. They do not take penalties for wielding oversized weaponry.

Accurate Disguise: When using any spells that alter appearance, this ability can be used to grant a +5 bonus on the Disguise check made to fool others.

Sinful Spell: When casting a spell with the evil descriptor, this ability adds a +1 bonus to the save DC.

2 Point Altercations

Arcing Line: When casting a spell that shoots in a line, the Seishin Mahoutsukai can have the line bend at a 90 degree angle at any point in the line.

Cast in Tandem: When casting a spell with a saving throw and the original target succeeds on their save the Seishin Mahoutsukai can cast the spell again as an immediate action. This still expends a spell per day when used. This cannot be used again after the initial immediate action.

Devouring Darkness: If the Darkness spell is used and makes its radius drop to supernatural darkness, those within the radius (caster and allies alike) take 1d6 points of damage +1d6 per caster level (Max 10d6).

Feral Companion: When used after an animal companion or familiar has been summoned either by the Seishin Mahoutsukai or an ally, the animal companion/familiar is given the bloodrage ability as per the badger if they do not already have it. If they do, double the effects of the bloodrage.

Eventual Submission: When spent, the DC for every mind affecting spell is increased by +1 for every time a mind affecting spell that is cast fails.

Center Point: When casting a radius spell and the radius is chosen to be centered on the caster it does not deal damage to the caster. Allies are not included however.

Defensive Enhancements: When casting a spell that grants bonuses to AC and has a static number attached to it, the Seishin Mahoutsukai can instead use his Intelligence modifier for the spell's bonus to AC.

Increased Duration: If a spell is cast with a duration of "rounds" and this altercation is used, its duration becomes "minutes".

Resistance Breaker: If this is used when casting a spell, and the enemy has a resistance against the element on the spell, it reduces the enemies' resistance by an amount equal to the Seishin Mahoutsukai's intelligence bonus.

Weapon Melter: When casting a fire spell and it damages an item, armor, or weapon, the damage isn't halved due to it being energy damage.

Language Independence: If a spell with a language requirement is cast and this altercation is used, the language requirement can be ignored.

3 Point Altercations

Infernal Toughness: If this is used on a spell which grants bonus hit points, the Seishin Mahoutsukai adds $\frac{1}{2}$ his level and intelligence modifier to the bonus hit points granted.

Differential Bonus: If a spell grants a bonus (enchantment bonus, insight bonus, etc.) the Seishin Mahoutsukai can change the bonus type to miscellaneous.

Another Spell: When this is used on a spell, the spell's likeness is changed and it acts like another spell of the Seishin Mahoutsukai's choice. The spell does not need to be in his spellbook, but it needs to be one he can cast from his spell list.

Staying Force: A damaging spell used on an enemy requires them to make a Fortitude save (separate of any saving throws the spell may have). On a failure, the enemies' base speed is reduced to 15 feet (regardless of their speed type, or amount). This lasts for 1 round + 1 round per level.

4 Point Altercations

Spirit Monster: A monster summoned via summoning spells gain an Inner Pool equal to $\frac{1}{2}$ their hit dice, and can use the base Inner Pool abilities.

Spell Resistance Breaker: When cast, the enemies' spell resistance is lowered by 5 points.

Intense Spell: If a spell has a maximum damage dice they can achieve (example 15d6) and this is used, the restriction is removed.

Trained Spell: Spells with DCs gain x1.5 the caster's intelligence modifier to the DC.

Feats

The following feats are available for the classes above, and any other character which can take them.

Expanded Inner Pool

Your inner pool has more energy to tap into.

Prerequisite(s): Inner Pool class feature

Benefit: Gain +2 to the Inner Pool. This can be taken multiple times, its effects stacking.

Extra Soul Power

You gain an additional soul power.

Prerequisite(s): -

Benefit: Gain an additional Soul Power. This can be taken multiple times.

Amateur Seishin Senshi

You gain the ability to use your soul to your advantage to a minor degree.

Prerequisite(s): No levels in Seishin Senshi.

Benefit: Gain an Inner Pool equal to your Wisdom modifier. In addition to this, select one of the base Inner Pool abilities, and this can be used with the minor Inner Pool. If this character gains class levels in the Seishin Senshi, this is swapped out for Expanded Inner Pool.

Expanded Spirit Pool

Your Spirit Pool has more energy to tap into.

Prerequisite(s): -

Benefit: Gain +2 to the Spirit Pool. This can be taken multiple times, its effects stack.

Extra Spirit Discovery

Your gain an additional Spirit Discovery.

Prerequisite(s): -

Benefit: Gain an additional Spirit Discovery. This can be taken multiple times.

Amateur Seishin Suringā

You can fire a spirit gun that does not increase in power.

Prerequisite(s): No levels in Seishin Suringā.

Benefit: Gain a Spirit Gun that deals 1d4 points of damage, and a Spirit Pool equal to $1 + \frac{1}{2}$ character's HP. This can be swapped out for Expanded Spirit Pool if the character gains levels in Seishin Suringā.

Expanded Spirit Reservoir

Your Spirit Reservoir has more energy to tap into.

Prerequisite(s): -

Benefit: Gain +2 to the Spirit Reservoir. This can be taken multiple times, its effects stack.

Extra Spell Altercation

Your gain an additional Spell Altercation.

Prerequisite(s): -

Benefit: Gain an additional Spell Altercation. This can be taken multiple times.

Amateur Seishin Mahoutsukai

You can use a single Base Enhancement of your choice.

Prerequisite(s): No levels in Seishin Mahoutsukai, levels in a spellcasting class.

Benefit: Gain a Spirit Reservoir equal to the character's intelligence modifier. In addition to this, choose one Base Enhancement, and this can be used by the character. If the character gains any levels in Seishin Mahoutsukai, swap this out for the Expanded Spirit Reservoir feat.

Spirit Magic with Other Spellcasters

Other spellcasters are able to learn how to utilize spirit magic, and can tear their souls apart in order to enhance their magic. Spellcasters who can use spirit magic other than the new classes listed above have the following rules attached to them.

Said spellcaster uses their hit points to negate spell level increase and time increase when using metamagic feats. To determine how many hit points are subtracted, multiply the spell's level by the level increase. (Example: casting a 3rd level spell with maximize deals 9 damage to the spellcaster.

Sorcerer Bloodlines

The following Sorcerer bloodlines, while not necessarily spiritual, have ties to spirituality and the races have some ties to spiritual energies deep within.

Nue Bloodline

Descended from the blood of the mysterious Nue from the east, these humanoids exhibit strange tendencies to reside in the darkness.

Class Skill: Stealth

Bonus Spells: *Shadow Weapon* (3rd), *Darkness* (5th), *Twilight Knife* (7th), *Shadowy Haven* (9th), *Shadow Evocation* (11th), *Shadow Walk* (13th), *Shadow Conjuration, Greater* (15th), *Orb of the Voids* (17th), *Shades* (19th).

Bonus Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Piercing Spell, Spell Focus (illusion), Skill Focus (Stealth).

Bloodline Arcana: When using a spell such as *Darkness* or *Darkness-like* spells, you are able to see perfectly through it for 3 rounds. This can be used once per day.

Bloodline Powers:

Viper's Head (Ex): Starting at 1st level, you can summon a viper tail that strikes out as a secondary natural attack. This viper tail deals 1d4 points of damage (if you're medium), along with the damage the viper bite deals it can also deal 1d3 points of Strength damage to the target on a failed fortitude save. This viper tail can be summoned a number of rounds once per day equal to 3 + your Charisma modifier.

Superior Stealth (Ex): At 3rd level, you gain a +5 insight bonus to Stealth when in dim light or darkness. However you take a -5 penalty on Stealth in normal or bright lighting conditions.

Nue's Vision (Ex): At 9th level, you gain Darkvision 60 FT. However if you already have Darkvision 60 FT, it increases to Darkvision 90 FT, Darkvision 90 FT increases to 120 FT, and 120 FT increases to See in Darkness.

Drain Touch (Su): At 15th level, you can as a standard action roll a melee touch attack. Doing so deals 1d4+1 points of temporary negative levels to the enemy hit. A successful fortitude save negates this.

Ultimate Black (Ex): At 20th level, you gain Cold and Electricity Resistance 10, immunity to Energy Drain and Paralysis. Additionally, your Viper's Head has infinite uses and deals 1d6 instead of 1d4 points of damage.

Satori Bloodline

A race once forgotten, the blood of your ancestors points to the cave dwelling mind readers of yore. The rare few Satori who are of this bloodline embrace their abstract heritage.

Class Skill: Knowledge (Planes)

Bonus Spells: *Comprehend Languages* (3rd), *Detect Thoughts* (5th), *Seek Thoughts* (7th), *Scrying* (9th), *Prying Eyes* (11th), *True Seeing* (13th), *Arcane Sight, Greater* (15th), *Prediction of Failure* (17th), *Foresight* (19th).

Bonus Feats: Improved Initiative, Alertness, Diviner's Delving, Combat Casting, Spell Penetration, Selective Spell, Spell Focus (divination), Skill Focus (Knowledge [Planes]).

Bloodline Arcana: Once per day, a re-roll can be forced upon an enemy who has failed their Will Saving throw against a divination spell. They must roll twice and take the lower result.

Bloodline Powers:

Minor Third Eye (Su): Starting at 1st level, the sorcerer gains the use of *Detect Thoughts* a number of times per day equal to 3 + Charisma modifier. When using this ability, one of the sorcerer's corneas reveal a blue cross. It takes a DC 20 perception check to notice this ability being used, and a spellcraft to notice the spell. This eye cannot be covered when using the ability as they must have line of sight.

Outer Knowledge (Ex): At 3rd level, the sorcerer gains ½ of his level as a bonus on his Knowledge (Planes) checks. Additionally, he can make Knowledge Planes checks on enemies who are not Outsiders so long as they are on another plane other than their plane of origin.

Intervention (Su): At 9th level, the sorcerer can expend 2 uses of his Minor Third Eye to grant an insight bonus equal to half his caster level onto one allies' saving throw as an immediate action. This can be done after the die is rolled, but must be done before the result is revealed by the GM.

Training of the Mind (Su): At 15th level, the sorcerer gains Spell Resistance 11 + Caster Level against spells of the Divination school. Additionally he gains a +4 on Will Saves against Divination spells.

Barricaded Mind (Ex): At 20th level, the sorcerer becomes fully in-tune with his Satori ancestors. He can use the Minor Third Eye ability as many times as he wants (though still must expend uses when using Intervention using the same 3 + Charisma modifier formula). Additionally, he becomes immune to mind affecting effects, charm, and compulsion effects and can no longer be scryed upon.

Credits:

Writer: Jeremy Harris

Artist: Dutch Dennis

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