

Soulreaper

Soulreapers worship the God of Death, Hades. Soulreapers are servants of the god of death, that draw on the powers of life and death to destroy supernatural evil. If the undead cannot be turned, it must be destroyed. The soulreaper hunts vampires, stalks ghouls, and haunts the haunts. He is to them what they are to the living. His hooded visage and shining blade will strike fear in those that deal in terror. He is the reaper of the soul, and sower of life.

The soulreaper is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the soulreaper receives the Limit Breaks (Hade's Whim and Harvester of Souls).

Hade's Whim (Su): This Limit Break allows the soulreaper to conjure a black hole that deals shadow damage to enemies and dispels any magical effects on them. All enemies within 30 feet of the soulreaper take 1d6 points of shadow damage plus an additional 1d6 shadow damage per four cleric levels after 1st, with a successful Fortitude save (DC 10 + half of the cleric's level + his Charisma modifier) to reduce the damage by half. In addition, all enemies within the area of effect are affected by a targeted *Dispel* as per the spell.

Harvester of Souls (Su): This Limit Break creates an aura of 15 feet around the soulreaper that drains the health of enemies. Enemies within the area of effect take 1d6 points of shadow damage plus an additional 1d6 shadow damage per four cleric levels after 1st, with a successful Fortitude save (DC 10 + half of the cleric's level + his Charisma modifier) to negate the damage. Any fail saves heals the soulreaper for half of the amount of damage taken. In addition, any creature killed by this Limit Break, imbues the soulreaper with a cumulative 1d8 temporary hit points and a +2 enhancement bonus to Strength for the duration of the limit break. This limit break lasts for a duration of 1 round + 1 round per four cleric levels after 1st and requires only a swift action to activate.

Spells: A soulreaper can cast necromancer spells which are drawn the necromancer spell list. A soulreaper begins play with 3 1st level necromancer spells of his choice. The soulreaper also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new cleric level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a soulreaper can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the soulreaper must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a soulreaper's spell is 10 + the spell level + his Wisdom modifier. In addition, a soulreaper gains additional MP for having a high attribute (Wisdom). All necromancer spells learned by the soulreaper uses his Wisdom modifier instead of Charisma for all spells' effects.

Class Skills: A soulreaper adds Intimidate to his list of class skills. In addition, he gains a bonus on Knowledge (religion) skill checks equal to half his cleric level.

Favored Weapon: A soulreaper adds two-bladed sword or scythe to his list of weapon proficiencies.

Domains: A soulreaper gains access to two of the following domains: Artifice, Death, Evil, Repose.

Deity Abilities: A soulreaper gains the following abilities from his deity as he increases in level.

Deny Death (Ex): At 1st level, the soulreaper gains an additional hit point at each cleric level. When his hit point total drops below 0, he automatically stabilizes. The soulreaper doesn't die from hit point loss until he reaches a number of negative hit points equal to or greater than his Constitution score + half his cleric level.

Reap (Su): At 3rd level, as a standard action, a soulreaper can empower a melee attack with the certainty of the grave. The attack gains a circumstance bonus equal to his Charisma modifier, and an additional 1d6 points of damage per two cleric levels (1d6 per cleric level if the target is an undead). The soulreaper must declare if an attack is to be empowered prior to making his attack roll. Empowered attacks count as magic for purposes of bypassing DR. The soulreaper may use this ability a number of times per day equal to 3 + his Charisma modifier.

At 9th level, the extra damage from his empowered attack bypasses any DR of an undead target. At 15th level, it strikes even ethereal and incorporeal undead for full damage.

Soul Siphon (Su): At 6th level, as a ranged touch attack, the soulreaper can unleash a ray that causes a target to gain one negative level. This ray has a range of 30 feet. This negative level lasts for a number of minutes equal to his Charisma modifier. Whenever this ability gives a target a negative level, the soulreaper heals a number of hit points equal to his cleric level. The soulreaper can use this ability a number of times per day equal to his Charisma modifier.

Cheat Death (Ex): At 9th level, the soulreaper's mastery over death and dying has progressed to the point where he can deny a foe the ability to send him into death's embrace in a single, cowardly blow. Whenever anyone attempts a coup de grace on the soulreaper, he automatically makes the subsequent Fortitude save. The attacker still deals just as much damage as he normally would, and the soulreaper could still die from that damage. Similarly, when he takes massive damage (50 or more points of damage from a single attack), the soulreaper automatically succeeds on the Fortitude save to survive the associated trauma, although he can be killed by sheer damage dealt.

Life From Death (Su): At 12th level, upon completing a successful melee attack that deals damage to an undead opponent, the soulreaper, or an ally in a square adjacent to the soulreaper, heals an amount of damage equal to the same amount of damage that was just dealt. The soulreaper initiates this ability as a swift action after damage is dealt from the attack. The soulreaper may use this ability a number of times per day equal to their Charisma modifier.

Enervating Siphon (Su): At 15th level, when the soulreaper hits a creature with his soul siphon, a soulreaper can suppress the vital force of his target for 1 round per cleric level. While affected, when the target regains hit points, it regains only half the number of hit points it would otherwise receive, and it can't gain temporary hit points. The target can attempt a Fortitude save (DC 10 + half of the cleric's level + his Charisma modifier) to negate this effect.

Protection From Undead (Su): At 18th level, as a move action, the soulreaper can create a field antithetical to the powers of necromancy and the undead. The field is centered on the soulreaper, moves with him, and has a 20-foot radius. While within this field, all creatures gain a deflection bonus to AC and a resistance bonus to saving throws against all attacks and spells from undead creatures and any necromancy spell. These bonuses are equal to his Charisma modifier. This field lasts a number of minutes equal to the soulreaper's cleric level, and he may use it a number of times per day equal to 3 + his Charisma modifier.

Final Guide (Su): At 20th level, a soulreaper can actually guide the spirit of a slain creature back to its body a number of times per day equal to his Charisma modifier, restoring the creature to life. This is only possible if the spirit is nearby, and thus this power must be used within 10 minutes since the creature's death. This functions like the *Full-Life* spell except the casting time is 1 full round. Once a creature has been restored to life by a soulreaper's final guide ability, that creature cannot benefit from that ability again until 24 hours has passed.