



## **The Complete Bounto**

Making the most of the Vampires



## Forward

When creating the Bounto, I was merely working off the Wiki, as I didn't watch the arc. I still haven't but I like the concept of soul vampires, and am going to expound upon that here.

Hopefully, within this book, you will find something to expound upon your Bounto and perhaps make them more competitive with the other races in other books.



## Feats

### IMPROVED FORM OF THE NIGHT [BOUNTO, SOUL]

**Prerequisites:** Form of the Night

**Benefits:** You may assume the form of a Winter Wolf in addition to your other forms. A Winter Wolf, as described here, is a Large creature (+8 Strength, -2 Dexterity, +4 Constitution, +1 Natural Armor) with a Bite that deals 1d8[BW] and has the Frost Blade Shikai Power that retains your life draining quality. It gains +6 Dexterity on top of size adjustments and it has a Breath Weapon that deals 2d6[BW] (Improved through Unarmed Strike Ranks) damage. Lastly, while in Winter Wolf form, you take one quarter damage from cold, and your Land Speed increases by 10 feet.

### ENGULFING MIST [BOUNTO, SOUL]

**Prerequisites:** Form of the Night

**Benefit:** You can now engulf opponents while in your Dire Mist form. You may engulf any one creature of your size category or lower (While in Mist form you are a large object). While engulfed, the target takes 3d6 acid damage per round and is immobilized on a failed Constitution Based Fortitude Save for 1d6 rounds. Each round after the initial 1d6 rounds is over, they must make the same Fortitude Save or be immobilized.

### INCREASED CONSUMPTION [BOUNTO, REIATSU]

**Prerequisites:** Bounto, Bountiful Harvest

**Benefit:** When you kill (not defeat) a being with spiritual powers of your level or higher, you gain a glimpse into their mind, and possibly a new ability to boot. You may choose to roll for a boon. If you do, there is a 25% chance (roll d% for a 25 or lower), that you will gain either 1 feat the target possessed that you qualify for, or +1 statistic point to place at your leisure. You choose which boon you gain if you rolled lower than a 25. If you choose to roll for a boon, you gain half the experience from that encounter.

### VAMPIRIC STRENGTH [BOUNTO, SOUL]

**Prerequisites:** Bounto, Strength 18+

**Benefits:** For lifting and carrying, your Strength is considered 10 higher.

**Special:** You may gain this feat multiple times, each time increase your effective strength by 10.

### SUPERIOR GOD MODE [BOUNTO, SOUL]

**Prerequisites:** God Mode

**Benefit:** When you engage God Mode, you no longer lose your Bounto Powers. Your damage is no longer maximized, but is still empowered. Even if you use God Mode more than once, you only gain the permanent bonuses once, the first time you use God Mode. God Mode can be used once per day per level for an entire encounter.

### MORE TRANSFORMATIONS [BOUNTO, SOUL]

**Prerequisites:** Superior Fleshwalking

**Benefit:** You may gain 2 more fleshwalking transformations before you reach your maximum

**Special:** You may take this feat more than once, each time you do you may gain 2 more fleshwalking transformations before you reach your maximum.

### DOLL RESURRECTION [BOUNTO, SOUL]

**Prerequisites:** Bounto

**Benefit:** Once per day per Doll, as a full-round action that provokes an attack of opportunity, you may resurrect a doll that has reached 0 or lower hit points. You gain a +10 bonus on your next will save versus your Doll.

### EXTRA DOLL/WEAPON [BOUNTO, SOUL]

**Prerequisites:** Bounto, (3<sup>rd</sup> Level or Weapon Form)

**Benefit:** You gain a second Doll. If you possessed Weapon Form, your secondary doll can take become a weapon as well, or remain a doll. This second doll is one level lower than your highest level doll. In the case of a Weapon Form, you gain 1 less Shikai Pick when building it's form. If one of your dolls dies, you do not incur the penalty until both are killed.

#### IMPROVED VAMPIRIC SENSES [BOUNTO, SOUL]

**Prerequisites:** Vampiric Senses

**Benefit:** Your Darkvision increases by 30 feet and your Blindsight increases by 5 feet.

**Special:** This may be taken multiple times. Each time it is your Darkvision increases by 30 feet and your Blindsight increases by 5 feet.

#### SLOWED AGING [BOUNTO, SOUL]

**Prerequisites:** Bounto, Indomitable Will

**Benefit:** When your doll dies, you age 1 year per hour instead of per round.

**Special:** You can take this multiple times. Each time increase the timer by one step (Hour becomes Day, Day becomes Week, Week becomes Year. If you take this feat till you have one year per year, you no longer speed age once your doll dies.)

#### NO DOLL [BOUNTO, SOUL]

**Prerequisites:** Bounto

**Benefit:** You have no doll. Instead you gain 3 stat points every 2 levels instead of normal and a 10% boost in experience for violent encounters.

#### SUMMONED DOLL [BOUNTO, SOUL]

**Prerequisites:** Bounto, No Doll, 5<sup>th</sup> Level+

**Benefit:** You gain a doll that is one level lower than a normal doll of your level. It still becomes level 9 at 19<sup>th</sup> level. You lose the experience bonus granted by No Doll.

#### TWIN DOLL MASTERY [BOUNTO, SOUL]

**Prerequisites:** Bounto, Twin Doll

**Benefit:** Your doll's HP doubles, and it gains Fast Healing equal to your combined Spellscore Modifiers.

**Special:** You can take this multiple times, Each time grants an additional +3 fast healing and +50HP.

#### SUPERIOR DOLL CONSTRUCTION [BOUNTO, SOUL]

**Prerequisites:** Bounto, Powerful Doll, Indomitable Will

**Benefit:** Instead of gaining a Doll Ability every 2 levels, your doll gains one every level, gaining a new "Level" every 2 of your levels as normal (So a level 17 character will normally have a 9th-Level Doll still, but it will have 17 abilities, 5 Menu A, 6 Menu B and 6 Menu C Abilities).

#### EXTRA MODIFICATIONS [BOUNTO, SOUL]

**Prerequisites:** Bounto, Superior Form Fitting Doll

**Benefit:** You may make 2 more changes to your Doll before reaching it's maximum.

**Special:** You may take this feat multiple times. Each time the maximum increases by 2.

#### EXPANDED WEAPON RELEASE [BOUNTO, DOLL]

**Prerequisites:** Bounto, Weapon Form or Weapon Release

**Benefit:** Your Weapon Form or Weapon Release gains a new Shikai or Bankai Ability. You need a release with Bankai abilities to take Bankai Abilities

**Special:** You may take this multiple times, it's effect stacks.

#### EXPANDED WEAPON FORM/RELEASE [BOUNTO, SOUL]

**Prerequisites:** Bounto, Weapon Form or Weapon Release, Exclusive Condensed Weapon Form/Release

**Benefit:** Your Weapon Form or Weapon Release gains a new type. If you have both feats, they both gain the new type with this feat.

#### CONDENSED WEAPON FORM/RELEASE [BOUNTO, SOUL]

**Prerequisite:** Bounto, Weapon Form or Weapon Release, Exclusive Expanded Weapon Form/Release

**Benefit:** Your Weapon form or Weapon Release doesn't have two types, it has one, but you gain one additional Shikai Pick for that release. If you have both feats, they both have one less type, and your Weapon Release gains 2 additional Shikai picks instead of 1.

## TORPOR [BOUNTO, SOUL]

**Prerequisites:** Bounto

**Benefit:** You may place yourself into a deep sleep that doesn't decrease your accumulated days of life. When you enter the Torpor, you designate a time you will be asleep for. You may also set a trigger to wake at the same time such as "Someone walks into my chamber" or "Someone says a special phrase that I've set" etc. Taking more than 20 damage automatically awakens you from the Torpor. Any damage lower than 20, you may make a will save versus a DC (30 – Damage dealt) to wake up.

**Special:** You do not dehydrate, starve, suffocate or age during the time you spend in Torpor.

## CLAIMED VAMPIRE [BOUNTO, REIATSU]

**Prerequisites:** Bounto, 2[BW] Bite Damage, Bountiful Harvest, Indominable Spirit, No Doll, True Vampirism, Vampire Death Throes, Unarmed Strike 8+ Ranks

**Benefit:** From now on, you gain Doll Abilities as a Doll of one half your level (Minimum 1st-Level Doll, Maximum 9th-Level Doll), and gaining them at the same rate as an actual doll. You qualify for Bounto Doll Feats, Bounto Feats that effect Doll Ability Progressions and will qualify for the feat "Epic Doll Power" when you reach 21st+ Level when your "Doll Level" reaches 9th-Level+

**Special:** Upon selecting this feat you must pick a Clan to have been claimed by from the following list.

- **Clan Attentater:** A clan of blood hungry assassins, Clan Attentater is known for its control over Blood.
- **Clan Habgier:** A clan of sophisticated gentlemen and ladies, Clan Habgier is known for its control over Time.
- **Clan Uberleben:** A clan of survivalists and feral vampires, Clan Uberleben is known for its abilities to change their shapes into Primal forms.
- **Clan Sterben:** A clan of necromantic vampires, Clan Sterben is known for its power over Death.
- **Clan Schatten:** A clan of shadowy individuals, working in the underbelly of the world and making their profits off fear and domination, Clan Schatten is known for its control over Darkness.
- **Clan Wahnsinn:** A clan of lunatics and fools, Clan Wahnsinn is known for its manipulation of the Mind.
- **Clan Verzerrung:** A clan of thieves and con artists, Clan Verzerrung is known for its ability to Distort reality.
- **Clan Behandlung:** A clan of Doctors, Clan Behandlung is known for its ability to Heal.
- **Clan Zauberbann:** A clan of magic users, Clan Zauberbann is known for its mastery over Magic.

## CLAN SECRETS [BOUNTO, REIATSU]

**Prerequisites:** Claimed Vampire

**Benefit:** You may now pick abilities from your Clan's Type instead of gaining a Doll ability.

- **Blood:** Attentater
- **Time:** Habgier
- **Primal:** Uberleben
- **Death:** Sterben
- **Darkness:** Schatten
- **Mind:** Wahnsinn
- **Distortion:** Verzerrung
- **Healing:** Behandlung
- **Kido:** Zauberbann

**Special:** This counts as a Tier 1 Release.

## Errata-ed Feats

### WEAPON RELEASE [BOUNTO, SOUL]

**Prerequisite:** Bounto Feat, Weapon Attack or Ranged Shot 11+ Ranks

**Benefit:** Your Doll gains the ability to have a second form that you can use in melee combat. This can be a one or two handed weapon, a ranged weapon or a double weapon. You create the second form as per the Bankai Feat, and may release your weapon or Doll to this form for One Minute per level per day as a standard action.

**Special:** If you have the Doll Merge feat, you still merge with your Doll gaining all the Abilities you have garnered to your Unarmed Strikes. If you already have Weapon Form as a feat, Weapon Release's prerequisite skill is 5 lower.

### INDOMINABLE SPIRIT [BOUNTO, SOUL]

**Prerequisite:** Bounto Feat, Will 9+ Ranks

**Benefit:** You gain a +5 bonus on your roll to control and maintain worthiness in your Doll's eyes. If you have Weapon Form, and your weapon is broken or sundered, it grows back in 1d6+2 days and you no longer begin aging rapid if your weapon breaks or is sundered.

### WEAPON FORM [BOUNTO, SOUL]

**Prerequisite:** Bounto Feat

**Benefit:** Your Doll does not have a creature form and instead takes the form of a weapon. The weapon deals 1d6 damage +1d6 per 5 ranks of Weapon Attack you have beyond 1 unless your Weapon Form is a Ranged Weapon in which case it's damage and attack bonus is derived from your Ranged Shot skill. This form is built like Shikai, but it has no Ego Score, gaining two Shikai choices when acquired and one more per 2 character levels. Your weapon form MAY be the form of a ranged weapon. You no longer need to make Will Saves to control your Doll if you take this feat.

**Special:** If you have the Doll Merge feat, you still merge with your Doll gaining all the Abilities you have garnered to your Unarmed Strikes. If your weapon is sundered or broken, you age as if your Doll had been destroyed.

### POWERFUL DOLL [BOUNTO, SOUL]\*

**Prerequisite:** Bounto Feat, Will Skill 6+ Ranks

**Benefit:** You gain your Wisdom Modifier as extra points to improve your Doll's Physical Statistics as attribute points to distribute.

**Special:** You may take this multiple times, each time you gain your Wisdom Modifier as extra points to your doll's attributes

### CREATE BITTO [BOUNTO, SOUL]

**Prerequisites:** Bounto Feat, Spellcraft 10+ Ranks, Weapon Attack Skill 9+ Ranks, Bountiful Harvest Feat, Must sacrifice a Bounto.

**Benefit:** Sacrificing a Bounto, you transform them into Bitto. A Bitto is a Swarm of Constructs with a number of Hit Dice equal to the Bounto sacrificed. They have an initiative equal to yours and ranks equal to one half the Sacrificed Bounto's HD + 3 in the Unarmed Attack skill. Within the Swarm a target is susceptible to Drain and Distraction. Each round that a creature spends within the swarm, they must make a Fortitude Save DC (*15 + One Half the Sacrificed Bounto's HD*) or be nauseated for that round. If a Bitto hits, the next round, the Target takes 1 damage to all mental statistics. They crit on a 19-20 for x2 damage. Bitto take half damage from weapons. They are otherwise just like Swarms. Damage from a Bitto Swarm adds time to the controlling Bounto's life just like bite damage and damage dealt to mental scores is x10 towards this effect. This is a supernatural ability.

**Normal:** You may create a Bitto Swarm with the Craft Construct Feat. Creating a Bitto Swarm, in addition to the normal prerequisite Craft (Mechanical) Check, requires a Craft (Chemical) Check of the same DC.



# Re-written Prestige Path

The original Andern Formular was horribly written and stupidly under powered. It is rewritten here.

## Andern Formular

### Prerequisites:

**Feats:** Bounto

**Skills:** Concentration 10+ Ranks

### 1 – FORM OF THE NIGHT [PRESTIGE]

At Will, you can become a creature of the night. There are three forms:

**Dire Wolf:** You become a large Quadraped (+8 Strength, -2 Dexterity, +4 Constitution, +1 Natural Armor) and gain a Bite Attack that deals 2d6 [BW] damage. It still retains your Vampiric Quality. Also, your Land speed increases by 20 feet while you're in this form and you gain a bonus to any Perception based checks equal to your Level.

**Dire Bat:** You become a large Biped (+8 Strength, -2 Dexterity, +4 Constitution, +1 Natural Armor) and gain the ability to fly at twice your land speed with Average maneuverability. You also gain a bite attack that deals 1d8 [BW] damage. It still retains your Vampiric qualities.

**Dire Mist:** You become an amorphous mass of mist that takes one half damage from all attack forms but loses any damage reduction, armor or natural armor they had (as they are now incorporeal), and that has a fly speed of twice your land speed with perfect maneuverability. You have no attacks while in this form, it is generally used as an escape method.

You may not combine forms to garner greater effects (Meaning you could not become a Wolf with bat wings, or a Mist formed Bat or enact Frightful Form with any of these forms...)

### 2 – Bonus Feat

### 3 – FRIGHTFUL FORM [PRESTIGE]

You become a monster of the night. At will you may shift forms from your normal form to a form akin to a Were-wolf. You gain twice your Spellscore Modifier as a bonus on Strength, Dexterity and Constitution, Gain one size category (+8 Strength, -2 Dexterity, +4 Constitution, +1 Natural Armor), Fast Healing 5 and a bonus on Attack and Defense rolls equal to one quarter of your level. You gain 2 Claw attacks that are used as secondary natural weapons. They deal 1d8[BW] damage. You do not lose your bite attack, and it increases in damage to 1d8[BW]. This form lasts 3 + Your new Constitution in rounds before you shift back and are fatigued until the end of combat. While fatigued you cannot shift into your Frightful Form.

### 4 – Bonus Feat

### 5 – IMPROVED FRIGHTFUL FORM [PRESTIGE]

Your frightful form is even more intimidating. While in your Frightful Form, triple your Spellscore Modifier to your Strength Dexterity and Constitution, and increase your Fast Healing to 10. Your bonus to Attack and Defense rolls increases to one third of your level. Your claw damage becomes 2d6[BW] as does your bite. Also, you gain Frightful Presence as the feat.



# New Prestige Paths

The following Prestige Paths supplement the ones from the Core Book and Darkness and Starlight.

## Bounto Trueblood

**Prerequisites:**

**Feats:** Bounto, Vampiric Strength

**Skills:** Unarmed Strike 12+ Ranks, Flash Step 12+ Ranks

**Special:** Must lose your doll (In any fashion)

**1 – PSEUDO-MORTALITY [PRESTIGE]**

You no longer age from the loss of your doll. You return to the age you were before you lost your doll, and your bite now grants you Fast Healing 10 for your Spellscore in rounds after biting someone as you are lost in euphoria. The Euphoria grants you a bonus to all perception based checks equal to your Spellscore Modifier for your Spellscore in rounds.

**2 – Bonus Feat**

**3 – VAMPIRIC SENSES [PRESTIGE]**

You gain Low-Light vision and Darkvision 120ft. You also gain the Blind-fight feat as a bonus feat.

**4 – Bonus Feat**

**5 – VAMPIRIC METAMORPHOSIS [PRESTIGE]**

Once per day per 5 levels, you may enact a Vampiric Metamorphosis. While in this transformation, you gain a bonus to all Physical Statistics equal to your highest Mental Modifier, +5/- Damage Reduction and Fast Healing equal to your Spellscore. This transformation lasts for 3 + New Constitution Modifier in rounds before ending. You are fatigued after the timer ends.





# Haemokinetic Warrior

**Prerequisites:**

**Feats:** Bounto

**Skills:** Unarmed Strike 7+ Ranks, Treat Injury 7+ Ranks

**Special:** Must enacting a blood letting ritual that permanently reduces your HP by 1 per level

## 1 – BLOOD EMPOWERMENT [PRESTIGE]

You gain the ability to empower yourself and your powers by drinking the souls of others. When you kill a target via your Bite attack, you gain a bonus to Physical stats equal to your Charisma Modifier for 3 + New Constitution Modifier in rounds.

## 2 – NATURAL WEAPONRY [PRESTIGE]

You may extend or retract, as a move action, wicked claws that deal 1d8[BW] damage. They become secondary natural weapons when extended.

## 3 – HAEMOPOTENT REPLICATION [PRESTIGE]

You gain the ability to replicate Shikai Powers by losing hit points equal to 5 times the number of shikai picks needed to gain the Shikai power (5 for no prerequisites, 10 for 1 prerequisite, 15 for 2 prerequisites, etc). When you use this ability you gain the Shikai Power and all prerequisite shikai powers for 3 + Charisma Modifier rounds.

## 4 – ENHANCED COMBAT [PRESTIGE]

When you kill someone with your bite attack, you gain a bonus to all combat related d20 rolls equal to the Constitution Modifier of the target you killed for 3 + Constitution Modifier rounds.

## 5 – BLOOD CRYSTALIZATION [PRESTIGE]

You gain the ability to create weapons and armor from your very blood. By taking 2 damage per size category of weapon (Minimum 1d2[BW], Max 3d6[BW] (This damage increases with your weapon attack skill)), or 1 damage per point of armor bonus (Max +13) This armor is light and you take no armor check penalties, you may create a weapon or suit of armor for yourself. The weapon or armor lasts for 1 minute per level. If you want a ranged weapon you must pay 5 hp per 25ft of range. You may also grant your weapon an enhancement bonus equal to 3 hit points per +1. You must buy a +1 enhancement bonus first before adding weapon abilities.



# Unstoppable Lifedrinker

## Prerequisites:

**Feats:** Bounto, Bountiful Harvest

**Skills:** Knowledge (Earth and Life Sciences) 9+ Ranks

**Special:** Must have been brought to -9hp or less and survived.

## 1 – PARTIALLY DEFUNCT PHYSIOLOGY [PRESTIGE]

You gain the following benefits

- Low-light vision.
- +5 to Fortitude Saving Throws that do not effect objects.
- +5 to all saves vs mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- On a critical hit, reduce the critical multiplier by 1 (minimum of x1.5)
- Only takes one quarter of nonlethal damage, ability damage, ability drain or energy drain.
- +2 to all saves vs fatigue, exhaustion. If a condition would automatically place them into one of these conditions,
- they gain a fortitude saving throw equal to 12 + their own hit dice vs the effect.
- +5 to saves vs death from massive damage.

## 2 – Bonus Feat

## 3 – LIFEDRINKING [PRESTIGE]

You gain the ability to make a ranged attack instead of a bite attack. If you choose you can deal your full Unarmed Damage as a Ranged Shot attack out to a range of 90 feet with a x3 critical modifier. This grants you days of life equal to the damage dealt as normal.

## 4 – Bonus Feat

## 5 – DEFUNCT PHYSIOLOGY

You gain the following benefits that overlap Partially Defunct Physiology when applicable:

- Darkvision out to 60 feet.
- +10 to saves vs all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects.
- On a critical hit, reduce the critical multiplier by 1 (minimum of x1.5)
- Only takes one quarter of nonlethal damage, ability drain, or energy drain.
- Takes one quarter damage to its physical ability scores (Strength, Dexterity, and Constitution)
- +10 to saves vs fatigue and exhaustion effects. If something would automatically make an undead one of these conditions, they gain a fortitude save equal to 12 + hit dice vs that effect.
- +10 to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- +10 to saves vs death from massive damage.
- You do not breathe, eat, or sleep.



# Krusnik

## Prerequisites:

**Feats:** Bounto

**Skills:** Treat Injury 8+ Ranks

### 1 – REVERSE BITE [PRESTIGE]

You gain the ability to grant days of life to a creature by biting them. When you bite a creature you may, instead of dealing damage, grant the target 1 day of life per rank of treat injury you possess. This can bring back the dead if used on a dead creature within 1 day per level of the creature. The creature must receive healing enough to make them have positive hit points by the end of the days granted, or they return to death and cannot be bitten again in this manner. If you have Bountiful Harvest, double the days of life granted.

### 2 – Bonus Feat

### 3 – BLOOD MANIPULATION [PRESTIGE]

You gain the ability to manipulate the blood in other creatures. As a ranged touch attack you may deal 1d8[BW] damage to a target within 90 feet. You may also attempt to make a grapple check against any creature with blood as a ranged attack instead of a melee attack. They cannot attempt to counter-grapple you, but may attempt to break the grapple as normal. You do not have to physically touch the creature to grapple them, you merely exert your will. Use Intelligence instead of Strength for grapple checks made with this feat. Lastly you gain the ability to use telekinesis on any creature with blood. You can use this telekinesis up to your maximum load.

### 4 – Bonus Feat

### 5 – GOD MODE [PRESTIGE]

You gain the ability to enter a state of euphoria. This has several effects. Firstly you deal +1[BW] damage for all attacks. Secondly you may enter God Mode.

**God Mode:** The Bounto gains a Bonus to Strength, Dexterity and Constitution equal to their Character Level. The Constitution gain results in a gain of 1 hit point per 2 points of bonus per level. The Bounto gains one additional attack at his highest attack bonus, and moves twice his speed for all forms of movement. Their Reiatu Rating is multiplied by 2 during God Mode.

When using the Bounto's Final Form, all Bounto bite damage is maximized and empowered. Once the God Mode ends, the Bounto immediately loses all feats Bounto as a tag. The lost feats may be either re-chosen (You cannot choose any Bounto feats if you re-choose your feats in this manner) or the Bounto may opt to undergo training from another Bounto to attempt to revitalize their Bounto powers.

To regain their Bounto powers the Bounto must undergo harrowing training during which time they drive themselves to the brink of exhaustion (At the end of the training, which takes 1d6 weeks, they are reduced to 1 non-lethal hit point below their total hit points). Should the training succeed, the Bounto instantly regains the use of all feats they had with Bounto as a prerequisite, and gain a permanent bonus on Strength and Dexterity based skills equal to one third their character level, and bonus hit points equal to one sixth their level per level (IE If the character was 18th level when they regained their Bounto Powers, they would gain a permanent bonus on Strength and Dexterity Based skills equal to +6, and would gain 3 HP per level [or a bonus of 54 hit points] They would also regain all Bounto based feats they had.) The permanent bonus can only be gained once, no matter how many times the Bounto uses their God Mode.



# Bounto Fleshwalker

**Prerequisites:**

**Feats:** Bounto, Improved Critical (Bite), Any Reiatsu Feat

**Skills:** Disguise 12+ Ranks

**Special:** 500+ Reiatsu

**Class Specialty:** All feats in this tree count as Reiatsu Feats

## 1 – FLESHWALKING [PRESTIGE]

You gain the ability to take on the likeness of those you kill. When you kill a target, you may make an Intelligence Based Disguise Check. Should you succeed, you may gain the appearance of the victim including their voice granting you a +10 bonus to passing for that character. You do not gain any other features of the creature, and the transformation lasts for 1 hour per level, you go unconscious or you die. You may keep a stable of transformations equal to your Charisma Modifier and may freely transform between each. To learn a new transformation afterwards you must surrender one you already possess. Shifting your form is a standard action.

## 2 – Bonus Feat

## 3 – IMPROVED FLESHWALKING [PRESTIGE]

Your transformation now includes the Reiatsu Signature of the creature who's form your imitating. Also you gain their memories. This grants you a +20 bonus to disguise checks to pass for that character overlapping Fleshwalking's +10.

## 4 – Bonus Feat

## 5 – SUPERIOR FLESHWALKING [PRESTIGE]

Your transformation ability is now perfect. While transformed you gain all the feats and abilities, skills and stats of the victim instead of your own. Though you are in a transformation, you may enact transformations (Such as Super Saiyajin, Resurreccion, etc.) Your Fleshwalking transformation now lasts till dismissed or you die. This grants you a +30 bonus to Disguise checks to imitate them which overlaps Improved Fleshwalking.



## Bounto Living Puppet

**Prerequisites:**

**Feats:** Bounto, Doll Merge

**Skills:** Spellcraft 11+ Ranks

**Special:** 3[BW] Bite Damage

**1 – IMPROVED DOLL MERGE [PRESTIGE]**

While merged with your doll, you gain a +4 bonus to all statistics and Fast Healing 10. Also, if you are killed in this form, your doll is not destroyed, but is inactive until it heals or is repaired. Also your doll gains a bonus doll power, a bonus feat and training in 3 skills.

**2 – Bonus Feat**

**3 – CONSTRUCT TRAITS [PRESTIGE]**

While you are merged with your doll, you gain Construct Traits. Your doll gains a bonus doll power, a bonus feat and training in 3 skills.

**4 – Bonus Feat**

**5 – PERMANENT DOLL MERGE [PRESTIGE]**

You and your doll's merge is considered permanent. This becomes your base form. You may separate for up to one minute per level per day. Your doll gains a bonus doll power, a bonus feat and training in 3 skills





# Bounto Blood Magus

**Prerequisites:**

**Feats:** Bounto, Blooded, Great Fortitude

**Skills:** Concentration 11+ Ranks

## 1 – BLOOD WALK [PRESTIGE]

Once per day per 4 levels you may use another creature with bloods as a teleportation medium. To do this, you must touch the being. An unwilling target must be hit with a melee touch attack. Choose a direction and a distance less than 100 miles per level. You travel that distance to a creature with blood that distance away within 100 feet of your intended destination. You may, at your option, make a bloody exit. To do so, you must target a creature within your teleportation range that isn't the creature you enter. That creature gains a Constitution based Fortitude save. If they fail the save, you burst from their chest cavity into an unoccupied 5ft square dealing your level d6 damage to them that ignores damage reduction/mitigation. If they succeed, you still teleport the distance, but they take no damage.

## 2 – Bonus Feat

## 3 – BLOOD TALK [PRESTIGE]

You gain the ability to give sentience to blood. As a ranged touch attack you cause the Blood in a subject to rebel and attempt to escape all at once. The target of the ability gains a Constitution based Fortitude save to resist the effect. On a failed save the target takes 2d6 damage per your level as the blood all attempts to escape at once. The target also takes 1 constitution damage per 2 levels you possess as the blood all attempts to escape at once.

## 4 – Bonus Feat

## 5 – BLOODY RESURRECTION [PRESTIGE]

You gain the ability to, once per day per 5 levels, come back from death. As long as there is one pint of your blood remaining, you are resurrected in one hour after death. You are resurrected at one half maximum hit points. You do not choose when this happens, it happens automatically.



# Bounto Swarm Meister

**Prerequisites:**

**Feats:** Bounto, Bountiful Harvest, Create Bitto

**Skills:** Any Attack Skill 10+ Ranks, Spellcraft 11+ Ranks

**Special:** Must have the Evil, Self or Power allegiance

## 1 – IMPROVED BITTO SWARM [PRESTIGE]

Your Bitto Swarm deals damage per round that overcomes damage reduction/mitigation as per the following chart. This damage is dealt automatically to anyone within the swarm.

**Table: Swarm Damage**

Swarm HD	Base Damage
1-5	3d6
6-10	6d6
11-15	9d6
16-20	12d6
21+	15d6

## 2 – Bonus Feat

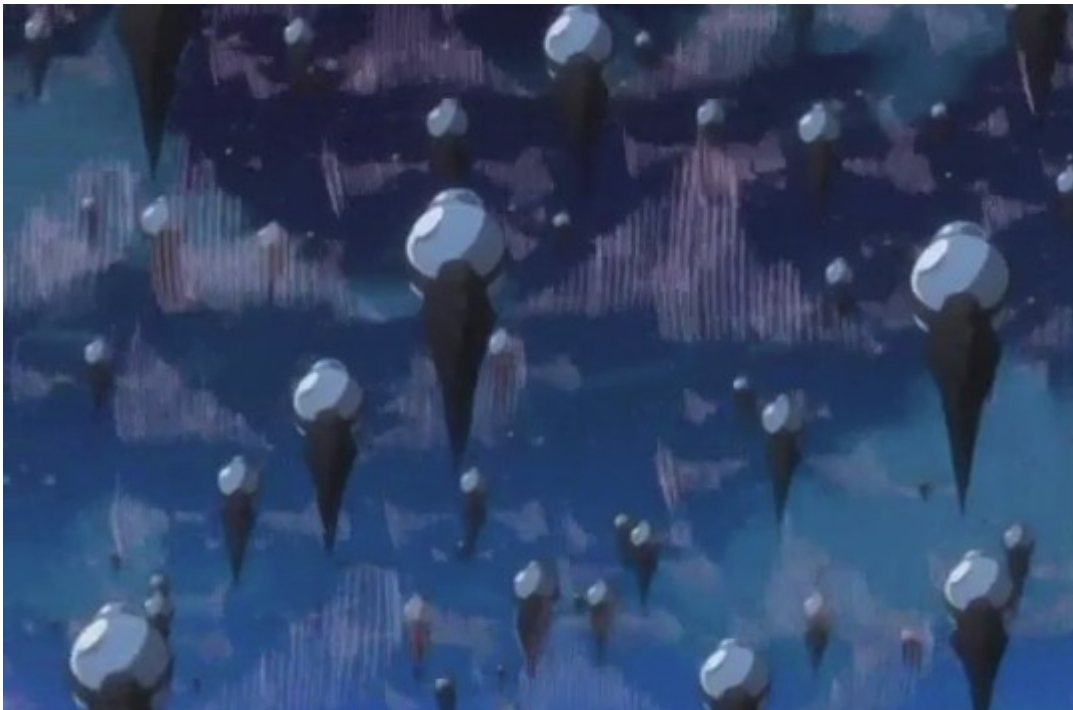
## 3 – MERGE SWARM [PRESTIGE]

When you create Bitto swarm, you can merge swarms of Bitto together to form larger swarms that result in more hit dice. To figure out how many hit dice you create, add together the levels of all sacrificed Bounto together. This result cannot be more than your level. It becomes a swarm of that Hit Dice, and functions as if it always was.

## 4 – Bonus Feat

## 5 – BECOME BITTO [PRESTIGE]

You gain the ability to become a Bitto swarm yourself without sacrificing a Bounto. You have all the traits of a Bitto of your level, and the transformation lasts for 3 + Old Constitution Modifier in rounds. While in Bitto Form, all damage that translates to life is transferred directly to you. You cannot merge with other Bitto Swarms while this is in effect.



# Bounto Souldrinker

## Prerequisites:

**Feats:** Bounto, Bountiful Harvest, Increased Consumption

**Skills:** Knowledge (Earth and Life Sciences) 10+ Ranks

**Special:** Must have killed someone just to watch them die and (Evil, Power or Self Allegiance)

## 1 – FEAST ON THE DEAD [PRESTIGE]

When a creature that grants experience dies within 100 feet of you, you may spend an immediate action to capture the soul. The creature gains a will save to resist this effect based on your Charisma. Should they fail you gain 1 soul in your Soul Bank. You may not spend more than one half your levels in souls in any one round. 1 soul can be spent to achieve one of the following effects:

- +4 to all Physical Statistics
- +4 to all Mental Statistics
- +5 to Damage Mitigation
- +5 to Fast Healing
- +5 to Level to Calculate Reiatu

The effects of soul expenditures lasts for 3 + New Spellscore Modifier rounds before the soul returns to the Cycle of Reincarnation

## 2 – Bonus Feat

## 3 – SUPERPOWERED SOULS [PRESTIGE]

When you spend souls, you can spend one and a half times the number of souls to gain twice the effect (Minimum 2 souls expended). Also add the following to the options to spend souls on:

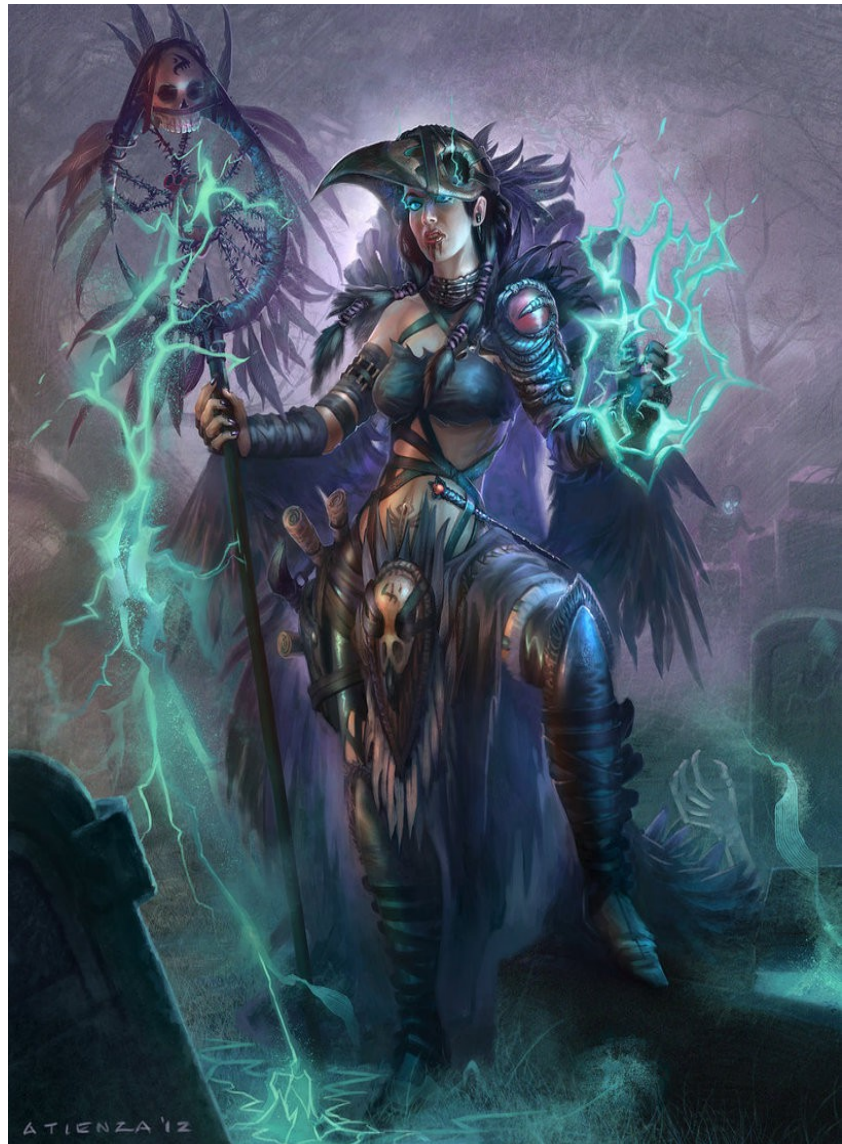
- 5 Souls can be spent to gain an Action Dice (This ability lasts till you use the Action Dice, but does not cross game sessions)
- 2 Souls can be spent to gain 15 temporary hit points (This effect lasts for one hour per level or until used)
- 4 Souls can be spent to gain 1d10 Wealth (This effect is permanent until spent)
- 10 Souls can be spent to level up once (This effect is permanent)

## 4 – Bonus Feat

## 5 – PIED PIPER [PRESTIGE]

You may spend souls on the following effect:

- 5 Souls can be spent to make one dead creature a living ally for 3 + New Spellscore Modifier rounds. You may not have more than your level in minions at one time.





# Bounto Weaponmaster

**Prerequisites:**

**Feats:** Bounto, Weapon Form or Weapon Release, Blooded

**Skills:** Weapon Attack 12+ Ranks

**Special:** 500+ Reiatsu

**Class Specialty:** Each feat in this tree counts as a Reiatsu Feat

**1 – MASTER OF ARMS [PRESTIGE]**

Choose either Weapon Form or Weapon Release. It gains 2 Shikai Picks or 1 Bankai Pick. Bankai picks can only be placed on your Weapon Release. Your doll no longer rebels against you and you no longer have to make monthly will saves against it.

**2 – Bonus Feat or +1[BW] Damage or 1 Shikai Pick for either your Weapon form of Weapon Release**

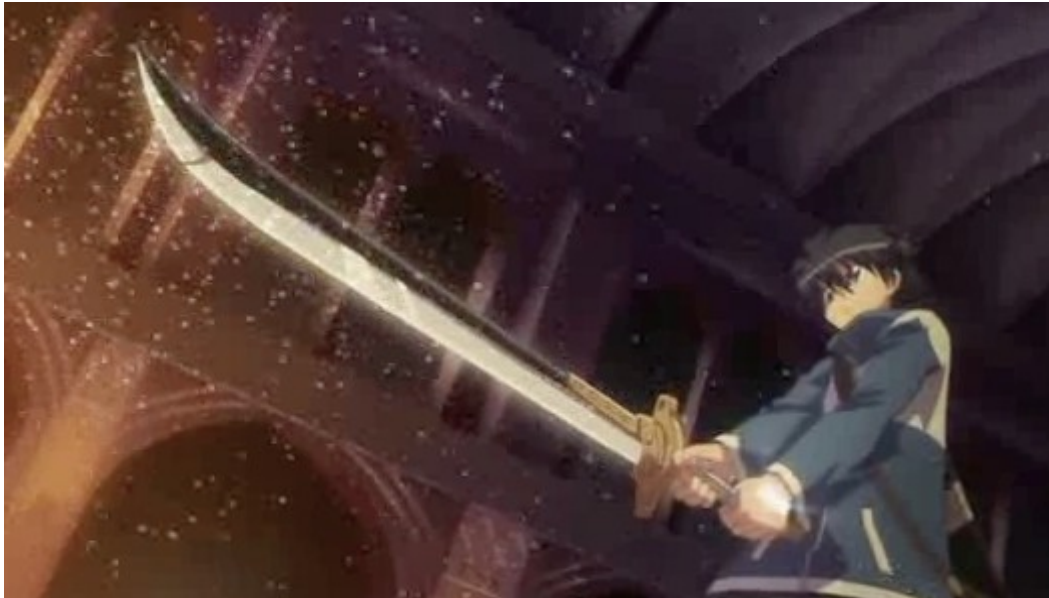
**3 – MASTER OF WAR [PRESTIGE]**

Your Weapon Release timer doubles. In addition add your Charisma Modifier to your Hit Points per level if you don't already do. If you do, choose one other mental statistic modifier and add that to your hit points per level.

**4 – Bonus Feat or +1[BW] Damage or 1 Shikai Pick for either your Weapon form of Weapon Release**

**5 – MASTER OF DISASTER [PRESTIGE]**

Choose either Weapon Form or Weapon Release. It gains 4 Shikai Picks or 2 Bankai Picks. Bankai picks can only be placed on your Weapon Release.



# Bounto Master of Puppets

**Prerequisites:**

**Feats:** Bounto, Indomitable Will, Blooded, Extra Weapon/Doll

**Skills:** Will Save 12+ Ranks

**Special:** Must have chosen to have an Extra Doll, not a weapon

**1 – TERTIARY DOLL [PRESTIGE]**

You gain an additional Doll as per the Extra Weapon/Doll Feat, This doll is of the same level as your Extra Weapon/Doll. All your Dolls gain +4 to all statistics and the Blooded feat (This includes future Dolls)

**2 – Bonus Feat**

**3 – SUPERPOWERED DOLLS [PRESTIGE]**

All your dolls gain 2 Doll Abilities, and 2 Bonus Feats that must be Bounto Doll Feats.

**4 – Bonus Feat**

**5 – PILE OF PUPPETS [PRESTIGE]**

You gain the ability to have more than 3 Dolls. Each doll beyond the third is built one level lower than your third. You no longer have to make will saves versus your Dolls to maintain control. You may not have more Dolls than one half your level. To gain additional dolls beyond a third, you must make a Will Save versus the Ego Score of a chosen Doll.





# Twin Doll Warrior

**Prerequisites:**

**Feats:** Bounto, Twin Doll, Twin Doll Mastery

**Skills:** Concentration 10+ Ranks

**Special:** Both twins must take this prestige path at the same time.

**1 – TWIN WARRIOR [PRESTIGE]**

When you and your twin are within 30 feet of your doll, You gain bonus to all defenses, and all attacks equal to your Doll's Spellscore Modifier (Minimum +2). While your Doll is within 30 feet of both twins, it gains a bonus to Damage rolls equal to both twin's Spellscore Modifiers.

**2 – Bonus Feat**

**3 – TWIN'S YEARNING [PRESTIGE]**

While you and your twin are within 100 feet of each other, and of the Doll, all damage done by the doll is transferred to the Twins as days of life.

**4 – Bonus Feat**

**5 – EMANCIPATED TWINS [PRESTIGE]**

If your doll dies, neither twin ages faster than normal. In addition, your bonuses from Twin Warrior and Twin's Yearning double. Lastly, you may split your doll into 2, each of the same build to be controlled, one by each twin. This splitting lasts till dismissed or your doll is destroyed. Both dolls must be destroyed to destroy your doll.



# True Vampire

**Prerequisites:**

**Feats:** Bounto, No Doll

**Skills:** Unarmed Strike 8+ Ranks, Flash Step 8+ Ranks

**Special:** Exclusive Summoned Doll

## 1 – TRUE VAMPIRISM [PRESTIGE]

You gain the ability to turn others into Bounto. If a target, that is either spiritually unaware, or spiritually aware without a racial feat, dies from your bite attack, you may sacrifice 10 hit points to transform them into a Bounto of their level called a Childer. They instantly create their character over again as a Bounto under your control. You can control only as many Bounto Childers as your Charisma Modifier. If you ever control more, you release control of one of your choice for the new one. Your childer can control childer if they take this prestige path.

## 2 – Bonus Feat

## 3 – VAMPIRE DEATH THROES [PRESTIGE]

When your character dies, instead of passing on, they turn into a gaseous mass and move off at your overland fly speed in a random direction. When they have travelled for 2 hours, they begin to gain healing at a rate of 1 per round. To truly kill a Bounto with this feat, you must decapitate them or kill them with a blessed weapon, or expose them to sunlight. Sunlight deals 50 damage per round to a Bounto with this feat. Blessed weapons deal double damage to a Bounto with this feat and one multiplier higher on a critical hit.

## 4 – Bonus Feat

## 5 – MINOR FASCINATION [PRESTIGE]

You gain the ability to mildly influence the minds of the weak willed. To enact this feat, the target must be able to hear and understand you. You must suggest a course of action, and the target gains a Charisma Based will save to resist the suggestion. Should they fail, they act on the suggestion to the best of their ability. Self harming, the harming of loved ones, or the breach of any of their allegiances garners them a +5 bonus on their roll. You may qualify for the Dominating Gaze feat with this one instead of it's normal prerequisites.



# Soul Sucker

**Prerequisites:**

**Feats:** Bounto, Inner Hollow, No Doll

**Skills:** Will Save 10+ Ranks

**Special:** Must defeat your Inner Hollow, Exclusive Summoned Doll.

1 - SOUL REND [PRESTIGE]

When you kill someone via Bite Damage, you take the soul into yourself to empower your abilities. For 3 + Constitution Modifier rounds, all your bite damage is Empowered. Also, all your Physical Statistics gain a bonus equal to your Spellscore Modifier for that time.

2 - Bonus Feat

3 - SOUL SUCK [PRESTIGE]

You gain the ability to drain reiatsu with your bite attack. Whenever you deal bite damage, you gain that damage x10 in Reiatsu back, and the opponent loses that much Reiatsu.

4 - Bonus Feat

5 - RESURRECCION EXQUISITO [PRESTIGE]

When you gain this feat, your Inner Hollow and you merge into one being. You gain all the Inner Hollow's Hollow Growth Powers as your own powers, though the Physical Ones are sealed.

You may release this seal as a Move Action on your turn, regaining the lost Hollow Growth Powers, and gaining a +2 bonus to Strength, Dexterity and Constitution equal to the powers regained. The form lasts for 1 minute per point of Constitution you have and may be split among multiple uses. This counts as Resurreccion for feats and abilities. If you ever gain a different Resurreccion, this overrides that one and you gain a bonus feat instead.





# Bounto Ingenieur

## Prerequisites:

**Feats:** Bounto, Powerful Doll, Superior Doll, Doll Merge

**Skills:** Craft (Structural) 10+ Ranks

### 1 – FORM FITTING DOLL [PRESTIGE]

When you merge with your doll, instead of physically merging your being, your doll surrounds you in a protective cocoon. While you are in this cocoon, you gain the following bonuses instead of normal:

- +100 Temporary hit points
- +10 bonus to all defenses
- +10 bonus to Strength
- +5 bonus to Dexterity and Constitution
- +1 Size Category
- All their Doll Abilities as your own
- +2 Slam Attacks that deal 1d8[BW] instead of normal

### 2 – Bonus Feat

### 3 – GREATER FORM FITTING DOLL [PRESTIGE]

Your Form Fitting Doll bonuses improve to become:

- +200 temporary hit points
- +15 bonus to all defenses
- +20 bonus to Strength
- +10 bonus to Dexterity and Constitution
- +1 Size Category
- All their Doll Abilities as your own
- +2 Slam Attacks that deal 1d8[BW]

You may choose to have your doll gain a second size category at your option. If you do, their Slam BW becomes 2d6.

### 4 – Bonus Feat

### 5 – SUPERIOR FORM FITTING DOLL [PRESTIGE]

You may now add to your doll's Form Fitting bonuses by making Craft (Structural) Checks with a DC equal to the following

- +10 Temporary Hit Points (DC 15 + the HP Change)
- +1 to all Defenses (DC 20 + 10 per change)
- +2 to Strength (DC 20 + 10 per change)
- +1 Dexterity and Constitution (DC 20 + 10 Per Change)
- +1 Size Category (Maximum Colossal) (DC 35)
- +1 Natural Attack (DC 30)

You may not make more changes to your doll than your Intelligence Score (Without Doll Abilities).



# Bounto Dollmaster

**Prerequisites:**

**Feats:** Bounto, Indomitable Will

**Skills:** Unarmed Strike 12+ ranks

**Special:** 500+ Reiatsu

**Class Specialty:** Each feat in this tree counts as a Reiatsu Feat

**1 – EXPOUNDED DOLL [PRESTIGE]**

Your doll gains 3 more abilities from Menu A, 2 more abilities from Menu B or 1 more ability from Menu C. You no longer have to make Will Saves to keep your doll's service.

**2 – Bonus Feat or a Bonus Doll Ability from Any List**

**3 – FURTHER EXPOUNDED DOLL [PRESTIGE]**

Your doll gains 3 more abilities from Menu A, 2 more abilities from Menu B or 1 more ability from Menu C. You gain the ability to spend 3 Action Dice or spend 1 week of uninterrupted work to rewrite your doll's feats, fan-service feat and/or doll abilities.

**4 – Bonus Feat or a Bonus Doll Ability from Any List**

**5 – TRULY EXPOUNDED DOLL [PRESTIGE]**

Your doll gains 4 more abilities from Menu A, 3 more abilities from Menu B or 2 more ability from Menu C. When you rewrite your doll, you may add a racial feat to their character. To add the Racial feat, it takes an additional 2 action dice or an additional week of work. If you gain a racial feat you may choose whether it retains it's construct traits. You Doll does NOT gain the alive feat for simply having a living race.





# Elder Vampire

**Prerequisites:**

**Feats:** Claimed Vampire, Seasoned, Resilience, Bountiful Harvest

**Skills:** Unarmed Strike 18+ Ranks, Any one Knowledge 18+ Ranks, Two of the following 18+ Ranks: Defense, Fortitude Save, Reflex Save, Will Save

**1 - BETTER WITH AGE [PRESTIGE, REIATSU]**

Instead of gaining Doll Abilities every other level, you now gain them every level, this applies retroactively. Rewrite your abilities to reflect this. If you take the feat "Superior Doll Construction" you gain 2 abilities every 3 levels instead of 1 every level.

**2 - Bonus Feat**

**3 - FASTER THAN THE EYE CAN FOLLOW [PRESTIGE, REIATSU]**

The Elder Vampire is always treated as having used the Flash Step skill as a swift action regardless of their roll. Also, they add their Charisma modifier to their Flash Step roll (Min 1). This is an extraordinary ability. Additionally, you gain Combat Reflexes and Flash Step Invisibility as bonus feats.

**4 - Bonus Feat**

**5 - ULTIMATE FORTITUDE [PRESTIGE, REIATSU]**

You gain High Pain Tolerance as a bonus feat, if you already have this feat you gain a bonus feat instead. You now only need to expend 2 Reiatsu per 1 point of damage to be prevented with the Resilience feat.



## Clan Attentater Assassins

### Prerequisites:

**Feats:** Bounto, Claimed Vampire (Attentater), Sneak Attack, Seasoned

**Skills:** Unarmed Strike 10+ Ranks, Flash Step 10+ Ranks, Hide 10+ Ranks, Move Silently 10+ Ranks

### 1 – IMPROVED SNEAK ATTACK [PRESTIGE]

Your Sneak Attack damage is upgraded to d8's.

### 2 – Bonus Feat

### 3 – DEATH ATTACK [PRESTIGE]

If the Assassin 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 level + Spellscore Modifier) 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. This is an extraordinary ability.

### 4 – Bonus Feat

### 5 – CLAN ASSASSIN [PRESTIGE]

You may now study up to Spellscore Modifier (minimum 1, maximum 5) targets for your Death Attacks. You have up to 5 rounds now to deliver an attack to your studied victims.



# Clan Habgier Nobles

**Prerequisites:**

**Feats:** Bounto, Claimed Vampire (Habgier), Nobleblood, Rage

**Skills:** Unarmed Strike 10+ Ranks, (Diplomacy, Intimidate or Bluff) 10+ Ranks, Fortitude 10+ Ranks

## 1 – IMPROVED NOBLEBLOOD [PRESTIGE]

Calculate your Reiatu as if your Reiatu Stat was 20 higher than normal. In addition, should you choose, you may gain one Oldblood feat as if you were first level ignoring it's prerequisites. If you take the Oldblood feat, you may take their Heritage feat as a bonus feat as well ignoring it's prerequisites.

## 2 – Bonus Feat

## 3 – THINLY VEILED RAGE [PRESTIGE]

When you succumb to a rage, you gain the ability to continue to use skills and abilities normally while in the rage. Also, all numerical values in your rage increase by 2 (Stat changes, Duration, The AC bonus disappears, etc). You also gain a +5 bonus to all damage rolls while in a rage.

## 4 – Bonus Feat

## 5 – POMP AND CIRCUMSTANCE [PRESTIGE]

When you use a skill to improve a target's mood, the target moves 2 categories instead of one. This includes moving down categories. If you use Diplomacy, you gain a +5 bonus to the roll. If you use Intimidate you can inflict one level of fear onto the target instead of normal.



# Clan Uberleben Foxhounds

## Prerequisites:

**Feats:** Bounto, Claimed Vampire (Uberleben), Track

**Skills:** Unarmed Strike 10+ Ranks, Survival 10+ Ranks

**Special:** Must have survived a week in the woods with no provisions

## 1 – SCENT [PRESTIGE]

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 airbreathing 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.

## 2 – Bonus Feat

## 3 – FOXHUNT [PRESTIGE]

You gain the ability to initiate a foxhunt. This special function of the Track Feat allows one to track a target

regardless of distance. You must declare a foxhunt after 2 rounds of uninterrupted study of the target. Once set, the target cannot escape you as long as they are on the same plane of existence as you. You gain a +X bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this creature. Likewise, you get a +X bonus on damage rolls against this creature. X is equal to twice your Intelligence Modifier. Once you initiate a Foxhunt, it doesn't end till the target dies, or you spend 2 rounds of uninterrupted study of another target. You may only initiate one foxhunt at a time. You may, instead of targeting an individual with Foxhunt, may target an entire group. If you do, you gain half the bonuses of Foxhunt against that group.

## 4 – Bonus Feat

## 5 – ULTIMATE FOXHUNT [PRESTIGE]

You may now have more than one target of Foxhunt. You may initiate as many foxhunts as your Wisdom Modifier. You cannot target multiple groups. Should you declare a Foxhunt against a creature above your Wisdom Modifier, you must relinquish one of your Foxhunts in exchange. Also, X becomes three times your Intelligence Modifier.





# Clan Sterben Necromancers

## Prerequisites:

**Feats:** Bounto, Claimed Vampire (Sterben), Spellcaster

**Skills:** Spellcraft 10+ Ranks, Knowledge (Kido Lore) 10+ Ranks, Unarmed Strike 10+ Ranks

## 1 – ANIMATE DEAD [PRESTIGE]

You gain the ability to create lesser undead. A Lesser Undead is built as a Hollow one level lower than you with Bizzare: Undead Traits as a bonus Hollow Growth Power. You may have only your Charisma Modifier in Lesser Undead at one time, and each must come from the corpse of a creature killed within the last 1 day per level that hasn't been disintegrated or blown to bits. Creating any Undead requires a bit of blood from you, which deals you 2 Constitution Damage in the process. Your control over your undead minions is indefinite. Your undead level as you do. All undead created by you have you as their primary allegiance.

## 2 – Bonus Feat

## 3 – GREATER ANIMATE DEAD [PRESTIGE]

Your Lesser Undead can become Greater Undead, gaining one level. Also, any undead transformed into Greater Undead gain the Elite Template from the Villain Modifiers Section of the book. This process takes 8 hours of uninterrupted work on an already created Lesser Undead, and once finished the buff is permanent. You may have only half as many Greater Undead as you do Lesser Undead. The control of the undead minions is still permanent.

## 4 – Bonus Feat

## 5 – UNDEAD MASTERY [PRESTIGE]

Firstly, your undead control has grown to become twice your Charisma Modifier in undead. Secondly, you only take 1 Constitution Damage for creating an undead. Thirdly, it only takes 4 hours to transform a lesser undead into a Greater Undead. Lastly, You may make one of your Greater Undead into a Superior Undead. They gain one level (Placing them one level above you), and gain the Boss Template superseding the Elite Template. Doing this takes 16 hours of uninterrupted work on an already created Greater Undead.





# Clan Schatten Shadow Warriors

## Prerequisites:

**Feats:** Bounto, Claimed Vampire (Schatten), Clan Secrets (Schatten)

**Skills:** Any Attack Skill 10+ Ranks, Any Knowledge 10+ Ranks, Any Perform 10+ ranks

**Special:** Must have improved a mood through Intimidation at least 4 times.

## 1 – IMPROVED CLAN SECRETS (SCHATTEN) [PRESTIGE]

You gain a second type to take Shikai Picks from, from among the following choices: (Projectile, Sand, Metal, Poison, Light or Gravity). In addition to gaining Picks instead of Doll Powers, you now gain a second pool of Shikai Abilities equal to one half your level to spend Picks on.

## 2 – Bonus Feat

## 3 – NICTOKENISIS [PRESTIGE]

You gain control over and the ability to attack with darkness and shadows. As a standard action you may make an attack action against a target that is within, or partially covered in darkness or shadow. This attack does 1d8[BW] damage that improves as your highest attack skill does and has a range of 120ft. Alternatively you may use the shadows to grapple a target. Use your spellscore modifier instead of your Strength modifier, and you gain a bonus on the grapple check per each Darkness type ability you possess. You do not have to be in the grapple to initiate or retain the grapple. You cannot be counter-grappled with this feat. You may also use the Violent Thrust option of Telekinesis if there is a target within dim light or lower.

## 4 – Bonus Feat

## 5 – ONE WITH THE NIGHT [PRESTIGE]

You gain a boon with many skills and abilities while in at least dim light. While in Dim Light, you gain a +4 bonus to all Charisma Based skills, checks and DC's. While in shadowy illumination, the bonus increases to +6. While in complete darkness, the bonus increases to +8. Also, as long as you don't move in complete darkness, you are completely hidden, even to Reiatu Sensing and the scent quality. If you move while you are using this part of the feat, the bonus drops from complete hidden to partially hidden, granting you a +10 bonus with Hide, Move Silently and Bluff while within complete darkness. You gain Darkvision 120ft and may see through deeper darkness effects.



## Clan Wahnsinn Maniacs

### Prerequisites:

**Feats:** Bounto, Claimed Vampire (Wahnsinn), Clan Secrets (Wahnsinn)

**Skills:** Any Knowledge Skill 10+ Ranks

**Special:** Must have the Insanity Strike Shikai Pick

### 1 – ENHANCED INSANITY STRIKE [PRESTIGE]

Your Insanity Strike's effect lasts for 3 rounds + 1 round per point of Charisma Modifier you have. Also the target is also affected by Command, with you choosing the option instead, if they fail their save versus your Insanity Strike.

### 2 – Bonus Feat

### 3 – WHISPERS OF MADNESS [PRESTIGE]

You gain the ability to whisper dark and forbidden secrets to an victim forcing them to make a Charisma Based Will save or become one step more frightened (Beginning at Shakened) for 1d6 rounds. You may also reverse this effect, to make a target less fearful (beginning at cowering) for 1d6 rounds.

### 4 – Bonus Feat

### 5 – INSANE INSIGHT [PRESTIGE]

You gain a +20 bonus on all Intelligence and Wisdom Based Core Skill Checks, but a -10 on all Charisma Based Core Skill checks. In addition, you gain a +5 bonus to Defense, Attack Rolls and Reflex Saves through some unknown means.



## Clan Verzerrung Tricksters

**Prerequisites:**

**Feats:** Bounto, Claimed Vampire (Verzerrung), Skill Focus (Sleight of Hand)

**Skills:** Sleight of Hand 10+ Ranks, Bluff 10+ Ranks, Hide 10+ Ranks

**Special:** Must have lifted something off someone worth at least a Wealth of 20 (\$2,000) using Sleight of Hand

**1 – IMPROVED THEIVERY [PRESTIGE]**

As a DC 35 check, you may lift a Medium sized object from a person. You only take a -10 penalty for making a Sleight of Hand check as a free action. Also you may draw a hidden weapon as a swift action.

**2 – Bonus Feat**

**3 – HIDE IN PLAIN SIGHT [PRESTIGE]**

As long as you are within 10 feet of a shadow, obstacle or natural formation of your size or larger, you may attempt a hide check while being observed.

**4 – Bonus Feat**

**5 – SUPER BLUFF [PRESTIGE]**

You can bluff so well that sometimes your bluffs just happen to be the truth. By making a DC 70 Bluff check, you may make one lie you have told come true. The bluff **MUST** succeed to become true, or else this ability fails. You may use this ability once per day per 10 levels.



## Clan Behandlung Miracle Workers

### Prerequisites:

**Feats:** Bounto, Claimed Vampire (Behandlung), Surgery, Reiatu Healing

**Skills:** Treat Injury 10+ Ranks

**Special:** Must have restored over 50 hit points via surgery over your career.

### 1 – IMPROVED SURGERY [PRESTIGE]

Firstly, the DC to perform Surgery decreases to 15. You may perform surgery without a surgery kit. You restore 2d6 hit points per character level of the patient (Up to the patient's full normal hit point maximum.) with a successful check. You may perform Surgery twice per day per character, and a character that undergoes surgery by you is fatigued for 12 hours - 2 hours per point above the DC you obtain to a minimum of 2 hours.

### 2 – Bonus Feat

### 3 – GREATER SURGERY [PRESTIGE]

You may take a -10 penalty on your Treat Injury Check to use the effects of Superior Reiatu Healing. You may take a -20 penalty on your Treat Injury check to use the effects of Perfect Reiatu Healing. This doesn't cost your Reiatu regardless of what you do, and doesn't cost against your Reiatu Healing for the day.

### 4 – Bonus Feat

### 5 – REVIVIFY [PRESTIGE]

As long as you can make it to a patient within 1 round per point of your Charisma Modifier of their death, you may attempt a special DC 30 Treat Injury Check. Should you succeed, you restore 10 hit points per your level to the chracter +10 hit points per point you get over the DC. If this would place them into positive hit points, they come back to life, if not they still die. You may only use this feat once per character per day, and may not use it on yourself.





# Clan Zauberbann Magisters

## Prerequisites:

**Feats:** Bounto, Claimed Vampire (Zauberbann), Spellcaster, Eishohaki

**Skills:** Knowledge (Kido Lore) 10+ Ranks, Spellcraft 10+ Ranks

**Special:** Must be able to cast Kido of bracket 3 or above

## 1 - SOUL COMPONENT [PRESTIGE]

You can substitute a part of your soul for the Reiatu Cost of your Kido. You may take 1 Charisma Damage per 20 points of Reiatu needed to cast a Kido instead or you may substitute one day of life for each 20 points of Reiatu Needed to cast a kido or you may deal damage to another creature to cast a kido, dealing 5 damage per 20 reiatu of the Kido.

## 2 - Bonus Feat

## 3 - THAUMATURGY [PRESTIGE]

Choose one Path, you gain abilities based on that path: Blood, Fire, Sun, Spirit, Earth, Mind, Bone

- **Blood:** When you create a Bounto through True Vampirism, you may grant the target one additional level beyond their own per 6 levels you have.
- **Fire:** You can create up to one five foot square of fire per feat you have in this tree within line of sight. The fire deals 2d6 damage to a target/s per feat you have in this tree.
- **Sun:** You take 10 points less damage per round from the Sun for each level you have in this prestige path (To a minimum of 0)
- **Spirit:** Once per day per feat in this tree, you may reduce the cost of a kido you have used Soul Component on by 20 reiatu.
- **Earth:** You gain +2 to Strength and Constitution per feat in this tree
- **Mind:** You gain the ability to lift 50lbs per level with your mind within line of sight and effect. If that is more than your own weight, you may fly at your land speed with perfect maneuverability. You may also use the Violent Thrust option of Telekinesis.
- **Bone:** Grant a +2 Strength, Dexterity or Constitution bonus per feat in this tree to a target you can touch. Effect lasts 3+ Charisma Modifier rounds before reverting (Max 3 + Spellscore Modifier times per day per target)

## 4 - Bonus Feat

## 5 - ADVANCED THAUMATURGY [PRESTIGE]

Your chosen path improves

- **Blood:** You may grant levels equal to one per 4 you have instead of per 6.
- **Fire:** You create 2 five foot squares of fire instead of one, and it deals 3d6 per feat in this tree instead of 2d6
- **Sun:** Not only do you not take damage from the sun, you can inflict that damage you would have taken to an opponent as a melee touch attack once per round.
- **Spirit:** Your reduction in Kido costs becomes 40 instead of 20
- **Earth:** You gain +3 to Strength and Constitution per feat in this tree instead of +2
- **Mind:** Your lifting becomes 100lbs per level and you fly at 2x your land speed
- **Bone:** You may grant +4 Strength, Dexterity or Constitution per feat in this tree to a target. It still lasts the same amount of time.



# Rewritten Doll Abilities

The following is a rewrite of the Bounto Doll Abilities from the Core Book.

## Doll Abilities

### Keywords

**Re-selectable:** You may select this option multiple times.

**Stackable:** The option stacks upon itself when re-selected

**Re-choose-able:** You may re-choose an option within the option when re-selecting or choose a different option.

### Menu A

#### Buff (Ex)

The Doll gains an extra +2 HP per level. Re-selectable, Stackable.

#### Burrow (Ex)

The Doll gains a burrow speed equal to one half it's land speed.

#### Celerity (Ex)

The Doll's land speed is increased by 10 feet. Re-selectable, Stackable

#### Cleave (Ex)

The Doll gains the Power Attack and Cleave feats.

#### Deflection (Ex)

The Doll gains a +2 deflection bonus to Defense Rolls. Re-selectable, Stackable.

#### Different Attack Form (Ex)

Dolls naturally have a Slam attack. Yours does not. Choose a different attack form that is not elemental in nature. Your Doll has that attack form instead. It still does 1d6[BW] (IE: Your Doll could have a gun, or a sword, or a bite, or even just unarmed strikes that aren't slams)

#### Elemental Subtype (Ex)

The Doll gains an elemental subtype. Choose from the following list (Acid, Cold, Electricity, Fire, Force, Negative Energy, Positive Energy, Psychic, Sonic, Water). The Doll takes one quarter damage from that elemental type, and double damage from it's opposed type (Cold/Fire, Electricity/Acid, Negative/Positive, Force/Sonic, Water/Psychic).

#### Energy Touch (Ex)

The Doll deals an extra 1d6 points of damage of an energy type you choose (Acid, Cold, Electricity, Fire, Force, Negative Energy, Positive Energy, Psychic, Sonic or Water) while released.

#### Extra Attack Forms (Ex)

Choose an attack form your Doll does not possess. It gains that attack form dealing 1d6[BW] damage. Re-selectable, Re-choose-able.

#### Fly (Ex)

The Doll can fly and has a fly speed equal to it's land speed (Average Maneuverability). If it has Physical Wings increase the fly speed by 10 feet.

#### Improved Bull Rush (Ex)

The Doll gains the Improved Bull Rush feat.

**Improved Grapple (Ex)**

The Doll gains the Improved Grapple feat

**Improved Attacks (Ex)**

Choose one of the your doll's attack forms. It's damage increases by 1[BW] every time it would gain 1[BW] from ranks. This does not stack with any Attack Mastery feat.

**Resistance (Ex)**

Choose one of the following energy types (Acid, Cold, Electricity, Fire, Force, Negative Energy, Positive Energy, Psychic, Sonic or Water). The doll has Resistance 5 to that energy type. Re-selectable, Stackable, Re-choose-able.

**Size Increase (Ex)**

Your Doll gains a Size Category. Re-selectable, Stackable to Colossal.

**Special Ability (Depends)**

You gain an ability that you work out with your GM. It can be anything within reason. Re-selectable, Re-choose-able, possibly Stackable.

**Swim (Ex)**

The Doll has a swim speed equal to three quarters it's Land Speed (Rounded up to the nearest 5ft) and a +8 to Swim Checks.

**Trip (Ex)**

If the doll hits with an attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the Doll.

**Menu B****Blindsense (Ex)**

The doll has Blindsense out to 60 feet. Re-selectable, Stackable (+10 feet per selection).

**Bonus Feat (Ex)**

The Doll gains a feat that it meets the prerequisites for. Re-selectable, Re-choose-able, possibly Stackable

**Constrict (Ex)**

If the Doll maintains a grapple, it may deal it's highest non elemental attack's damage as a free action.

**Energy Bolt (Su)**

As a standard action, the Doll may launch a bolt of energy that deals 2d6[BW] damage. The energy bolt has a range of 60 feet, has one target, and criticals on a 19-20 for x2 damage. If you have an Elemental Subtype, your Energy Bolt is of the same element as your subtype. If you do not, your damage is Force damage.

**Fast Healing (Ex)**

The Doll heals 3 hit points each round. Re-selectable, Stackable

**Improved Critical (Ex)**

Choose one of the doll's attacks. It gains the Improved Critical feat. Re-selectable, Re-choose-able

**Improved Damage Reduction (Ex)**

The Doll's Damage Reduction increases by +4/-. Re-selectable, Stackable

**Improved Fly (Ex)**

Requires Fly. The Doll's flight maneuverability increases by one category. Re-selectable, Stackable. Max Perfect Maneuverability.

**Improved Grab (Ex)**

If the doll hits with a natural attack, it can make a grapple attempt as a free action without provoking an attack of opportunity.

**Poison Touch (Ex)**

If the Doll hits with a melee attack, the target must make a Constitution Based fortitude save or take 1 point of Constitution Damage. One minute later, the target must save again or take 1 points of Constitution Damage.

**Pounce (Ex)**

If the doll has more than one attack, it can make a full attack action on a charge.

**Smite (Su)**

Once per day, the Doll can make an attack with a bonus equal to their Charisma Modifier. If it hits, it deals their level more damage than normal, and grants them their level as a deflection bonus to Defense for 3 + Charisma Modifier rounds. Re-selectable, Gain +1 uses/day upon re-select.

**Trample (Ex)**

As a standard action during its turn each round, a Large or larger Doll can literally run over an opponent at least one size category smaller than itself. It merely has to move over the opponent to deal Bludgeoning damage equal to  $1d8[BW] + 2 \times \text{Strength Modifier}$ . The target can attempt a Strength based Reflex save to negate the damage, or it can instead choose to make an attack of opportunity at a -4 penalty.

**Menu C****Blindsight (Ex)**

The doll has Blindsight out to 60 feet. Reselectable, Stackable (+10 feet per selection).

**Concussion Burst (Su)**

You gain the ability to launch a burst of elemental fury at your opponents. This is a 30 foot burst around you that deals your Elemental Subtype  $2d6[BW]$  damage. If you do not have an elemental subtype, it deals Force damage.

**Dimensional Slide (Su)**

You gain the ability to shunt yourself from one area to another. You may use this ability once per round as a move action and may teleport up to twice your land speed.

**Great Size (Ex)**

Your Doll's size can now be moved beyond Colossal. Must have Increased Size to Colossal. Increase your size one size category. Reselectable, Stackable.

**Improved Elemental Subtype (Ex)**

You no longer take double damage from your opposing type. Must have Elemental Subtype to take.

**Natural Invisibility (Su)**

The Doll is naturally invisible, even when attacking. This ability is inherent and is not subject to abilities that can see invisible creatures.

**Powerful (Ex)**

Choose one of your Doll's Statistic. That statistic gains a +3 bonus. Re-selectable, Re-choose-able, Stackable.

**Rend (Ex)**

If the doll makes Claw attacks and hits with 2 or more claw attacks, it deals  $2d6[BW]$  extra damage.

**Swallow Whole (Ex)**

The Doll can swallow an opponent it successfully grabs that is one size category smaller than itself or smaller.

**Transform (Su)**

Your doll has the ability to transform into a different form. You may make this form by making a separate Character sheet for the Doll's new form, but with a few differences. Firstly, add up your original Doll's statistics. You have that many points to arrange on the new Character Sheet (Stats start at 0, Minimum Statistic 6, 1 for 1 basis on distribution) with no statistic maximum. Then you may re-choose feats, skills and Bounto Doll abilities. The Doll may enter this transformation at will as a full-round action that provokes an attack of opportunity and it lasts till you shut it off. Re-selectable, Re-choose-able.



# Epic Level Content

The following material is available to characters of 21<sup>st</sup> level or higher.

## Epic Level Feats

The following feats supplement the ones from the Epic Level Handbook.

PIED POOL [EPIC, BOUNTO]

**Prerequisites:** Pied Piper

**Benefit:** The maximum number of souls you can spend doubles to be your level.

EPIC DOLL POWER [EPIC, BOUNTO]

**Prerequisites:** A 9th-Level Doll

**Benefit:** Your Doll/s gain a Doll Power from Menu D (See Below)

**Special:** You may take this multiple times. Each time they gain a Doll Power from Menu D

EPIC DOLL [EPIC, BOUNTO]

**Prerequisites:** A 9th-Level Doll

**Benefit:** Your doll gains 2 hit dice. It's HD cannot become a higher level than yours.

**Special:** This may be taken multiple times, Each time the doll gains 2 hit dice

EXPANDED CASTLE [EPIC, BOUNTO]

**Prerequisites:** A Maximum sized Castle from "My Doll is My Castle"

**Benefit:** Your Castle receives 6,000 more feet to distribute to its dimensions in 100 foot increments

**Special:** You may take this multiple times. Each time granting 6,000 more feet to distribute in 100 foot increments.

TRULY INDOMITABLE WILL [EPIC, BOUNTO]

**Prerequisites:** Bounto, Indomitable Will

**Benefits:** You no longer have to prove your worth to your doll through will saves.

# Epic Level Prestige Paths

The following prestige paths are available to characters of 21<sup>st</sup> level or higher.

## Herr Der Seelen

### Prerequisites:

**Feats:** Bounto, Improved Blood Drain, Dominating Gaze

**Skills:** Unarmed Strike 24+ Ranks, Spellcraft 24+ Ranks, Will Save 24+ Ranks

**Alternate Prerequisites:** (You may use these prerequisites instead of the ones listed above)

**Feats:** Bounto, Vampiric Strength, Vampiric Metamorphosis

**Skills:** Unarmed Strike 24+ Ranks, Spellcraft 24+ Ranks, Will Save 24+ Ranks

### 1 – IMPROVED VAMPIRIC METAMORPHOSIS [PRESTIGE]

If you did not possess the Vampiric Metamorphosis or the Dominating Gaze feat before this, you gain that feat as a bonus feat regardless of prerequisites. If you had both, gain a bonus feat instead. When you enact your Vampiric Metamorphosis, your bonus to Physical Statistics becomes your Spellscore instead of your Spellscore modifier, your increased Damage Reduction becomes +10/- and your Fast Healing is equal to your Spellscore + Your Spellscore Modifier. The timer remains the same.

### 2 – Bonus Feat

### 3 – INFINITE REGRESSION OF DAMAGE [PRESTIGE]

Whenever you take damage, halve any damage that doesn't have an enhancement bonus unless it's made of wood, silver or something blessed by a priest or other holy person. To be considered blessed, it must have a holy symbol drawn on the weapon by a priest or other holy person.

### 4 – Bonus Feat

### 5 – PSEUDO-IMMORTALITY [PRESTIGE]

You cannot die in the normal sense. The only way to kill you is through the critical damage of a vorpal weapon. You do not die through Constitution Damage/Drain, Level Loss or Massive Damage. You are not immune to these effects, they just cannot kill you. If a Vorpal weapon does not deal the killing blow on you as a critical hit, you come back to life in 1d6 hours fully healed. If you are "killed" through Con Damage/Drain, Level Loss or Massive Damage, it reverses itself fully in 1d6 days. During that time you are unconscious.



# Bounto Keep Master

## Prerequisites:

**Feats:** Indomitable Spirit, Leadership

**Skills:** Will 24+ Ranks, Concentration 24+ Ranks

**Special:** Exclusive "Weapon Form", Exclusive "No Doll"

### 1 – MY DOLL IS MY CASTLE [PRESTIGE]

Your doll becomes a location tied to your soul. If you happen to die, you come back 1d8 days later. This does not take away from your age timer. Your doll cannot be destroyed as long as you live. If someone defeats all special minions within the location, you can be killed and do not come back 1d8 days later. This location's area is equal to 300ft x 300ft x 300ft and increases by 30 feet per month to a maximum dimension of 30,000 feet per dimension. You can choose to have any dimension be smaller than it should be to increase another dimension by that same amount. You no longer make ego checks versus your Doll every month. You gain some control over the inside of the location. You may control the atmosphere, water, temperature, and the general shape of the terrain. This control extends to a room by room basis, and you may control each room separately. You may not create life, but may create construction within the location to your whim.

### 2 – Bonus Feat

### 3 – MY PEOPLE WILL KILL YOU [PRESTIGE]

You gain an extra cohort every 4 character levels. These special cohorts live within your Location and do not stray more than 10 miles from it for any reason. Your main cohort may still travel wherever you do as per normal.

### 4 – Bonus Feat

### 5 – RISE, MY SPAWNS OF THE DARK [PRESTIGE]

Firstly, you may now create creatures of various power within your castle. The maximum level creature you can create is equal to 10 times your Cohort Level. You must split this level within a given room and each room is considered a separate pool of enemies. No creature can be above your cohort level. Your special cohort has a small amount of control over the rooms they occupy. Treat them as having the first level feature of this prestige path for that purpose alone. The master of the location overrides the whims of his/her special cohorts. Also, you may now control every aspect of your castle that doesn't directly effect hostile entities within.



# Methuselah

**Prerequisites:**

**Feats:** Bounto, No Doll, Minor Fascination, Dominating Gaze

**Skills:** Unarmed Strike 24+ Ranks, Will Save 24+ Ranks

**Special:** Exclusive Summoned Doll, 1,500+ Reiatsu

## 1 – MASTER OF DEATH [PRESTIGE]

You gain the ability to control 10x your Spellscore Modifier in Bounto Childer instead of normal. In addition, for each Childer you have within 30 feet of you, you gain a +1 bonus to all Physical Statistics and a +1 Level for Reiatsu Calculation. This number is established at the beginning of combat, and does not change till combat ends.

## 2 – Bonus Feat

## 3 – MASTER OF SHADOWS [PRESTIGE]

You may cause a localized Solar Eclipse. You create a limited eclipse as if a heavenly body moved between the sun and the earth. The radius of this eclipse is 1 mile, which is plunged into complete darkness. The eclipse lasts for 1 hour or until the sun sets whichever is shorter. Normal light is still possible within the zone of darkness, it is merely sunlight that is dampened out. You may do this once per day per 4 levels.

## 4 – Bonus Feat

## 5 – MASTER OF UNDEATH [PRESTIGE]

You gain the ability to turn those with a Racial Feat into new Bounto under your control other than Bounto. The target must meet the prerequisites for True Vampirism other than they can have a racial feat (Meaning it must die by your bite attack). It then rises with Oldblood (Bounto) and Bounto Heritage as bonus feats. It immediately retrains all feats, skills and abilities as it sees fit, giving preference to it's new oldblood race. It doesn't make stupid decisions, it merely wants to be a Bounto. Anyone with a racial feat that you change into a Bounto gains a bite attack as per the Bounto Racial Feat. Their allegiances change to have you as their primary allegiance, losing their third allegiance in the process. You still cannot control more minions than 10x your Spellscore Modifier.





# Epic Doll Powers

## Menu D

### **Super Powerful (Ex)**

Your doll gains 10 points to distribute to it's statistics. Re-selectable, Re-Choose-able, Stackable

### **Serpent's Gape (Ex)**

The Doll can swallow a target of their own size category. Requires Swallow Whole.

### **Extraordinary Apothesis (Ex)**

Choose one Supernatural Doll Power your doll possesses, it becomes an Extraordinary ability. Re-selectable, Re-choose-able

### **Shikai Power (Su)**

You gain 4 shikai and 2 Bankai abilities that can be used with your body. Re-Selectable, Re-choose-able, Stackable

### **Self Destruct (Su)**

Your doll gains the ability to self destruct, dealing 3d6[BW] damage to all opponents within 100 feet. Deal additional damage equal to your doll's maximum hit points. This ability ignores hit point maximums for damage cap. Your doll is instantly destroyed when using this ability.

### **Explosion (Su)**

Requires Self Destruct. When using your Doll's Self-Destruct your Doll is not destroyed, but is instead reduced to 1 hit point.

### **Superior Hit Points (Ex)**

Your doll gains +5 hit points per hit dice

### **Energy Drain (Su)**

One of your doll's attacks deal 1 negative level per hit (Strength Based Fortitude Negates), Re-selectable, Re-Choose-able

### **Regeneration (Ex)**

Your doll possesses Regeneration equal to it's hit dice overcome by 1 element of your choice that you cannot have resistance to.

### **Negative Energy Aura (Su)**

A 30-foot-radius spread negative energy aura spreads from the Doll. All with undead traits in the field (including the Doll, regardless of traits) are treated as if fast healing 20. Living creatures in the aura are treated as having ten negative levels unless they have some sort of negative energy protection other than the controlling Bounto. Creatures with 10 or fewer HD or levels perish.

### **Sending (Su)**

Grappled victims may be physically sent into a nightmare, at the Doll's option, on the Doll's next action after establishing the grapple. Victims must make a Will save (Charisma Based) or be apparently swarmed by nightmare. The victim is actually cast into a shrieking maelstrom of dream where it can take no actions but observe. The victim physically returns 2d4 rounds later, apparently ejected from the Doll's body (but appearing even if the Doll has left or is otherwise absent). The victim of the nightmare has taken 4d6 points of temporary Wisdom damage, but is otherwise free to act on the round it returns. If the victim takes more Wisdom damage than it has points of Wisdom, the extra points are instead treated as temporary Constitution damage.

### **Learned Spell Immunity (Su)**

If the Doll is affected by a kido cast by a particular spellcaster, the Doll thereafter becomes immune to that kido when cast by that spellcaster. You also gain a +5 bonus to all future saves against that particular kido cast by different spellcasters.

### **Kido Suck (Su)**

Requires a Bite Attack. Whenever the Doll bites an opponent, the opponent loses the bite damage x10 in Reiatsu which is split transferred to the Doll and it's Bounto up to their maximum pool.

### **Summon Past Time Duplicate (Su)**

Once per day, a Doll can summon a duplicate of one its foes stolen from a parallel alternate past. The stolen time duplicate has the same stats and possessions as the original, but is treated as if having two negative levels (which simulates a less experienced version of the original). The Doll can never summon a past time duplicate of a creature with more than it's HD +5 (add sufficient negative levels to compensate for high foe HD, if necessary). The past time duplicate, despite having most of the knowledge of the original, serves the Doll loyally like any summoned creature. If the doll dies the creature is dismissed. If the past time duplicate is slain, the original is not harmed because the duplicate was pulled from a parallel past. However, the original does not necessarily realize this, and must make a Will save (Charisma Based) or be shaken for 1d4 rounds after witnessing the death of a duplicate for the first time.

### **Null Time Field (Ex)**

The Doll continually generate a 30-foot-radius spread null time field. All creatures and objects in the field, except the Doll, must make a Will saving throw (Charisma Based) each round to take any actions. On a failed save, subjects are stuck in a static time stream until their next round of actions, at which time they must make another saving throw. The subject is invulnerable to attacks and damage as if in temporal stasis while frozen.

### **Time Regression (Su)**

If the Doll spends a swift action per round for four rounds, at the end of the 4th round the Doll regresses back in time 4 rounds, to the very 1st round it originally began concentrating on time regression. On its second pass through the time stream, it can take completely different actions, based on its knowledge of the future (though if it takes different actions from its first pass through the time stream, the events of the original time stream are also changed).

### **Dire Winter (Su)**

The Doll always stands at the center of a permanent dire winter effect (*1,000 ft radius. The emanated cold deals 2d6 points of damage per round against unprotected creatures (the target is susceptible if not magically protected or otherwise resistant to the energy). The intense cold freezes water out of the air, causing constant snowfall and wind. The snow and wind produce a blizzard effect within the area.*) If dispelled, the effect returns 1 minute later—the only way to permanently remove the effect is to slay the Doll that generates it.



## Credits

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# **The Complete Bounto**

**Making the most of the Vampires**

The Complete Bounto grants you a bevy of options for the Bounto including more western ideals for them being “Vampires”, Options for having no doll at all, gaining more dolls, etc.

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- 10+ New Feats
- Several Rewrites of feats
- The Complete Rewrite of the Bounto Doll Abilities
- 5 New Epic Feats
- 3 New Epic Prestige Paths
- Epic Bounto Doll Abilities

The Complete Bounto was meant to use with the Bleach d20 Classless System.

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