

BLEACH

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The Complete Fullbringer

Going beyond the Manga



Introduction

When we first designed the Fullbringers, we tried to capture the feel of them from the Manga/Anime. While I think we succeeded, there wasn't much to go on, so in this book we branch out to other anime/manga/comic books for a better view from the rooftops.

Here we tried to capture some interesting ideas about fullbringers from fullbringers with brains to armor toting fullbringers to fullbringers that can enact strange transformations on a target. We now have feats for multiple types of fullbringers from normal to sentient to multiple.

We hope that you will enjoy this document, and will use it in good fun, as we created it.



Feats

The following feats supplement the ones in the Core Book.

FULLBRINGER ARMOR [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring

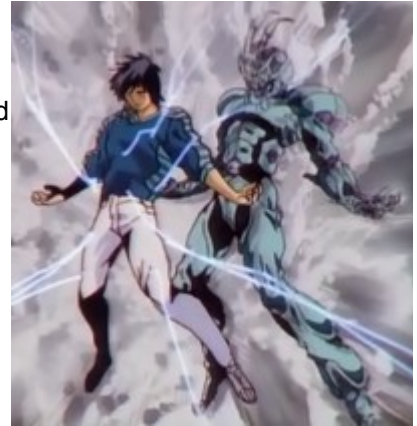
Benefit: Your fullbring can manifest as a suit of armor as a move action. The armor can be any mastercraft +1 quality armor how ever armor proficiency and armor check penalties apply as normal.

COMBINE FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring

Benefit: Choose an fullbringer ally and a fullbring release level you both have (i.e. 50%, 100% etc) to define a new fullbring release using your base point amount plus $\frac{1}{2}$ their base points; the new fullbring should fit both Fullbringer's themes as best possible(If you can create space and they control time you might make a pocket dimension). As a full round action while both of you are released you may choose to act on the same initiative action to use the release as a full round action that both Fullbringers give up.

Special: This may be taken multiple times. Each time you take it you may create another fullbring release by selecting another release that you both possess or a different ally. If your ally you selected with this feat takes this feat they may use your combined fullbring or define their own following the above rules.



SENTIENT FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Exclusive any other 50% Fullbring, 2[BW]
Damage

Benefit: Your Fullbring is an intelligent item; roll 2d6+8 for each of the following Intelligence, Wisdom, Charisma. Add the modifiers together and then add 1 per 4 base points gained by the fullbring + Character Level, that is the fullbring's ego score. When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:



- Removal of associates or items whose allegiances or personality is distasteful to the item.
- The character divesting herself of all other items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Mystical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Fullbringers are not Magical Items. You gain a special release based on how close you and your fullbring are. Each time you fail to appease your fullbring it moves down a tier. Extreme failure such as doing the opposite of what your fullbring asks of you may move you down 2 or more depending on severity. Making the fullbring happy may increase your releases power-level. Once per day per level, for the entirety of an encounter the Fullbringer may call upon his item of power or body to perform a Fullbring. Using a Fullbring is a standard action.

Table: Sentient Fullbring Levels

Sentiment	Stages	Results
Fullbring is pissed	Stage 0	Release becomes sealed and will not unseal with out the player attempting to make the item happy Your release is only 25% your spellscore
Fullbring is really angry	Stage 1	
Fullbring is upset	Stage 2	Your release is only 50% your spellscore
Starting level normal	Stage 3	Your release is only 75% your spellscore
Fullbring is Happy	Stage 4	Your release is 100% your spellscore
Fullbring is friendly	Stage 5	Your release is 125% your spellscore
Fullbring is loyal to a fault	Stage 6	Your release is 150% your spellscore

Special: This feat is considered 50% Fullbring for other feats and perquisites. Object Fullbring may select this feat instead of 50% Fullbring at first level; they still gain the 1.5x multiplier to the base points.

IMPROVED SENTIENT FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Sentient Fullbring, 3[BW] Damage, Exclusive any other 100% FULLBRING

Benefit: You gain the ability to push your release beyond its normal level for one minute per level per day you may release your Fullbring to a more powerful form you gain twice the points for your SENTIENT FULLBRING to build your release (stage 1 has 50%, stage 2 100%, stage 3 150%, stage 4 200%, stage 5 250%, and stage 6 has 300% of your spellscore).

Special: This feat is considered 100% Fullbring for other feats and perquisites. Object Fullbring need only have 2[BW]. They still gain the 1.5x multiplier to base points.

IMPROVED FULLBRINGER ARMOR [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring, Fullbringer Armor

Benefit: While wearing your Fullbringer Armor, you are considered proficient with said armor, and armor check penalties do not apply to you for that armor. It's Mastercraft bonus increases by 1.

Special: You may take this multiple times. Each time it is taken increase the Mastercraft Bonus by 1 (To a maximum of +5)

MASSIVE FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Any Fullbring, Fullbringer Armor, Improved Fullbringer Armor

Benefit: You gain the ability to fire off a massive, one shot attack with your Fullbring. This attack is made with one and a half times the number of points you would normally have, can have any option two times your level, and costs that number times 10 in Reiatsu to fire. The attack is built exactly like a Fullbring except that it's fire and forget. You cannot make a power-up with this feat. Firing a Massive Fullbring is a Full-Round Action from a Fullbring state.



LONGINUS FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, 100% Fullbring, Fullbring Mastery, High Fullbring Mastery, 5[BW] Damage

Benefit: Your fullbring is stronger than most. You gain 25% more points than a normal fullbring of your type. Also, your abilities cost one additional point less to place on your Fullbring (Minimum 1), And can place any option onto your fullbring twice your level in times. Remake your Fullbrings at this time using this feat's parameters.

BEAT RUSH [FULLBRINGER/SUPERHUMAN, SOUL]

Prerequisites: Fullbringer or Superhuman, Any Fullbring or Evolution, 3[BW] Damage

Benefit: You can push your Fullbring or Evolution beyond normal. When you deal damage with an attack from your Fullbring or Evolution, you may spend an action dice to gain an additional attack at your highest base attack bonus with a -1[BW] cumulative penalty to damage. You may continue to do this as long as you have action dice.

MULTI-FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, 2[BW] damage, Exclusive Any other 50% Fullbring

Benefit: You gain the ability to create multiple smaller fullbrings, but can have a great amount of them. You gain 1 fullbring + 1 per 3 levels you possess, but they are built using only one quarter the normal points. You activate your fullbring as normal. This counts as 50% fullbring for feats and prerequisites.

IMPROVED MULTI-FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Multi-Fullbring, 3[BW] Damage, Exclusive any other 100% Fullbring

Benefit: Your ability to create multiple fullbrings improves. Instead of gaining only 1 + 1/3 levels, you gain 2 + 1 per 2 levels, and create them using 33% of the normal points instead of 25%. You must activate your fullbring as normal. This counts as 100% fullbring for feats and prerequisites.

TWIN FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer

Benefit: You gain the ability, when you gain a fullbring, to create two separate, and completely unique fullbrings. Build each as normal for your fullbring tier, (50%, 100%, etc) making all decisions separately per fullbring. They both get the same total full pools of points. Each is built independently. Releasing both takes the same action. If you have a feat that increases your fullbring in any way, it applies to one or both at your option.

SACRIFICIAL FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring

Benefit: Choose one of your Fullbrings. Build a new fullbring using one and a half times the points. When you use this fullbring your fullbring item breaks and will reform in 1d4+1 days. When used in this manner, the fullbring lasts for 1d4+1 minutes before breaking. During the downtime, you can use your Fullbring if you can find a way to repair the item in question (Making, or getting someone else to make, Craft checks as appropriate)

SEALED FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer

Benefit: You cannot gain any fullbrings. You gain 3 stat points every 2 levels instead of normal and a 10% experience boost on violent encounters.

FULLBRING UNLEASHED [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Sealed Fullbring, 5th level+

Benefit: You now can gain a fullbring, but at only 75% power. You no longer gain the experience boost on violent encounters.

FULLBRING ARMOR MASTERY [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring, Fullbringer Armor, Improved Fullbringer Armor

Benefit: Your fullbringer armor gains an enhancement bonus equal to one half your level (Max +10). This bonus increases as you level up. You may spend 1 point from this pool to add a +1 Enhancement Bonus to the armor, or spend one or multiple points to buy armor enhancements to a maximum total bonus of +10. You must spend at least one point on a direct enhancement bonus.

TRANSFORMATIONAL FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring

Benefits: You may design a transformation that is only usable while your Fullbring is active. This is built as the feat Changeling Transformation. You gain bonus points to your Transformation equal to your lowest mental modifier (Minimum 1). This is a Tier 1 Transformation.

Special: You may take this feat multiple times (Up to 5). Each time it creates a new Transformation that may be used in your Fullbring. That new transformation is one tier higher than your last one. You may never choose permanent transformations. You must meet the Reiatu prerequisite of the Changeling Transformation Feat.

IMPROVED TRANSFORMATIONAL FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring, Transformational Fullbring

Benefit: All your Transformational Fullbrings move up one tier. Rewrite them as of gaining this feat with the following options added:

- You may add Hollow Growth Powers to your Transformation at a cost of 3 points per HGP.

Special: You may take this up to three times. Each time it is taken move all your transformations up one tier and rewrite them.

FULLBRINGER OVERDRIVE [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, 100% Fullbring, Fullbring Mastery, High Fullbring Mastery, 5[BW] Damage, Longinus Fullbring, Balance Breaker

Benefit: You may boost your Fullbring's power at the cost of hit points. When you activate this feat as a free action on anyone's turn, you sacrifice a number of hit points chosen then. Your fullbring gains half that many points to it to spend immediately. While this feat is active, your limits to taking abilities is lifted. You cannot sacrifice more hit points than your Constitution Score without risking certain death. If you sacrifice more than your Constitution Score in hit points, but less than twice your Constitution Score in hit points, you must make a DC 50 Fortitude Save or instantly drop to -1 hit point and unconscious (Regardless of Feat). For each iteration of your Constitution Score beyond twice you sacrifice, the DC increases by 5. For each iteration of your Constitution Score sacrificed beyond once, a failed save reduces you to a further -5 hit points. (So if you sacrificed 5x your Constitution Score in hit points, you would fall to -26 ((-5x5) -1) hit points if you failed the DC 65 Fortitude Save). The points disappear at the end of combat.

Special: This sacrifice of hit points CAN lead to death unlike normal as it's a sacrifice, not damage.

SECONDARY FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring

Benefit: Choose one fullbring you have. You can build a second, less powerful fullbring at 50% power in regards to that fullbring (Meaning you build it at 50% the points of the selected fullbring).

Special: You can take this feat multiple times, each time designing another secondary fullbring.

GIANT FULLBRING ARMOR [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring, Fullbringer Armor, Improved Fullbringer Armor, Fullbringer Armor Mastery.

Benefit: While you wear your fullbringer armor you gain a size category gaining all the benefits but none of the penalties.

Special: You may take this feat multiple times. Each time gaining an additional size category while you wear your armor. You cannot become more than Colossal with this feat.

ABSORB ABILITY [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, 100% Fullbring, Fullbring Mastery, High Fullbring Mastery, 5[BW] Damage, Longinus Fullbring, Balance Breaker, Fullbringer Overdrive

Benefit: You gain the ability to absorb part of your opponent's power. Once during any combat, while your Fullbring is active, when you critically hit with an attack against an opponent with a Release active, you may absorb part of that release. This doesn't diminish your opponent, but you gain one half their abilities as long as they still retain the same theme. If you could not retain the theme, make a lesser version.. The gained abilities are permanent. You must activate the abilities as a standard action, and they last till the end of combat at which point they seal themselves. You may seal them at any time during combat. You can never have more than your Constitution Modifier in Releases absorbed, and may never have more than one extra release active at the same time.

TRANSFER OVERDRIVE [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, 100% Fullbring, Fullbring Mastery, High Fullbring Mastery, 5[BW] Damage, Longinus Fullbring, Balance Breaker, Fullbringer Overdrive

Benefit: When you use Fullbringer Overdrive, you can touch a target. That target gains half the points you would have gained as a bonus to their release/transformation. If it's a Fullbring, this translates to a direct addition to their fullbring. If they are of a race that gains Shikai Picks, they gain one third the transferred points as Shikai Picks. If they gain Transformations, one quarter of the boost is added to their transformation's Stat Boosts. The points/picks/boost lasts till the end of combat, where they disappear. You can only do this once per combat per customer.

THE ABSOLUTE PERFECT IMPROVEMENT [FULLBRINGER, SOUL]

Prerequisites: The Perfect Improvement

Benefit: Instead of increasing the benefit of The Imperfect Improvement by .5x when you sacrifice hit points, you increase the multiplier by 1.

TAMAGACHI MERGE [FULLBRINGER, SOUL]

Prerequisites: Mega Tamagachi

Benefit: You regain the ability to merge with your Tamagachi Golem. They must be in the Mega transformation for this to happen. You become a new being with your own powers and abilities, merging your two characters together. Firstly, you gain 48 points to temporarily spend on your Strength, Dexterity and Constitution and once spent they cannot be changed. Secondly, you gain 24 points to temporarily spend on your mental statistics and once set they cannot be changed. Thirdly, you become medium sized, but keep any Size Bonuses to statistics that your Tamagachi had before you became medium. Fourthly you gain all the Shikai Picks your Tamagachi Golem had as your own to use. You must activate this transformation as a standard action from the Mega transformation, and it lasts till the end of combat, at which time you are exhausted till you can take a short rest (One minute or more.)

TWIN TAMAGACHI EVOLUTION [FULLBRINGER, SOUL]

Prerequisites: Any 2 Tamagachi Champions with the Champion Tamagachi feat

Benefits: You gain the ability to combine your Tamagachis into one fused being. They must both be in the same tier of transformation (Normal, Champion, Ultimate, Mega) and it takes a full-round action to activate this feat. Once activated, the two Tamagachi merge and become a separate being. Combine together the bonus stat points the two Tamagachi Golems had to spend and spend them. Once set they cannot be changed. The new Golem gets the same number of picks that the two golems had, and all the types that the two golems had, but can pick new picks. Once set this cannot be changed. It deals damage, has hit points and has damage reduction equal to a golem one rank higher than normal (This can take the golem beyond 6 for non epic, and beyond 12 for epic).

TAMAGACHI QUICK EVOLUTION [FULLBRINGER, SOUL]

Prerequisites: Ultimate Tamagachi

Benefit: You now gain the ability to go to any stage of your Tamagachi's evolution instead of having to go through each stage separately. It still takes a standard action to activate any of the transformations, but you can bypass the lower levels if need be. (Such as going from Normal to Mega in one turn for instance).

TOTALLY BEYOND REDEMPTION [FULLBRINGER, SOUL]

Prerequisites: Beyond Redemption chosen from Shoujo Villain level 5. 24+ Base Charisma

Benefit: You gain 10 more stat points for your Transformation. You cannot spend all of them on one statistic.

Special: This feat can be taken multiple times. Each time it is taken, add 5 stat points. You still cannot spend them all on one statistic.

ETERNAL SHOUJO HERO [FULLBRINGER, SOUL]

Prerequisites: In the Name of Justice, 24+ Charisma

Benefits: When you are fighting for a loved one, or fighting someone with the Evil, Power, Self or Hatred allegiances, your benefits of In the Name of Love and In the Name of Justice feats are multiplied by 1.5x.

PASS FULLBRING [FULLBRINGER, SOUL]

Prerequisites: Fullbringer, Any Fullbring

Benefit: You may pass your fullbring onto another person. You immediately lose your fullbring and the person receiving it gains it as a bonus feat regardless of prerequisites. They cannot pass it back. This can only be done between willing participants. If you have the Multi-Fullbring or Improved Multi-Fullbring feats, this passes on all fullbrings you have built. If you have a Secondary Fullbring, that fullbring instantly moves up in power to be your primary fullbring. Rebuild it at this time at full points with the same concept.

MORE REWRITES [FULLBRINGER, SOUL]

Prerequisites: Rewrite!

Benefit: You can use Rewrite! 2 more times per day

Special: You can take this feat multiple times, each time you do increase your Rewrite! usages by 2.

Prestige Paths

The following prestige paths supplement the ones in the Core Book, Bleach: Dystopia, and in American Genesis.

Warrior of the Universe

Defending the cosmos from those that would do it harm, the Warrior of the Universe prides itself on it's ability to shrug off most attacks and remain standing.

Prerequisites:

Feats: Fullbringer, Fullbringer Armor, Improved Fullbringer Armor, Any Fullbring, Massive Fullbring

Skills: Any One Attack Skill 14+ Ranks, Swim 14+ Ranks

Special: 500+ Reiatu

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

1 – REMAIN STANDING [PRESTIGE]

You can act while at 0 or less hit points without losing a hit point per action. You remain conscious at -1 or below hit points. You still die at negative half your maximum hit points. You gain +3/- Damage Reduction. Lastly, your maneuverability in flight increases by 1 step (Max Perfect)

2 – Bonus Feat

3 – SHRUG IT OFF [PRESTIGE]

You gain the ability to ward off some damage as it comes in at you. As an immediate action, you can reduce damage incoming to you by 75% once per turn. You may stand on air as an immediate action as well.

4 – Bonus Feat

5 – COME BACK ALIVE! [PRESTIGE]

When you die, as long as some part of your body remains, you come back to life in 1d4 days. You return to life at full hit points wherever the chunk of your body is. If you are killed through suffocation, starvation, thirst or old age, you do not return to life.



Balance Breaker

The Ultimate ability of the fullbringer is to break the balance of power that exists in the heavens.

Prerequisites:

Feats: Longinus Fullbring, Power Attack, Rage

Skills: Any one attack skill 21+ ranks

Special: 1,000+ Reiatsu

Alternative Prerequisites (*You may use these prerequisites instead of the normal prerequisites*): Sentient Fullbring, Improved Sentient Fullbring, Power Attack, Rage, Any one attack skill 11+ Ranks, 1,000+ Reiatsu

1 – BALANCE BREAKER [PRESTIGE]

In times of great stress and extreme emotion you may activate this mode of your Fullbring. While this is activated your Strength, Dexterity and Constitution are multiplied by 1.5x. Also your Reiatsu is doubled while in you are Balance Broken. This can only be activated while you're in a rage.

2 – Bonus Feat

3 – GREATER BALANCE BREAKER [PRESTIGE]

Special Prerequisite: 2,000+ Reiatsu

You've nearly perfected your Balance Breaker. While your Balance Breaker is activated, you multiply your Strength, Dexterity and Constitution by 2x instead of 1.5x. Your Reiatsu is now multiplied by 5 instead of normal while you are Balance Broken.

4 – Bonus Feat

5 – SUPERIOR BALANCE BREAKER [PRESTIGE]

Special Prerequisite: 3,000+ Reiatsu

Your Balance Breaker is perfected. While your Balance Breaker is activated, you multiply your Strength, Dexterity and Constitution by 3x instead of 2x. Your Reiatsu is now multiplied by 7 instead of normal while you are Balance Broken.



Shoujo Hero

You're a hero of love and justice, and in the name of... *[Copyright Infringed!]* :'(

Prerequisites:

Feats: Fullbringer, 50% Fullbring, Transformational Fullbring

Skills: Diplomacy, Any one Attack and Defense 7+ Ranks

Allegiances: Good, (Love or Justice)

Special: Must abide by a code of conduct that restricts you to only acting in the name of good, love and justice. If you break this code of conduct you lose access to the feats of this path till you make amends.

1 – SUPERIOR TRANSFORMATIONAL FULLBRING [PRESTIGE]

When you transform with your fullbring active, you gain an additional +2 to Strength, Dexterity and Constitution for each tier of the Transformation.

2 – Bonus Feat

3 – IN THE NAME OF LOVE [PRESTIGE]

When you defend someone you love you become a personal juggernaut of swift action. Whenever you are defending someone that falls into one of your allegiances or shares an allegiance with you, you gain several abilities. You cannot gain these abilities more than once.

- *Fast Healing equal to your Spellscore*
- *Bonus Damage Reduction equal to your Spellscore Modifier*
- *Bonus to Defense and Reflex equal to one half your level*
- *Bonus to All Attack skills equal to one half your level*

If you fail to defend that person, you act as if you failed to abide by your code of conduct, and lose access to all feats in this tree until you successfully defend someone that matches this feat's prerequisites without this feat.

4 – Bonus Feat

5 – IN THE NAME OF JUSTICE [PRESTIGE]

While you are attacking an opponent with the Evil, Hatred, Power or Self allegiance, you gain several benefits. You cannot gain these abilities more than once.

- *Fast Healing equal to your Spellscore*
- *Bonus Damage Reduction equal to your Spellscore Modifier*
- *Bonus to Defense and Reflex equal to one half your level*
- *Bonus to All Attack skills equal to one half your level*

Also, if you defeat or redeem that being and proclaim it to be in the name of Justice, you gain 20% more experience for the encounter. Should you die using this feat, and come back later, you are treated as if you had failed to follow your code of conduct and lose all feats in this tree till you can defeat or redeem someone with the Evil, Hatred, Power or Self Allegiance in the name of great justice! Yes, you must proclaim that before the battle begins.



Tamagachi Champion

A Tamagachi Warrior could be the Ultimate Champion of Fullbringers.

Prerequisites:

Feats: Fullbringer, 50% Fullbring

Skills: Any Attack Skill 8+ Ranks, Concentration 8+ Ranks

Special: Must have a Small or Medium sized Golem as your 50% Fullbring, Exclusive Assembly Line Shikai Pick, Exclusive Mass Production Shikai Pick

1 – CHAMPION TAMAGACHI [PRESTIGE]

Your Golem gains it's own Mental Statistics and personality. Roll 2d8+10 for each mental statistic. Then, you gain the ability to give your Golem a temporary, more powerful form. Firstly, the Golem gains 2 shikai picks and 1 bankai pick exclusive to this form and once set, they cannot be changed. Secondly, the Golem gains 12 points to spend between their Strength, Dexterity and Constitution and once set, cannot be changed. Thirdly they gain a size category or lose a size category at your option and once set, this cannot be changed. Fourthly, they gain 6 points to split between their mental stats. Lastly, add their new Constitution Score x their Rank to their hit points. You activate this evolution as a standard action on your turn by making a DC 25 Concentration Check. The form lasts till the end of the encounter. Your Golem, regardless of rank, remains Small or Medium in size unless you use these transformations. Also you lose the ability to merge with your Golem

2 – Bonus Feat

3 – ULTIMATE TAMAGACHI [PRESTIGE]

Your golem gains a second temporary, more powerful form beyond Champion. Firstly, they gain 4 shikai picks and 2 bankai picks exclusive to this form and once set, cannot be changed. Secondly, they gain 24 points to spend between their Strength, Dexterity and Constitution and once set, cannot be changed. Thirdly, they gain up to 2 size categories, remain the same size or lose a size category at your option and once set this cannot be changed. Fourthly, they gain 12 points to split between their mental stats. Lastly, add their new Constitution Score x twice their Rank to their hit points. You activate this evolution from their Champion form as a Standard action by making a DC 30 Concentration Check. It lasts till the end of the encounter.

4 – Bonus Feat

5 – MEGA TAMAGACHI [PRESTIGE]

Your golem gains it's premier evolutionary form! Still a temporary more powerful form. Firstly, they gain 6 Shikai Picks and 3 Bankai Picks exclusive to this form and once set, cannot be changed. Secondly, they gain 32 points to spend between their Strength, Dexterity and Constitution and once set, cannot be changed. Thirdly they gain up to 3 size categories, remain the same size or lose up to 2 size categories at your option and once sent cannot be changed. Fourthly, they gain 18 points to split between their mental stats. Lastly, add their new Constitution Score x three times their Rank to their hit points. You activate this evolution from their Ultimate state as a Standard Action by making a DC 35 Concentration Check. It lasts till the end of the encounter.



Living Fullbring Wielder

There are those that cannot wield fullbrings. They form bonds with others to simulate the experience.

Prerequisites:

Feats: Fullbringer, Sealed Fullbring, Sentai

Skills: Weapon Attack 6+ Ranks, Knowledge (Earth and Life Sciences) 6+ Ranks

Special: Exclusive Fullbring Unleashed

1 – THE BOND [PRESTIGE]

Instead of being able to manipulate the souls of objects, you are able to manipulate the souls of people. Doing this you have forged a bond of power with another being. Build this being as a character of your level. They can have any racial feat allowed in your game other than Android (Generator) or Android (Absorber). Whatever the race of the creature, they count as Ki Infused for qualifying for the Special Attack chain of feats. When they make Special Attacks they use your Spellscore to determine how many points they have, and gain bonus points equal to their Spellscore Modifier. Also, your bonded has the Consumption Hollow Growth power as a bonus power regardless of prerequisites.

2 – Bonus Feat

3 – THE GREATER BOND [PRESTIGE]

Your bond improves. Your Bonded being gains one level, placing them one level above you. In addition, they may take a form more appropriate for battle. They may take the form of a single weapon that you may wield. It deals its [BW] from the Equipment chart, and gains 1[BW] for every 5 ranks in Weapon Attack you have above 1. While wielding the weapon, you may use any Special Attacks they have by paying your own reiatsu. If they are sundered while in weapon form, they cannot leave weapon form for 1d4 days, at which time they will be repaired and healed.

4 – Bonus Feat

5 – THE PERFECT BOND [PRESTIGE]

Your bond perfects! As a Standard Action, your chosen bonded can enter a transformed state. All their Physical Stats double, as does their Reiatsu. If they are in their weapon form, you may activate this. Doing so has several effects.

- Firstly, you add their physical stats to yours.
- Secondly, their special attacks are empowered when you use them.
- Thirdly, You may design an attack using 1.5x the number of points that your bonded has available.
- Fourthly, they cannot be sundered.

This perfected state lasts (For either form) for Level + new Constitution Modifier minutes (Yours if they are in weapon form, theirs if they are in humanoid form.) per day, and can be split up into multiple uses.



Living Fullbring Enhancer

There are those that wield Living Fullbrings. Then there are those that can enhance their performance beyond the Perfected state.

Prerequisites:

Feats: The Perfect Bond

Skills: Weapon Attack 10+ Ranks, Knowledge (Earth and Life Sciences) 10+ Ranks

Special: Exclusive Fullbring Unleashed

1 – THE IMPERFECT IMPROVEMENT [PRESTIGE]

While your bonded enters it's transformed state, you can sacrifice one quarter of your own hit points. Should you do so, their multiplier to stats and reiatsu increases by .5x. You can even do this if you have them in Weapon Form. If you do, your bonuses increase by the same amount.

2 – Bonus Feat

3 – ENHANCED BOND [PRESTIGE]

You and your bonded are closer than family. You and they gain the Beloved feat for each other. This is above and beyond any other Beloved feats you may have. In addition, they cannot be sundered while in your hands.

4 – Bonus Feat

5 – THE PERFECT IMPROVEMENT [PRESTIGE]

Your improvement skills perfect. You may inspire your Bonded to great heights should you fall. If you fall in combat, your bonded automatically enters their transformed state at it's full power (As if you sacrificed one quarter of your hit points.) They may use the ability for free as long as combat lasts or until you are conscious again.



Fullbringer Martial Arts Expert

You've taken your lack of a Fullbring to the extreme, mastering Martial Arts to make up for it's lack. Also, having a partner helps a lot.

Prerequisites:

Feats: Fullbringer, Sealed Fullbring, The Perfect Bond, Martial Study

Skills: Weapon Attack 10+ Ranks, Knowledge (Earth and Life Sciences) 10+ Ranks, Martial Lore 10+ Ranks

Special: Must be able to use 4th level Maneuvers

1 – IMPROVED MANEUVERS [PRESTIGE]

While using a Maneuver you know, you pay 10 less Reiatsu for the maneuver (Minimum 5). Also your Bonded can be used as a Discipline weapon for any style you or they know. You also may use any maneuver that they know as long as you pay double the Reiatsu for it (-10 for this feat).

2 – Bonus Feat

3 – EXPANDED MANEUVERS [PRESTIGE]

Your Stats are treated as X higher for the purposes of gaining Maneuvers and Maneuver DC's where $X = 1 + \frac{1}{2}$ your level (Minimum 2). This applies retroactively. Also when using a maneuver in a discipline you know, you gain a +X bonus to each dice of damage where $X = \frac{1}{2}$ your actual Spellscore Modifier.

4 – Bonus Feat

5 – MANEUVER MASTERY [PRESTIGE]

You may use any maneuver in any style you do not know, as long as you can **A)** Use that level of Maneuver and **B)** Pay three times the Reiatsu for it.



Fullbringer Soul Thief

Some twisted fullbringers who lack fullbrings have gained the ability to manipulate the very souls of those around them. These terrifying beings are known as Soul Thieves.

Prerequisites:

Feats: Fullbringer, Sealed Fullbring

Skills: Any Weapon Skill 15+ Ranks, Spellcraft 15+ Ranks

1 – STEAL FACE [PRESTIGE]

The first step on the path to stealing souls, is to steal the appearance of others. To use this ability you must make a touch attack against a victim. Willing victims just need to be touched. When touched, the victim is placed into a state of euphoria, and you gain the being's appearance. You can force them to make a Charisma Based Will Save. Should you do, and they fail, you also gain their memories for the time you have their appearance. The transformation lasts until dismissed, you go unconscious or you die. This counts as a Transformation.

2 – Bonus Feat

3 – STEAL HOPE [PRESTIGE]

The second step on the path to stealing souls is to steal a target's hope. To do this, you make a ranged touch attack against a creature within medium range (100ft + 10ft/lvl). Should you succeed, the target must make a Charisma based will save or be given to crushing despair. This effect gives them a -X morale penalty on all d20 rolls and damage rolls where $X = 1 + \frac{1}{2}$ your level. You gain that same number as a morale bonus to your d20 rolls. This effect lasts for $3 + \text{Spellscore Modifier}$ rounds.

4 – Bonus Feat

5 – STEAL SOUL [PRESTIGE]

You've finally gotten the ability to steal a soul. To do this, you must succeed on a ranged touch attack within short range (25ft + 5ft/2 levels). If you do, the target receives a Charisma Based fortitude save to resist this effect. Should they pass, they receive a negative level that goes away in 24 hours. Should they fail, their soul is removed from their body and they die. Their soul is taken into the Soul Thief and powers their abilities. You may use the victim's remaining Reiatsu to power Reiatsu based abilities. Should they run out of Reiatsu, the soul is removed from the cycle of reincarnation and you gain experience as if you defeated the creature (again if you already did). Should you be defeated before the soul runs out of Reiatsu, you lose the soul, and it may be brought back from the dead. If you do not use the Reiatsu of the soul within the soul's Charisma Modifier days, the soul moves on in the cycle. You may only do this a number of times per day equal to $1 + \text{Your Wisdom Modifier}$. Each use, regardless of success, counts as a usage.



Fullbringer Minstrel

There are those that cannot manipulate objects. Then there are those that steal souls. Then there are these guys. The ones that grant boons upon souls. Manipulate them to perform higher than they could have alone through performance art.

Prerequisites:

Feats: Fullbringer, Sealed Fullbring, Academic Knowledge

Skills: Perform (Any) 10+ Ranks

1 – MINSTREL'S EDGE [PRESTIGE]

Once per day per level, you may begin a performance as a standard action. With this performance your allies feel rejuvenated and more powerful. All allies that can hear your voice (Or see you if you dance), Heal $\frac{1}{4}$ their maximum hit points, and gain a bonus on all d20 rolls and damage equal to one half your level (Minimum 1). This effect lasts for 1 round per level after the Minstrel ends concentrating on the effect (Stops Performing). Any one person can only benefit from this once per turn.

2 – Bonus Feat

3 – MINSTREL'S PERFORMANCE [PRESTIGE]

Once per day per level, you may begin a performance as a standard action. Make a perform check. The result is subtracted from all enemy's d20 rolls and damage as listed on the table below. Also, as long as they are within hearing or seeing distance of you (Should you be dancing), they lose 2d10 hit points per round. Any one person can only suffer from this once per turn.

Perform Check	Subtraction
Below 1	-/+ 0
1-10	-2
11-20	-4
21-30	-6
31-40	-8
40+	-10

4 – Bonus Feat

5 – MINSTREL'S MASTERPIECE

You have finally gained the ability to effect other's souls on a fundamental level. Once per day, You may enhance a target's release or transformation. This feat works as Transfer Overdrive, except you make a special Perform Check instead of sacrificing hit points. The result is the virtual hit points sacrificed to boost everyone within hearing distance (Or seeing distance if you're dancing) (So if you got a 50 on the perform check, everyone within hearing distance (Or seeing if you're dancing) would act as if you sacrificed 50 hit points to boost them.) Any one person can only benefit from this once per combat.



Shoujo Villain

Not everyone can be a hero of love and justice. Sometimes you become hatred, power or evil.

Prerequisites:

Feats: Fullbringer, 50% Fullbring, Transformational Fullbring

Skills: Intimidate, Any one Attack and Defense 7+ Ranks

Allegiances: Self, (Power or Evil)

1 – SUPERIOR TRANSFORMATIONAL FULLBRING [PRESTIGE]

When you transform with your fullbring active, you gain an additional +2 to Strength, Dexterity and Constitution for each tier of the Transformation.

2 – Bonus Feat

3 – KNOW THE DARKNESS [PRESTIGE]

You know the darkness. While fighting an opponent with the Good, Family, Friends, Love or Justice allegiance, you deal +2[BW] damage and gain a +X to attack and defense where $X = \frac{1}{2} \text{ Level}$. Also while fighting these opponents, you gain Fast Healing equal to your Spellscore.

4 – Bonus Feat

5 – BEYOND REDEMPTION / REDEEMED VILLAIN

You must choose between being redeemed and being beyond redemption. If you choose redemption your villainous allegiances change from Self, (Power or Evil) to Good, (Love or Justice). You immediately retrain these feats to be the Shoujo Hero prestige path tree (Losing this feat in the process, but not it's effects.) If you choose to be beyond redemption, you gain the ability to take on a more powerful form once per day. This form is used by recreating your character using 80 Stat points with no starting maximum (All stats begin at 10). You cannot spend all your stat points in one stat, and must at least purchase a 16 in all stats. You then gain 4 points per 4 levels to distribute to your stats. You then build feats as normal, gaining a bonus feat every 2 levels instead of every 3. You then multiply your Damage Reduction and any other style of Damage Mitigation you have by 1.5x. Your Reiatsu is multiplied by 5 when in this transformation. You activate this form as a standard action and it lasts till the end of combat.



Tattooed Fullbringer

You have the ability to quickly and efficiently rewrite your own fullbrings.

Prerequisites:

Feats: Fullbringer, Multi-Fullbring, Improved Multi-Fullbring

Skills: Any Attack Skill 11+ Ranks, All other Attack Skills 6+ Ranks, Craft (Visual Arts) 11+ Ranks

Special: Must have Tattoos as your focus for your Fullbring

1 – REWRITE! [PRESTIGE]

You gain the ability to rewrite any one fullbring on your body per round. You and your GM should sit down and make a list of possible Rewrites before gameplay to speed up the game. The effects of your new Fullbring take effect immediately, and it takes a standard action, that doesn't provoke an attack of opportunity, to rewrite a fullbring. The fullbring must have a theme based on the tattoo created (Flight for a bird or a plane, Fire powers for the Sun, etc.). You may rewrite a number of tattoos daily equal to your 3 + your base Spellscore Modifier. They still count towards your Fullbring timer.

2 – Bonus Feat

3 – IMPROVED POWER! [PRESTIGE]

Your rewritten fullbrings can now be up to 50% of your total points, but they fade in 20 rounds minus the number of extra points spent above 33% of your total. This does not destroy your fullbring, and you can rewrite them again as normal, even recreating the stronger variant.

4 – Bonus Feat

5 – QUICK REWRITE [PRESTIGE]

It now takes you a move action, that does not provoke an attack of opportunity, to rewrite a Tattoo. In addition, you may create new Tattoos on your body beyond your Improved Multi-Fullbring total at the cost of hit points. You must sacrifice one hit point per point of fullbring you create. The maximum number of points is the same as Improved Multi-Fullbring or Improved Power! These fullbrings fade like Improved Power. Should you create a new Fullbring it takes a full-round action, and takes effect immediately upon creation.



Dark Sentient Fullbring Wielder

Not necessarily evil, Dark Sentient Fullbring Wielders have a second presence in their mind that sometimes takes control of them and forces them to do things that they normally wouldn't do.

Prerequisites:

Feats: Fullbringer, Sentient Fullbring, Improved Sentient Fullbring

Skills: Knowledge (Kido Lore) 15+ Ranks

Special: Exclusive Secondary Fullbring

1 – DARK SENTIENT FULLBRING [PRESTIGE]

Your fullbring has a mind of its own, and wants to use your body to fulfill their ends. Your fullbring may begin making Will Saves against your ego in times of stress. A Dark Sentient Fullbring is trained in Will. Your Ego Score is equal to your total Will Modifier + 15. Should they succeed, they take you over for 3d6 hours or until you make a will save versus their Ego. A 'Time of Stress' is defined as any time a character would be threatened with consequences for failure (Combat mainly, but the GM may rule that other situations apply.) While they are in control, they add your physical modifiers (base) to their mental stats, and they add their mental modifiers (base) to your Physical Stats. While they are in control, they can do whatever they wish with your body, but killing you kills them as well. They become GM controlled for the time they are in control of your body. Regardless of control, you add their Spellscore to yours to determine Reiatsu.

2 – Bonus Feat

3 – NO, NO, NO... NO, NO, NO... MIND CRUSH [PRESTIGE]

Your Sentient Fullbring gains a special ability as determined between you and your GM. Your GM must approve this special ability, and it must be something that can be expressed in game mechanics. Only your Sentient Fullbring has access to this special ability, and only while they are in control of your body.

4 – Bonus Feat

5 – INNER PEACE [PRESTIGE]

You have reached an accord with your Sentient Fullbring. Once per day per 4 levels, you may share your consciousness with your Sentient Fullbring. Doing this grants all the benefits of Dark Sentient Fullbring with you in full control. Also, you may use your Sentient Fullbring's power from No, No, No... No, No, No... Mind Crush. At any time, you may challenge your Dark Sentient Fullbring to single combat in a contest of both your choosing. Should you lose you instantly retrain this feat for a feat that isn't this feat that you qualify for, but may retry, by regaining this feat at a later level, later. Should you win, your Dark Sentient Fullbring improves to the following:

Table: Dark Sentient Fullbring; Inner Peace Chart

Sentiment	Stages	Results
Fullbring is pissed	Stage 0	Release becomes sealed and will not unseal with out the player attempting to make the item happy
Fullbring is really angry	Stage 1	Your release is only 75% your spellscore
Fullbring is upset	Stage 2	Your release is only 125% your spellscore
Starting level normal	Stage 3	Your release is only 200% your spellscore
Fullbring is Happy	Stage 4	Your release is 250% your spellscore
Fullbring is friendly	Stage 5	Your release is 300% your spellscore
Fullbring is loyal to a fault	Stage 6	Your release is 350% your spellscore

A Dark Sentient Fullbring is treated as you in all respects, so battling it would be the same as battling yourself in single combat. Only its thought processes are different than yours. At your GM's option, it can choose to retrain any feats, skills and abilities you have for more appropriate abilities for the Dark Sentient Fullbring. It retains its own mental statistics and personality. Your Dark Sentient Fullbring does not have a Dark Sentient Fullbring, but is treated as having this feat with a Stage 4 Inner Peace Sentient Fullbring. While battling your Dark Sentient Fullbring, you are treated as having a Stage 3 Inner Peace Sentient Fullbring. You and your Dark Sentient Fullbring cannot kill each other fully while in single combat, you and they can be defeated however.



The Evolved Fullbringer

There are those that have pushed their fullbrings to their limits, and then there are those that have have to push their's beyond that limit. Normally that means the death of the fullbringer, as reaching one's limits in battle can mean the difference of victory to defeat. Some however have evolved their fullbring beyond that limit, reaching new heights of power.

Prerequisites:

Feats: Fullbringer, Any 50% Fullbring, Any 100% Fullbring

Skills: Any Attack Skill 19+ Ranks

Special: 750 Reitsatsu, Must have been reduced to dying while your Fullbring is active and survived.

Class Specialty: Each feat in this tree counts as a Reitsatsu Feat.

1 – FULLBRING... EVOLVED [PRESTIGE]

Your fullbring evolves to your whims. Once per day plus one per day per 5 levels you posses you may rewrite 50% of the points spent to create your fullbring/s. It still must retain the same basic theme.

2 – Bonus Feat

3 – FUTHER EVOLUTIONS [PRESTIGE]

Your Fullbring gains 2 points per feat in this tree to spend. You don't have to spend them right away and may pool them to gain the full 10 points at the fifth feat in this tree.

4 – Bonus Feat

5 – TRUE LONGINUS [PRESTIGE]

Your Fullbring has become a true longinus fullbring, gaining you the Longinus Fullbring feat regardless of prerequisites. You may rewrite your fullbring at this time. Also, while your Fullbring is active, it gains a power based on it's theme as approved by your GM.



Permanent Fullbringer

Some fullbringers have given up a measure of their personal power in order to grant themselves a fullbring that does not shut off.

Prerequisites:

Feats: Fullbringer, Any 50% Fullbring

Skills: Any Attack Skill 8+ Ranks

Special: Must sacrifice part of your body to your Fullbring.

1 – SACRIFICED POWER [PRESTIGE]

Your sacrifice has granted you power. Your fullbring rebuilds the missing part of you, but more powerfully. If your Sacrificed part of your body was a limb, hand or foot, you gain the Constitution and Strength Drain back, and then gain the Drain total as a permanent bonus to your Strength and Constitution (*Meaning if you took 5 Con Drain and 4 Strength Drain, your Strength would gain 4 permanent points for this, and your Con would gain 5 permanent points for this*). If your sacrificed part of your body was your eye or eyes, you gain Darkvision 120 feet and Blindsight out to your old line of sight. If any other part of your body was sacrificed, you regain that body part which is fully functional.

2 – Bonus Feat

3 – IMPROVED SACRIFICED POWER [PRESTIGE]

Your fullbring gains 50% more points to it's pool, and may be rewritten at this time as does/can any other Fullbring you might have aquired in that time.

4 – Bonus Feat

5 – FOREVER FULLBRING [PRESTIGE]

Your highest level of fullbring can now never be shut off, and only seals when you wish it to, you become unconscious for any reason or you die. This does not rid yourself of your regained body part. It grants you power for wielding as such, granting you a +4 bonus to all statistics as it empowers you to be a more worthy host.



Epic Level Content

The following content is available only to characters of 21st level or higher.

Epic Feats

EPIC FULLBRINGER ARMOR MASTERY [EPIC, FULLBRINGER]

Prerequisites: Fullbringer, Fullbringer Armor, Improved Fullbringer Armor, Fullbringer Armor Mastery

Benefit: Your Fullbringer Armor may now place Epic Enchantments onto it, and the maximum effective enhancement bonus is raised by +5

Special: This feat may be taken multiple times. Each time raise the Maximum Effective Enhancement Bonus by +5 for your armor

TRULY MASSIVE FULLBRING [EPIC, FULLBRINGER]

Prerequisites: Massive Fullbring, 30+ Spellscore

Benefit: Your Massive Fullbring may now become twice your spellscore instead of one and a half times. You may rewrite your Massive Fullbring into a Truly Massive Fullbring at this time.

FINAL HEAVEN [EPIC, FULLBRINGER/SUPERHUMAN]

Prerequisites: Beat Rush, Primary Attack Stat 30+

Benefit: When initiating a Beat Rush, you take one less -1[BW] cumulative penalty. Also, you may give up all your attacks in a round to deliver a massive attack that deals 2.625x your Maximum Damage disregarding hit point maximums.

INCREDIBLE MULTI-FULLBRING [EPIC, FULLBRINGER]

Prerequisites: Fullbringer, Multi-Fullbring, Improved Multi-Fullbring, 6[BW] Damage

Benefit: Your Multi-Fullbrings are now 50% of your Fullbring point totals. You still only receive the same number of them as Improved Multi-Fullbring, but may rewrite them all at this time.

MASSIVE POWER! [EPIC, FULLBRINGER]

Prerequisites: Quick Rewrite, Any Attack Skill 24+ Ranks, All other Attack Skills 12+ Ranks, Craft (Visual Arts) 24+ Ranks

Benefit: You may create new tattoo fullbrings of up to 75% of your Fullbring Point Total or rewrite old fullbrings as per Rewrite! up to 100% of your fullbring point total. They fade as per the Improved Power! Feat.

Epic Prestige Paths

The following prestige paths are available for characters of 21st level or higher.

Eternal Fullbringer

There are those that have fullbrings that are powerful. There are even those that have fullbrings that are mega-powerful, but then there are those that control an aspect of reality itself.

Prerequisites:

Feats: Fullbringer, Sentient Fullbringer, Improved Sentient Fullbringer, Inner Peace

Skills: Knowledge (Kido Lore) 24+ Ranks, Will Save 24+ Ranks

Special: There can only be six Eternal Fullbringers at one time. To become an Eternal Fullbringer you must either kill one, defeat one and take it or be passed an Eternal Fullbringer. You must have a fullbringer that encapsulates one of the following concepts: Power, Soul, Time, Space, Reality or Mind. Must have successfully beaten your Dark Sentient Fullbringer at single combat.

1 – ETERNAL FULLBRING [PRESTIGE]

When determining the happiness of your Sentient Fullbringer, it can never reach Stage 0 and begins at Stage 4. Your fullbringer can be passed to someone else at will as the Pass Fullbringer Feat, you don't need that feat to do so.

2 – Bonus Feat

3 – ASPECT OF POWER [PRESTIGE]

Choose one of the following six concepts: Power, Soul, Time, Space, Reality, Mind. You gain a power all the time, and then while your fullbringer is active it gains powers based on that concept. Once taken, this feat cannot be retrained for a different version of this feat (*IE: You cannot change concepts*) unless you meet the special prerequisite by killing, defeating or being passed another concept.

Table: Aspect of Power

Concept	Power	Fullbringer Power
Power	Your stats are considered 10 higher for all calculations, but not for dice rolls	Your Fullbringer loses its limit to damage dice. It may be rewritten at this time.
Soul	Your Spellscore is considered 20 higher for Reiatu Calculation and you always count as at least 2 power categories above anyone that senses you. This stacks with other modifiers.	Your fullbringer gains points equal to your other base Mental Modifiers. Rewrite it immediately.
Time	You can always take an additional partial action on your turn, even when surprised.	Your Fullbringer gains the special power to rewind time. You can only rewind a number of rounds equal to your highest Mental Modifier, and only once per day.
Space	Your Flash Steps are always Swift Actions, and you can take as many swift actions per round as your Spellscore Modifier.	One of Your fullbringers gains the Instant Transmission and Interdimensional Instant Transmission feats as bonus feats regardless of prerequisites. There is no limit or reiatu cost to these feats for your fullbringer.
Reality	Once per day per point of spellscore modifier, reality rewrites itself to your whim. The GM must approve the correction of reality.	Your fullbringer gains a special ability based on an agreement between you and your GM
Mind	You gain telepathy with any creature regardless of plane, language (or lack thereof) or state of mind. You can always read a target's surface thoughts.	While your fullbringer is active, you can read a target's deep thoughts at will, and your fullbringer gains Telekinesis as a special ability without a weight limit (Other than Level x25lbs).

4 – Bonus Feat

5 – IMPROVED ETERNAL FULLBRING [PRESTIGE]

When determining the happiness of your Fullbringer, you can go to Stage 7, "Your Fullbringer Loves you above all others". It grants you 400% of your Spellscore.



Bearer of the True Fullbring

There was once one true fullbring. A legendary fullbring of unimaginable power that could level the world. Only those that have come to terms with their terrifying power can even think to access this level of power.

Prerequisites:

Feats: Fullbringer, Sentient Fullbring, Improved Sentient Fullbring, Inner Peace, Improved Eternal Fullbring

Skills: Knowledge (Kido Lore) 33+ Ranks, Will Save 33+ Ranks

Special: There can be only one Bearer of the True Fullbring per universe. Must defeat an Eternal Fullbringer in single combat

1 – SECOND CONCEPT [PRESTIGE]

You gain a second concept for your Fullbring and it's associated power/s. In addition, increase the potency of your concept's powers by 50% if that is applicable. Though this can only be done once, it is done with each level of this prestige path (Meaning each time you gain a new concept, you treat it as 50% better than before).

Your Fullbring may be taken from you, and the next person to wield it will have your levels in this prestige path automatically granted to them. It can be taken only in battle or given (It cannot be stolen)

2 – THIRD CONCEPT [PRESTIGE]

Special Prerequisite: Concentration 34+ Ranks. Must defeat a different Eternal Fullbringer in single combat

You gain a third concept for your Fullbring and it's associated power/s. You have begun to transcend mortality.

You age as per the feat Superhuman Agelessness.

3 – FOURTH CONCEPT [PRESTIGE]

Special Prerequisite: Any One Attack Skill 35+ Ranks, Defense 35+ Ranks. Must defeat a third Eternal Fullbringer in single combat

You gain a fourth concept for your Fullbring and it's associated power/s. You have come closer to immortality.

You no longer need to eat, drink, sleep or breathe.

4 – FIFTH CONCEPT [PRESTIGE]

Special Prerequisite: Martial Lore and Spellcraft 36+ Ranks. Must defeat a fourth Eternal Fullbringer in single combat

You gain a fifth concept for your Fullbring and it's associated power/s. Closer to denying mortality you have become. You no longer take any aging penalties.

5 – FINAL CONCEPT [PRESTIGE]

Special Prerequisite: Must defeat the final holder of an Eternal Fullbring in single combat.

You gain a sixth concept for your Fullbring and it's associated power/s. You have finally completed the True Fullbring and gain divine like power. You gain the following.

- Un-overcome-able Damage Mitigation equal to your Level
- Fast Healing equal to your Level
- Regeneration equal to 1/3 your level that isn't overcome by any element
- +10 HP per Level
- +20 to your SpellScore to Determine Reiatsu, Spells Known and Maneuvers Known
- A Deflection Bonus to Defense equal to your SpellScore Modifier
- Agelessness (You no longer age, and return to any age you wish without loss of memory.)
- A bonus to all Saving Throws equal to your SpellScore Modifier
- A bonus to all attacks equal to your Intelligence Modifier



Reincarnation Cycle of a Fullbringer

Though Fullbringers are a living race with a lifespan comparable to a Human's most of the time, they reincarnate a bit differently than normal humans. Their power cannot be so easily stripped from them as they die, and in the afterlife, they retain their fullbring/s and the knowledge of how to use it, even though they lose their living world memories. Sentient Fullbrings retain the knowledge of the Living world however, and may tell their Fullbringers about it.

Fullbringers and Reproduction

Fullbringers reproduce as normal humans. Their children are automatically spiritually aware.



Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

Draxredd: This is the guy that created the Classless Bleach d20 system

Dionon: This is Me, I created all the content within this booklet that is not copyrighted already or created by someone else. Feel free to use it as you see fit, as long as I get credit for it.

Jusditz: For this entire idea, editing, asking the tough questions and for several feats.

Google: For having wonderful images to borrow.

The Hypertext D20 SRD (Open Gaming Licence)

Peter Kisner for the classless d20 inspiration



The Complete Fullbringer

Going Beyond the Manga

For all those that want to expand Fullbringing to encapsulate a great deal of things, this is the book for you.

- 14 New Prestige Paths
- 30 New Feats
- 2 New Epic Prestige Paths
- 5 New Epic Feats

The Complete Fullbringer is meant for use with the Bleach d20 Classless system

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