

Spiritmaster

Spiritmasters are black belts who specialize in combating the undead, laying their corpses to rest, and sending their souls to final judgment.

The spiritmaster is an archetype of the black belt class.

Resilient Soul (Ex): At 1st level, a spiritmaster gains a +2 bonus on saving throws against necromancy spells and effects.

This ability replaces martial cunning.

Spirit Combat (Su): At 3rd level, a spiritmaster can charge his unarmed strike so it affects incorporeal creatures. The spiritmaster's unarmed strike deals half damage to incorporeal creatures, or full damage if it's a magic weapon (such as via an amulet of mighty fists). This benefit lasts for a number of rounds equal to the spiritmaster's class level. A spiritmaster can use this ability a number of times per day equal to 3 + his Wisdom modifier.

This ability replaces maneuver training

Diamond Spirit (Ex): At 4th level, a spiritmaster becomes fortified against the effects of energy drain. When the spiritmaster gains a negative level, he does not take any penalties, his total hit points remain unchanged, and he is not considered lower level for the purpose of level-dependent variables. Once per day when attempting a Fortitude save to remove a temporary negative level, the spiritmaster may choose to automatically succeed. The spiritmaster still dies if his number of negative levels equals or exceeds his number of Hit Dice.

This ability replaces knockout.

Spirit Burst (Su): At 7th level, whenever a spiritmaster destroys an undead creature with a melee attack, he may as an immediate action to release a 15-foot-radius burst of positive energy centered on the destroyed creature. Undead creatures in the affected area each take a number of points of damage equal the number of Hit Dice of the destroyed creature. Living creatures in the area are healed by the same amount. The spiritmaster may use this ability a number of times per day equal to 3 + his Wisdom modifier.

This ability replaces focus.

Purifying Palm (Su): At 13th level, the spiritmaster gains the ability to alter the balance of positive and negative energy within an opponent's body. The spiritmaster can make a purifying palm attack once per day, and must announce his intention before making a melee attack roll. If his attack deals damage, the target must attempt a Will save (DC 10 + half of the black belt's level + his Wisdom modifier). On a failed save, the target cannot channel energy, nor can it be healed by positive or negative energy. This effect lasts for 1 round per black belt level. If the target is an undead creature, it must succeed at its Will save or be instantly destroyed.

This ability replaces awesome blow.

Spiritmastery (Su): At 20th level, a spiritmaster gains DR 10/evil and becomes immune to ability drain and ability damage. Additionally, once per week, the spiritmaster may bring a dead creature back to life. This ability functions as the *full-life* spell, except the spiritmaster may not resurrect a creature that has been dead for longer than a month.

This ability replaces improved awesome blow.