

BLEACH

Bleach d20 Classless Board 5th Anniversary Special

For all those that stuck around, and all our fans out there!

BLEACH 5th Anniversary BOX AGENT of the SOUL REAPER Series



Forward

On November 18th 2009, I made my first post asking questions of the creator of the Bleach D20 project; Draxredd. From there and after many more questions, we found the Bleach D20 Classless system that came afterward. It wasn't long before I created my first Supplement for the system detailing out the Bounto, Squad 4, and several other PrP's and feats for the system that I felt were missing.

It wasn't long before Jeroitz and Jusditz took a more active role in the system, and on April 5th 2011, we decided to create the Bleach d20 Classless Board at <http://bleachd20.proboards.com>

Since then, we've had the great pleasure of creating content for a great community of people that love the system. Over time, things have changed.

- The System became more self contained
- After swearing I wouldn't, several Supplements were created
- Several Campaign Settings have been made
- We've been joined by A_Shadow_of_Life in the Developer department from the Bleach d20 Classless boards.
- We've named 2 Honorary Developers, orphen and leoncarto
- And lately, the Complete series was begun to flesh out, and make more of the original races that needed touching up.

We've gone through several iterations of books, and have an extensive Errata file to show for it, so you might be asking yourself, what's coming up.

Well honestly, there's a lot coming down the pipe over the next year.

- Firstly, both Orphen and Leoncarto, being honorary developers are owed Supplements. After many setbacks and rewrites, we're proud to say that they will be coming out as soon as we can get them done (Though still with our schedule).
- Secondly, we're taking certain races back to the drawing board in an attempt to make them more original and fresh. Both the Superhuman and the Shinkoukenjin rely on a power source that originally made sense, Shikai Picks. The reason it made sense as, besides Hollow Growth Powers, it was the only source of power we had. Now, six years of experience later, we feel that we can successfully create new types of abilities for them, and will eventually be converting them and all their supplements over to this new idea
- Thirdly, there are other universes out there. You've gotten a small taste of them from various supplements, such as Bleach: Dystopia and Bleach: American Genesis, so far, but we're going to make a concerted effort to create alternate Bleach-verses for you to enjoy, play in, and possibly even move your games into more risky territory.
- Lastly, we're going to do our best to make this system all it can be for as long as it can be. We enjoy making content for you guys, and as long as you guys are willing to use it, we'll be here making it.



Retrospective: A look back at the original Supplement

I originally used 4Shared as an outlet as I didn't realize that Mediafire wasn't free to use. The original supplement that was made was 24 pages long and had the following content.

- The Original Quincigami
- The Original Bounto Racial Feat and their Racial Feats
- The Original Squad Zero Epic Prestige Path
- The Original Vasto Lorde Epic Prestige Path (*Renamed Arch-Arrancar*)
- The Original Bakkutou Wielder Prestige Path
- The Original Fourth Division Prestige Path
- The Original Onmitsukido Hakuda Expert Prestige Path
- The Original Geist der Rache Prestige Path
- The Original Cazador Prestige Path
- The Original Ronsotengai Master Prestige Path
- The Original Kyuujutsu Master Prestige Path
- Several feats that appear in the system as standards, though most have been rewritten

Some examples of how times have changed include the fact that...

...originally Squad Zero, like the Arch-Arrancar PrP had 10 feats in the tree.

...originally Well-Endowed had prerequisites

...Jeroitz was originally mistakenly credited as Zoultan

...Reiatsu Rating was originally calculated by an overly complex formula [Spell Score + Intimidate Ranks+ 20] multiplied by Character Level. It wasn't until later that it was simplified and Reiatsu Feats were added in to give that tag a boon. The original system had Spell Points instead of Reiatsu Rating...

...Several feats, such as Hollow Within (Inner Hollow) were Shinigami Only

...Espada originally only had 2 actual levels... The rest were Bonus Feat levels

...Originally, Hollows couldn't pick between Claws and Unarmed Strikes... They got Unarmed Strikes, but there were only Hollow Growth Powers for Claws

...Spellscore was originally Constitution

...Zanpakutou still functioned on a system similar to the way we work Fullbrings now

You can even find the original books in their preserved format at <http://dionon.tripod.com/bleach.html>



Retrospective: Revising the System

As mentioned above, Jeroitz and Jusditz became a more active force in the process of rewriting the system. It was Jusditz that suggested we conglomerate everything into one book, including everything that had been done up to that point, which included the Main Book, the First Supplement, the original seven Shinkoukenjin races and the Oni.

Also in the first book was the first iteration of the Soulcaster, which was a hot mess. I'm going to list the feats for posterity's sake below, so you can see just how BAD I was at writing this stuff at the beginning.

SOULCASTER [RACIAL, SOUL]

Prerequisites: Exclusive of any other Racial Feats.

Benefits: You receive an item of power. This item of power contains 3 Spell Like Abilities. One Offensive, One Defensive, One Support. Once per day per character level you may use each spell like ability. The maximum level of the spell like abilities is equal to your wisdom modifier.

SUPERIOR SOULCASTING [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Spellcraft 9+ Ranks

Benefits: Add another spell to the item you possess. It retains the same restrictions as the Soulcaster feat (The spell's level can be no higher than your wisdom modifier.)

Special: You may take this feat multiple times. Each time you do, increase the Spellcraft requirement 2 ranks, and add another spell to your repertoire.

POWERFUL SOULCASTING [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Concentration 6+ Ranks

Benefits: The DC to resist all your spell-like abilities increases by 2

Special: You may take this feat multiple times, each time you do, choose one of your spell-like abilities and improve its save DC by +2.

SOULCASTER OFFENSE [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Must have a Spell-Like ability that requires an attack roll.

Benefits: Choose one of your spell-like abilities that requires an attack roll. You gain a +1 bonus to attack rolls to that ability +1 per 5 character levels.

SOULCASTER EMPOWERMENT [SOULCASTER, SOUL]

Prerequisites: Soulcaster, 6+ Character Levels

Benefits: Choose one of your Spell-Like Abilities, You may replace it with a Spell-Like ability one level higher (This goes beyond the Soulcaster restriction). The spell you replace your old ability with, must do approximately the same thing as the old ability (IE If you had Cure Light Wounds, you would be restricted to Cure Moderate Wounds as a replacement. If you had Flaming Orb, you would be restricted to Fireball)

Special: You may take this feat once per Spell-Like ability you have.

SOULCASTER MASTERY [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Soulcaster Empowerment with all Spell-Like Abilities

Benefits: You may make attacks of opportunity with all of your Spell-Like Abilities that allow attack rolls

SOULCASTER SUPREMACY [SOULCASTER, SOUL]

Prerequisites: Soulcaster, 10+ Character Levels, Soulcaster Empowerment with the chosen Spell-like Ability

Benefits: Choose one of your Spell-Like Abilities, You may replace it with a Spell-Like ability an additional level higher than before. (This also goes beyond the Soulcaster restriction)

Special: You may take this feat once per Spell-Like ability you have, then may repeat the process for higher level spell-like abilities (Maximum Spell Level 9th)

SOULCASTER SUPERIOR DEFENSE [SOULCASTER, SOUL]

Prerequisites: Soulcaster, Soulcaster Defense, Dexterity 15+

Benefits: You no longer provoke attacks of opportunity when using spell like abilities.

SOULCASTER DEFENSE [SOULCASTER, SOUL]

Prerequisites: *Soulcaster, Dexterity 15+*

Benefits: *When using your Spell-Like abilities, you receive a +4 Deflection Bonus to all Defensive Rolls (Fortitude, Reflex, Willpower and Defense)*

The Superhuman also made their first appearance in this book. They were my explanation of what Sado was before it was revealed that, even though he breaks all their rules, he's a Fullbringer.

Also, we changed a lot of little quality of life things, like Hit Points. Originally you received 6 hit points per level. This was a damning thing especially since you could be killed in one swing as Damage Reduction wasn't level based back then. It made people brokenly powerful quickly, and a lot of good characters died young. Jsditz suggested that we take 1 hit point from each level beyond 1 and add that to the starting hit points and lower the remaining hit points by 1 per level... This became the $30 + 5/\text{Level}$ after first we know today.

Also Skills were changed from a Skill Points system into the Maximum Ranks, Limited Choices variant we use today, also at Jsditz's suggestion.

Though the Shinkoukenjin and Oni were placed into this book to include everything, they were eventually removed as they didn't fit into the core Bleach universe, and set the groundwork for the inclusion of future supplemental races and the creation of our expanded universe.

In the first iteration of the book, before it was changed by majority vote, character creation was handled very differently. That old system made it into the 50,000 Downloads Spectacular as the Variable Character Creation variant.

Also, before realizing just how broken it was, Damage Reduction was expanded to read like what Damage Mitigation is today. It was later reverted back to it's original form.

And because we were using the 3.5 SRD for spellcasting at that point, not only was spellcaster very different and is below for posterity

SPELLCASTER [BASE, GENERAL]

Prerequisite: *Spellcraft 5 Ranks, Any one knowledge skill 4 Ranks*

Benefit: *You gain the ability to cast spells from one spell list as approved by your GM. You gain a spellpoint reserve of 1 point per level. You gain access to a new spell level every even character level (spell level 1 at character level 2, spell level 9 at character level 18) You never have to prepare spells for the day, no matter the spell-casting class you take and you may choose your spell score from your mental statistics.*

One of the last things that changed from the original book to what it is now, is that all Epic content was contained within the Core Book. This was also removed later and turned into the Bleach d20 Epics Handbook because we felt that the book was both too long, and there was more content that needed writing than what was in the Core Book.

This was also the first book where permanent Immunities were removed. They were, by majority vote, and suggested by Jsditz, deemed too powerful for a system, so now when we have an immunity normally, it translates to either a +10 Bonus to a save, or a Resistance 50 if an element.

Retrospective: Ninja Releases and Earning Ire

Also, did you know that some of the first supplements were released without Jusditz or Jeroitz' knowledge? Yep. That's right... I ninja released several supplements over the years including The Expanded Shinkoukenjin, The Dispassionate Watchers, The Complete Dragonball and even Darkness and Starlight, which was originally supposed to be a Supplement written almost exclusively by Jeroitz, but got Co-opted by me after an extended time had passed and I got impatient.

I'll admit, I had a problem for a while, where ideas would strike me and I'd start writing like mad, finish a half-baked idea, and release it. It wasn't till later that I ran all ideas past the group, and we worked in concert for the most part. There have been hiccups in our work ethic, but all in all, we've done a pretty good job of coming together as a group most of the time.

There was one time however that I really earned the ire of the other devs...

Bleach 2.0

It started with a simple idea from Jusditz. Build a simple system that incorporated our old ideas in new forms. It was supposed to revamp the Bleach System from the ground up and revolutionize the way we did things on the boards. Unfortunately it became our albatross.

But not for lack of trying... We worked very hard on the system, but not before I screwed the pooch and attempted to write the entire thing myself. This nearly killed the project as my own pig-headedness couldn't see why everyone else was mad. I realize it now though lol. I undermined everything we were trying to achieve by doing it all myself without consulting everyone.

I eventually junked the entire file, though to this day it sits on my hard drive as a reminder to me to work with the others more than I used to. Though to this day I've surprised the other Devs with books such as Bleach: American Genesis and The Complete Capes and Cowls. Though I don't release things anymore without majority approval.



Inspection: The Current State of the Boards

The current state of the boards is a positive one. Over the past five years we've had a more active community than we ever expected. You've done a great job of checking our work, and making sure we're not going insane. We've had detractors and fans, and I'd like to thank a few of them here.

A_Shadow_of_Life: Our fourth Developer, she was voted by unanimous decision by the original Devs (Jeroitz, Jusditz and Dionon) about a year into the boards, give or take a few months. She's been indispensable in her opinions, community works and idea train that has kept coming in times when we've been low on ideas for supplements or feats.

Leoncarto and Orphen: Our two honorary developers, and soon to be receivers of their very own dedicated supplements, these two have also submitted ideas for various books, even inspiring whole supplements and PrP's, feats and abilities.

Maesterofmadness: The original writer of The Remnant Supplement, the devs worked with him and his brother to get the supplement out in a timely fashion after the death of the creator of RWBY.

Turlisj: One of our harshest early critics, and one of our first supporters. Turlisj saw us unbalancing ourselves with abilities and feats, and let us know many times about what we were doing wrong. Sometimes it angered us, but most times we took it in stride, and made changes.

Traumatizer: Another of our harshest critics, and the writer of the future Fairy Tail fan-supplement, Traumatizer constantly attempted to fix what he saw as deficient in the system, to varying results. It's all documented in the Community Creations board to see what he's done

Everyone!: This is a universal thank you to all the people that have given ideas, thought of things, run games and given feedback to us. Even if I didn't single you out, know that we appreciate everything you've done to perfect this insanely large system of play.

Also, we'd like to note that in the last five years we've put out 35 books, totaling 107 mega-bytes of information, all detailing or expanding our the original concept of the system, which is an Anime inspired d20 system originally centered around Tite Kubo's great work, Bleach.



Foreseeing: The Future of the Boards

As mentioned above, we've got big plans for the books and future projects. We're quite ambitious about these ideas and hope you'll take to them as much as we have.

Firstly, there's the base concept of the Superhuman. Superhumans are beings that have naturally evolved to handle threats that a normal human couldn't ever take on. They become more powerful by further evolving their already powerful bodies in different ways, sometimes Hyper-Evolving to meet specific threats. That concept was originally represented by giving them semi-weak feats, and a large pool of Shikai Picks that dwarfed their Shinigami counterparts that weren't Captains. It wasn't until Epic Levels however that they got access to Bankai picks and even then their pool was rather paltry.

With experience however, we're attempting to move all races besides those that can be justified to have Shikai Picks away from them. Those races that are justified are Shinigami and Awakened Zanpakutou Spirits. In the expanded universe this list expands to the Kami Trio as in our expanded fanon universe, the Kami first granted their power to the swords of the Shinigami, and eventually the Shinigami found the way to manufacture them on their own. This expanded list also includes, in very specific circumstances, the Yotogi, who were created by what in the expanded universe was a Kami, The Soulforge, who rewrite their Reiatsu to suit their purposes and the Oni who's bastardized Zanpakutou called Zenshaba can sometimes mutate to contain Shikai Picks rather than Lesser Zenshaba Abilities.

The second rewrite we're going to be doing is of the Shinkoukenjin. For the same reason as the Superhuman, the Shinkoukenjin can be successfully moved away from Shikai Picks and still retain their former level of power. They will move closer to the animalistic traits of the Deities/Spirits that power their abilities. Tora will become more Cat-Like for instance, while the Kirenketsu would become more draconic. This won't be limited to those in the Kyoto Accord... This rewrite will encompass all the 13 current Shinkoukenjin races, the Gijin and any future Shinkoukenjin races that might crop up. They'll all follow a similar formula to each other, while their powers would vary widely to be more in line with the legendary creatures that they emulate.

Thirdly, but the first in our concerns is the two donation tied supplements that are owed. To facilitate the future of this board, we are working hard, writing, rewriting, arguing and commiserating over what to do with the two concepts before us.

- **The first concept**, submitted by our first Honorary Developer, Orphen, is an Epic Level expansion to the Bleach: American Genesis supplement. While it's not all Epic Levels, the significant chunk of it so far is related to those levels that move into the insane levels of power. Within the tome so far are a separation of Agents and Shinigami, making Agents their own race with their own feats and abilities, prestige paths and epic level content. It also includes some conceptual normal level prestige paths. No reveals here, but some of them, and the attached feats, are pretty awesome and funny at the same time. Epic Level prestige paths and content dominate the book so far, and at over 50 pages long so far, it could have been released a while ago. The reason it hasn't, is because, Orphen has waited a good long time for this, and we believe here that if you're waiting for a while, you should get a good product that will blow you out of your socks!
- **The second concept**, submitted by our second Honorary Developer, Leoncarto, is races, feats, prestige paths and other options dealing with those removed from the cycle, those that defer the cycle, or those that somehow manipulate the cycle. We've given spoilers for this supplement dotted throughout our previous supplements, and those of an astute eye might be able to spot them. It's a daunting concept, and one that's requiring all our skill and abilities, but it's gonna be great!

Also, last on our list of ideas are expansions for already created supplements. No spoilers however. You all know me, and know that I love to keep things a surprise till the day of the release. The only people that get spoilers have Developer somewhere in their titles.

Hindsight: Final Notes

The first Final Note is me just saying, once again, thank you for five years of fun and games. You've all contributed something. Every member of the boards that has made a post asking about a rule, clarification or errata. Every person that has posted a community creation, game idea, or even a link to another board needs our thanks. We love this community, and though not all the Devs are as active as say I am, they also appreciate every one of you that contributes on the daily to the monolith that is the Bleach D20 Classless system!

The second final note is me being grateful for all the players in our online games, and being grateful for those that have started games, and to those that are thinking of starting games. To A_Shadow_of_Life, Orphen, Jusditz and Maddwaffles, our current GM's as of the fifth anniversary along with myself, I'd like to say a hearty thank you for playtesting everything, even if you've had a hand in writing it, you deserve thanks for the playtest, as it just makes this system better, expands our horizons further and makes us us our hindsight, which as everyone knows is 20/20.

Our third final note is a thank you to our detractors. To those that offer constructive criticism of our ideas, writings and thoughts, thank you. You don't know how much your posts mean to us, as it forces us to review ourselves often, and make sure we've done everything the way we intend. Many times there are things in RAW that we don't see and assume RAI, and it takes our detractors to point out that Rules as Intended is all well and good, it's what the Rules actually say that is what the playerbase is going to take to heart.

Lastly, I'd just like to say... Here's to at least 5 more years of writing, supplements and books. Here's to another 5 years expanding on a universe with limitless potential and a great fanbase. Here's to 5 more years of gaming with good friends and even more great stories. To storytelling as a whole and to everything Roleplaying stands for.



Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga (Because in the end this is still a Bleach d20 Classless supplement)

Oda Eiichiro: The Writer and Illustrator of the One Piece Manga

Akira Toriyama: The Writer and Illustrator of Dragonball, Dragonball Z and Dragonball Super, and consultant on Dragonball GT

Marvel, DC, Image, Valiant, Dark Horse, etc: For comic books in general, and for great stories

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

Dionon: This is Me, the person writing this document, and the primary writer of most of the documents we have, I can't say it often enough, but thank you all for helping me over the years.

Jusditz: Though I don't say it often, Jusditz is a grounding force for this project, and serves in the capacity of keeping my head from going too far into the clouds. He has a great mind for finding things that I miss, because he looks at the books as a whole, and looks to see what players can break, and not like me, who generally writes how I'd play. He's a great editor, and has given an immense number of ideas. If it wasn't for him, this project probably would have stayed as that original supplement...

Jeroitz: While I never tell him, Jeroitz is a great inspiration, at least to me. He constantly pushes the envelope in order to show flaws in the system, possible erratas and places where things need clarification and improvement. He's a consummate play tester, and probably would roleplay even more than I do if given half a chance.

Google: For having wonderful images to borrow.

The Hypertext D20 SRD (Open Gaming License)

Peter Kisner for the classless d20 inspiration

Me proposing new content.... Ichigo played by Jusditz



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For all those that stuck around, and all our fans out there!

This is a special supplement detailing the history, present state and possible future of the Bleach d20 Classless project. It's not full of content, but full of thank yous, retrospectives and admittances by the staff. It details out where we were, where we are and where we're going. Thank you for 5 Wonderful Years!

- 3 Retrospectives on the history and evolution of the Bd20C system
- 1 State of the Game scrawl
- 1 Look into the Future of the game
- Over 9,000 Thank yous!

LEAGALISE

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