



SUS-4401

DEPARTMENT 7 ADVANCED CLASS

UPDATE

WRITTEN BY CHRIS A. FIELD



SOUL COLLECTOR



“Daddy?”

The word was almost as quiet as her footsteps through the slumbering hospital, but the dying man turned his head at the faint sound. His half paralyzed face turned to the young Asian woman standing in the critical care ward’s dingy florescent light, and he tried to smile.

The old Chinese man focused his left eye, wrote off his right eye and looked at his beautiful, punkish daughter for what he knew was going to be the last time.

The young demon hunter knelt beside the man’s bedside, taking his wrinkled hands in her own strong fingers, careful not to dislodge the IV tubes keeping him alive. She laid her head on his shoulder, hugging him as tight as she dared.

“Daddy. I’d have come sooner.... but there was this.... this thing in Denver. I had....I’m here, though. I’m here.”

The old man stroked her neon pink hair, tried to say something but it all came out as weak gasps. After a long moment, the demon hunter wiped away her tears and looked into her fathers sleepy eyes.

“Daddy, I’m doing what you taught me. Fighting the bad things. Just like you did. But I never.... I’ve never shown you all of my abilities. I was afraid to, afraid of what you’d think. I’m not a necromancer or a vampire, but I....”

The young woman closed her eyes for a long moment, and when she opened them, her irises danced with flickering purple light, the color of lightning flashing inside a thunderhead. Her fingernails were glowing the same color.

“....I can- I guess you can say I can absorb the dead. Draw on them. On their souls. I was ashamed.”

The dying man’s last words were weak. “always knew....but you’re my girl..... you could never, never be evil....” he spat softly, his one good eye fixed on hers.

She smiled than, her pierced lip glistening with the light from the hallway.

“Daddy, you’ll be with Mom soon. But I want you to stay with me a while. I.... I’m going into battle again tomorrow, and I want you with me. I want you to meet my team. They.... they remind me so much of

the stories you used to tell me about you and Uncle Wan....”

He nodded weakly, a thin line of drool dribbling down his wrinkled parchment skin.

“Will you come with me, Daddy?”

Half the ancient man’s face smiled. She lowered her glowing hand towards his chest, feeling his weak, staccato heartbeat. She called upon her necromantic power.

“Than close your eyes, Daddy.”

Profile of a Soul Collector

Death comes to all creatures, either as a terror or as a quiet final mercy. Soul Collectors are death’s emissaries and ambassadors, creatures that can walk between the worlds of the living and the dead at will. Soul Collectors are empowered by death, and are able to absorb the souls of the dying into their own bodies. Soul Collectors run the gamut from cruel necromantic serial murderers, who torture their victims to death and than enslave their spirits to kind hearted exorcists who lay unquiet spirits to rest. Others act as mediums, helping the dead sever their ties to the living world, or as ‘forensic necromancers’ who use their supernatural gifts to avenge the dead.

Soul Collectors tend to be lonely souls, with more friends in the realms beyond than among the living. Soul Collectors make no distinction between the living and the dead, and are as apt to laugh at a joke told them by the soul of a child who died of the Black Plague in 1223 as they are a living friend’s comment, and are as likely to take the advice of a merchant who perished in the French Revolution as they are to listen to their living mentor. Some see them as morbid and fatalistic, and many (*even mages and other heroes who are used to the supernatural*) find the Soul Collector subtly terrifying. After all, the Soul Collector is a constant reminder of the mortality all humans share.

The fastest way into the Soul Collector advanced class is through the Dedicated Hero basic class, though other paths are possible. Like Acolytes, Soul Collectors draw their mystic power from faith and wisdom, and many embrace their role as spiritual mediators. Many are active members of a particular church or cult, and even unaligned Soul Collectors

Soul Collector

Level	Base				Special	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+0	+0	+0	+2	Necrotic Slumber, Soul Symbiosis, Sense Life	+1	+0
2nd	+1	+0	+0	+3	Corpsespeaker	+1	+0
3rd	+2	+1	+1	+3	Bonus Feat	+2	+0
4th	+3	+1	+1	+4	Quiet the Dead	+2	+0
5th	+3	+1	+1	+4	Unbreathing, Touch of Murder	+3	+1
6th	+4	+2	+2	+5	Bonus Feat	+3	+1
7th	+5	+2	+2	+5	Death's Favor, Touch of Murder 2x daily	+4	+1
8th	+6	+2	+2	+6	Savor the Last Breath	+4	+1
9th	+6	+3	+3	+6	Bonus Feat	+5	+2
10th	+7	+3	+3	+7	Leave Life Behind, Touch of Murder 3x daily	+5	+2

There are only 10 levels to this class

radiate a calm assurance and air of certainty when speaking about what occurs beyond this life.

Requirements:

To qualify to become a Soul Collector, a character must fulfill the following criteria.

Skills: Knowledge: arcane lore, theology & philosophy 9 ranks, Spot 5 ranks

Feats: Iron Will

Special: A prospective Soul Collector must have been present at the death of someone close to them, usually a parent, spouse or other loved one lost in an accident. Many neophyte Soul Collectors discover their special gifts accidentally, helping a terrified soul come to terms with its own death. Evil Soul Collectors can instead simply torture and murder a victim, hoping to catch a fleeting glimpse of his or her departing soul.

Class Information

The following information pertains to the Soul Collector advanced class.

Hit Die

The Soul Collector gains d6 hit points per level. The character's Constitution modifier applies. A Soul Collector's greatest strength is her faith and her ability to bridge the worlds of the living and the dead, not her physique.

Action Points

The Soul Collector gains a number of action points equal to 6 + one-half of her character level, rounded down every time she attains a new level in this class.

Class Skills

The Soul Collector's class skills are as follows.

Balance (*DEX*), Computer Use* (*INT*), Concentration (*WIS*), Decipher Script (*INT*), Disguise (*CHA*), Escape Artist (*DEX*), Gather Information (*CHA*), Hide (*DEX*), Knowledge (*arcane lore, art, behavioral sciences, earth & life sciences, history, popular culture, streetwise, theology & philosophy*) (*INT*), Move Silently (*DEX*), Profession (coroner, mortician, similar occupations) (*WIS*), Read/Write Language, Speak Language, Sense Motive (*WIS*), Survival (*WIS*), Treat Injury (*WIS*)

** In high tech, modern magic or weird science settings only*

Skill Points at Each Level: 4 + INT modifier.

Class Features:

Bonus Feats: At 3rd, 6th and 9th level, the Soul Collector receives a bonus feat. This feat must be chosen from the following list:

Acrobatic, Alertness, Animal Affinity, Aligned Zealot, Archaic Weapons Proficiency (*any*), Benevolent Haunting, Blind Fight, Combat Medic, Confident,

Dodge, Educated, Frightful Presence, Forensic Pathologist, Great Fortitude, Guide, Healing Presence, Helpful Poltergeist, Heroic Surge, Medical Expert, Mortician, Reincarnate, Renown, Stealthy, Trustworthy, Windfall

Corpse Speaker (SU): The dead speak, and the Soul Collector can quiet her own living mind enough to hear them. The Soul Collector can enter a meditative trance near any formerly sentient corpse and perform a quiet ritual that allows her to bridge the gap between life and death. By ritually offering the corpse food and drink (*usually by placing the items on or near the corpse's body*) the Soul Collector can share a pleasant meal with the recently deceased. The corpse must have had an Intelligence score of at least 5, and can have been dead only for a number of days equal to the Soul Collector's class level. The ritual takes approximately one hour, and the food provided has a purchase DC of 1d6+3. During this time, the Soul Collector and the corpse engage in a telepathic conversation exactly as if the creature were still alive.

The corpse is not predisposed to act in any particular way towards the Soul Collector, and the dead creature has no real fear of the Soul Collector, meaning any Intimidate checks made against it suffer a -4 circumstance penalty. Diplomacy, Sense Motive and Gather Information checks may be made normally against the corpse. The corpse knows the information it did in life, as well as anything that has occurred near its resting place since it has been killed. Once the ritual ends, that corpse's soul departs and cannot be contact again so easily. The Soul Collector cannot use this ability to converse with a corpse that has been transformed into undead.

Death's Favor (SU): The Soul Collector gains physical and emotional strength from their companionship with the dead. Whenever the Soul Collector uses her Touch of Murder class feature successfully or establishes a Soul Symbiosis, she gains a temporary action point, which must be used within a day. In addition, the Soul Collector can choose to release her soul symbiote at any time to gain any one of the following benefits:

- A temporary action point, which must be spent within 24 hours
- Instantly recover 1d6 Hit Points per Soul Collector class level, or heal a touched creature for the same amount

- A +2 holy bonus to Intelligence, Wisdom or Charisma, which lasts for 8 hours
- A +1 holy bonus to Defense, which lasts for 10 minutes per class level
- The ability to become invisible for 1 round per class level

Leave Life Behind (SU): A number of times per day equal to her Charisma modifier (*minimum once per day*), the Soul Collector can physically enter the afterlife, becoming an intangible, wraith like creature that can see and interact with creatures in both worlds. The Soul Collector can maintain her ghostly state for up to one minute per point of her Charisma modifier (*minimum one minute per activation*).

While ghostly, the Soul Collector is ethereal and intangible and can pass easily through solid matter. She gains a flight speed of 20 ft (*clumsy maneuverability*) and can hover weightlessly in space. Her unarmed and melee attacks are considered ghost touch weapons and ignore mundane armor bonuses to Defense. In her ghostly state, the Soul Collector is immune to physical harm, though magical weapons and energy attacks affect her normally. While ghostly, the Soul Collector can see invisible creatures and detect magical auras as if she were a mage who had cast see invisibility and detect magic.

While in this ghostly state, the Soul Collector is privy to secrets and life and death that most mortals never glimpse. The Soul Collector receives a +8 holy bonus on Knowledge: theology and philosophy and Sense Motive checks while straddling the worlds of the living and the dead, and may speak and read all languages while ghostly.

Necrotic Slumber (SU): When the Soul Collector sleeps, her body dies and her soul wanders through the afterlife, rather than through the subconscious world of dreams. While the Soul Collector rests, all life functions cease, and she is clinically dead. During this time her body begins to decay normally, though all trace of death are washed away when she awakens and returns to life. If a slumbering Soul Collector's body (*which is considered to be at 0 Hit Points*) is destroyed while she's in her death trance (*reduced to -10 Hit Points or less*) she is truly dead and cannot return to life without outside assistance.

Soul Collectors cannot easily be awakened. The Soul Collector must succeed at a Will Save (*DC 15 + her*

Soul Collector class level) in order to awaken before 8 hours of rest have passed. As a Soul Collector gains experience, her soul's travels farther and farther, making it more difficult to return to mortal life. Even if a Soul Collector awakens successfully, she is considered shaken for a number of rounds equal to her Soul Collector class level.

Injured Soul Collectors heal normally while in their necrotic slumber. Any Hit Points gains are applied normally once the wounded Soul Collector awakens. A Soul Collector with spell casting ability recovers spells normally. What adventures, if any, the Soul Collector has on her nightly sojourns to the afterlife are left to the Game Master's imagination.

Savor the Last Breath (SU): The restless spirits of the recently dead follow the Soul Collector, seeking her advice and comfort and offering their own. If any creature with an Intelligence score greater than 5 dies within 30 ft of the Soul Collector, its soul is briefly attracted to the necromancer. The Soul Collector gains 1d4 temporary Hit Points from any sentient creature that dies nearby. These temporary Hit Points last for 10 minutes per Hit Dice of the dying creature or creatures.

In addition, the Soul Collector can tap into the collective wisdom of the nearby dead. Instead of receiving temporary Hit Points from the dead, the Soul Collector receives a +1 holy bonus to her Intelligence score for each nearby dying creature, so long as the creature had an Intelligence score of 10 or greater in life. This temporary Intelligence bonus lasts for 1 hour per Hit Dice of the dying creature or creatures. While tapping into the memories of the dead, the Soul Collector might display some trace of the quirks or personalities of the recently slain, though her allegiances, true personality and/or alignment are dominant.

Sense Life (SU): Soul Collectors have an instinctive ability to sense the presence of the living and the soon to be dead. Even before their true abilities manifest, many young Soul Collectors are unnaturally perceptive and have an innate psychic ability to predict a creature's death. Often, this unusual psychic ability is the first indication that a child may grow up to become a Soul Collector.

By succeeding at a DC 15 Wisdom check as a free action at the beginning of each round, the Soul

Collector gains an awareness of all living creatures nearby. The Soul Collector can sense the presence of all living beings within 30 ft, as well as their general level of health: healthy (*more than half Hit Points remaining*) wounded (*less than half Hit Points*), dying, or diseased. She also instinctively knows if a creature is pregnant or ovulating, and can sense the presence of undead. In addition, the Soul Collector can actually view a creature's soul as it leaves a dying body; most Soul Collectors say that human souls resemble swarms of butterflies sculpted in from luminous, multicolored energy.

The Soul Collector cannot pinpoint the location of the creatures with this ability. However, she can instinctively use this ability as a crude radar to seek out invisible enemies or when fighting blind. When fighting a living or undead creature blind, the Soul Collector only suffers a 30% miss chance. The miss chance when fighting a nonliving, non undead creature (*such as a robot*) is calculated normally.

Soul Symbiosis (SU): As the soul exits the body of a dying creature, the Soul Collector draws in that being's final breath, inhaling the luminous vapor of their soul. For a brief time, the Soul Collector can draw upon that soul's wisdom and memories, until it eventually fades from the mortal world towards whatever lies beyond.

By performing a coup de grace on any dying creature with an Intelligence score of at least 5, the Soul Collector can trap that creature's soul. The dead soul remains bound to the Soul Collector for a number of days equal to the dead creature's Charisma modifier (*minimum one day*). During this time, the Soul Collector can draw upon the creature's experiences. The Soul Collector can attempt a DC 15 Intelligence check as a full round action to remember some fact about the creature's life, and receives a +1 holy bonus on any skills that the dead soul possessed 8 or more ranks in. The Soul Collector can speak and read any languages the dead creature knew in life.

If the dying creature is unwilling to remain on this plane, or become part of the Soul Collector, even temporarily, it can attempt a Will Save (*DC 10 + the Soul Collector's Charisma modifier*) to resist the symbiosis. Success indicates the creature dies normally, and its soul vanishes from this plane. Regardless of the success of the check, the soul's communion with the Soul Collector is temporary,

lasting a few days at most. If the slain creature is raised or resurrected during this period, the Soul Collector can voluntarily return the soul to its body. If this happens, the slain creature returns to life without suffering experience or Constitution loss.

While the Soul Collector has established a symbiotic bond with any dead soul, her senses are sharpened and she becomes more attuned to the world. While sharing a Soul Symbiosis, the Soul Collector gains lowlight vision out to 60 ft. The Soul Collector can establish a bond with only a single dead soul at a time.

Touch of Murder (SU): Experienced Soul Collectors can end the life of an otherwise healthy creature with a touch, severing the bonds between flesh and spirit. Once per day, the Soul Collector can charge her hands or any light melee weapon she is holding with negative energy, which remains in effect for 1 round. By making a touch attack within one round, the Soul Collector can inflict a death effect on any creature with up to twice as many Hit Dice as the Soul Collector's total character level.

The targeted creature receives a Fortitude save (*DC 12 + the Soul Collector's Charisma modifier*) in order to resist the Soul Collector's touch of murder, and is killed instantly on a failed save. Even if the victim successfully saves, she still suffers 1d4 points of damage per the Soul Collector's class level (*minimum 10d4*) and may well die from those injuries. The Soul Collector can use this ability twice per day at 7th level and three times daily at 10th level. When this class ability is used by an evil Soul Collector, it is an agonizing end for the victim, but when used by a good or neutral Soul Collector, the victim's death is painless.

Quiet the Dead (SU): A fourth level Soul Collector can return unquiet spirits to their rest. A Soul Collector can turn undead as an Acolyte three levels lower than their actual level. Thus a 4th level Soul Collector can turn undead as a 1st level Acolyte, and a 10th level Soul Collector turns undead as if she were a 7th level Acolyte. When turning undead the Soul Collector follows the rules found in chapter nine of the D20 Modern campaign setting.

Unbreathing (SU): The Soul Collector eventually realizes that the biological processes that give her life are unnecessary, and simply ceases to perform them. Most Soul Collectors consider it a great relief

not to have to breathe anymore, finally realizing what an effort it had been. The Soul Collector no longer breathes or has a detectable heartbeat. As such, she becomes immune to drowning, inhalation poisons and suffocation, and receives a +8 holy bonus on Fortitude saves made to resist all other poisons and disease.

Observers may attempt a DC 22 Spot check to realize that the Soul Collector no longer breathes normally, instantly marking her as a supernatural creature. Though the Soul Collector has no need to breathe, she cannot speak normally in vacuum or underwater.

Life & Death Feats:

The following new feats were designed with the Soul Collector in mind, but offer new role-playing challenges and unique supernatural abilities to any character that shares an intimate connection to the dead. Some of these feats represent the specialized training in death investigation and are suitable for any modern day investigatory campaign, but others grant minor supernatural powers and would be out of place in realistic settings.

Benevolent Haunting (General SU)

You are sometimes accompanied by a ghostly advisor, an unseen but familiar guardian angel that offers wisdom and courage. Your ghostly companion may be a lost loved one or fallen comrade, or may just be a like minded soul that wishes to aid you for its own reasons. Other characters cannot see the ghost, though a character with this feat may catch occasional glimpses of their benefactor. Ghosts created with this feat cannot be turned or dispelled.

Prerequisite: Charisma 15+

Benefit: You have attracted the attentions of a helpful wraith that can occasionally affect the living world on your behalf. By spending an action point, you can call your ghostly comrade into existence for up to 1 minute per point of your Charisma modifier (*minimum one minute*). During this time, the comforting presence of your guardian spirit grants you a +2 holy bonus on Will and Reflex saves, and a +1 holy bonus on Search checks and any two Knowledge checks of choice (*selected when this feat is first chosen*).

Combat Medic (General)

Thanks to your military training, you are able to perform surgery quickly and under horrific battlefield conditions.

Prerequisites: Treat Injury 4 ranks, Surgery

Benefit: You can perform surgery with only a First Aid kit, though you take a -2 penalty on the Treat Injury check. In addition, you may halve the time it takes to perform surgery (*minimum 30 minutes*).

Normal: Performing surgery requires at least 1d4 hours and requires a surgery kit.

Compassionate (General)

You are a natural healer, with an instinctive grasp of your patient's needs.

Benefit: You receive a +2 bonus on Sense Motive and Treat Injury checks.

Forensic Pathologist (General)

You have received special training in death investigation, and through careful study can determine how a given person died. Your expert testimony is widely respected in court.

Prerequisites: Investigate 8 ranks, Knowledge: behavioral science 4 ranks, Knowledge: earth & life sciences 8 ranks

Benefit: You make a DC 10 Investigate check as a full round action to determine the general manner of a person's cause of death. For example, you could tell if a person died of disease or natural causes, was killed with a specific type of weapon, died of suffocation or some environmental condition, or died as a result of a poison or spell with only a cursory investigation. However, the specifics of the creature's cause of death would have to be determined by a full autopsy.

You can perform an autopsy on a creature (*a surgical procedure requiring a well equipped pathology lab, which requires 1d6 hours*). By performing the autopsy, you receive a +8 circumstance bonus on all Investigate checks made to determine the creature's killer and a +2 competence bonus on Bluff, Diplomacy and Profession (*lawyer*) checks made to convict the killer in a court of law.

Helpful Poltergeist (General SU)

Your ghostly companion can affect the physical world.

Prerequisite: Benevolent Haunting

Benefit: At will, thanks to the assistance of your ghostly companion, you can cast mage hand as a first level spell caster. This minor supernatural affect does not require the character to expend an action point.

Healing Presence (General SU)

Your mere presence helps creatures overcome injury and recover their strength.

Prerequisites: Wisdom 13+, any good allegiance / alignment

Benefit: All dying creatures within 60 ft of you are automatically considered stabilized. This feat's benefit applies both towards enemy creatures and allies. In addition, if you spend 8 hours within 60 ft of a wounded creature, it regains an additional 1 Hit Points.

Mortician (General)

You make a living preparing the dead for burial, and have a keen understanding of funeral rituals and the legalities of disposing of the dead.

Prerequisites: Profession: mortician, embalmer, clergy or similar occupation 4 ranks

Benefit: You receive a +2 bonus on Profession (*mortician*) or similar checks, as well as a +2 bonus on Diplomacy checks made to comfort the grieving and a +2 bonus on Knowledge: religion & theology checks made with regard to funeral rites. Your long exposure to corpses and decay grants you a +2 bonus on Fortitude saves made to resist nausea.

Reincarnate (General SU)

You have vague memories of lives before this one, and a deep and abiding faith in the immortality of the soul.

Prerequisites: Wisdom 13+

Benefit: A number of times per day equal to your Wisdom modifier (*minimum once per day*), you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind. Your personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your alignment / allegiances are fundamentally unchanged. Your past incarnation

can remain in control for a number of minutes equal to your Wisdom modifier (*minimum one minute*).

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor.

- +2 bonus on any two Knowledge skills of choice
- +2 bonus on any other skill of choice
- +1 bonus on attack and damage rolls
- +1 bonus on one save of choice
- +1 dodge bonus to Defense
- Familiarity with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once

Special: You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three benefits simultaneously.

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