

TENSHI (PRESTIGE CLASS)

“The dead are not always heroes.” – Burial cairn inscription outside of an abandoned Yan’sha village

Since the discovery of the Weiwu ethnicity by mainland scholars, they have served as a fascinating study of the consequences and cultural impact of war. Yet the most fascinating, and terrifying, aspect of the Weiwu is their mystical connection to undeath.

A widely known bardic tale entitled *The Culling of Crows* speaks of a Thulite warlord named Ulf Crowcaller who set out on a mission to purge nearby villages of Weiwu, believing them to be a mixed blood abomination. After razing a village to the ground and burying the Weiwu dead in a mass grave, the recently slaughtered rose from their grave during the night and routed the superstitious Thulites, killing Ulf and his honorguard in the process.

There is no consensus on what it is that brings a Weiwu back from death. Stories have attributed everything from rage, revenge, guilt, and honor bound duty as motivations for a Weiwu to return as what the Yueshi call “the Tenshi.” Because of this, the Weiwu are viewed as a cursed people by most, revered by few, and feared by all.



Hit Die: d8

Requirements

To qualify to become a Tenshi, a character must fulfill all the following criteria:

Race: Human (Weiwu ethnicity)

Saves: Must have at least a base save of +1 in Fortitude, Reflex, and Will

Feats: Undying

Special: Must die while using Blood Vengeance (see Weiwu racial traits)

Class Skills The Tenshi’s class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Weapon and Armor Proficiency: Tenshi gain no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a tenshi gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a tenshi, he must decide to which class he adds the new level for purposes of determining spells per day.

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+1	Deathless, Reason for Return, Driven by Rage	-
2nd	+1	+1	+1	+1	Tenshi Trick	+1 level of existing arcane/divine spellcasting class
3rd	+2	+1	+1	+2	Blood Sacrifice (1d4)	+1 level of existing arcane/divine spellcasting class
4th	+3	+1	+1	+2	Tenshi Trick	+1 level of existing arcane/divine spellcasting class
5th	+3	+2	+2	+3	Undying Determination	-
6th	+4	+2	+2	+3	Tenshi Trick	+1 level of existing arcane/divine spellcasting class
7th	+5	+2	+2	+4	Blood Sacrifice (1d6)	+1 level of existing arcane/divine spellcasting class
8th	+6	+3	+3	+4	Tenshi Trick	+1 level of existing arcane/divine spellcasting class
9th	+6	+3	+3	+5	Timeless Body	-
10th	+7	+3	+3	+5	Tenshi Trick, Transcendence	+1 level of existing arcane/divine spellcasting class

Deathless (Ex): At 1st level, a tenshi becomes deathless, a special type of undead. Treat this as though the tenshi gained the half undead template (see ARG pg. 216), except that the tenshi is still healed by positive energy and damaged by negative energy. In addition, a tenshi may never take a level in any class except Tenshi and cannot return from death as a Tenshi again (but he can be raised normally). His aging also slows to a crawl, multiplying each of his age categories by four.

Driven by Rage (Ex): A tenshi may enter blood vengeance at anytime. He may remain in blood vengeance for 4 + his tenshi level in rounds a day. His blood vengeance recharges like normal if an ally is reduced to negative hit points or killed while in this state.

Reason for Return (Su): When a tenshi returns from the grave, they are fueled with a desire to see either the completion of a task left unfinished by their death, a righting of what they consider a wrong, or anything in between. Whatever their reason for return, they gain a number of benefits during blood vengeance according to their primary motivation.

A tenshi chooses either revenge or reverence:

Revenge: Tenshi who come back for revenge are driven to destroy those that wrong them or any institution they hold sacred, be it a religious order or their own family. The tenshi gains a favored enemy (as per the ranger class ability), except it is a sacred or profane bonus (depending on the tenshi's alignment) on attack rolls, weapon and spell damage rolls, combat maneuvers, and spell DC's equal to ½ the tenshi's level. In addition, a Tenshi chooses one very specific faction to double these bonuses against. Typically, this is their murderer, plus their close blood relatives (children, sibilings, parents, and spouse). However, a tenshi could hold a corrupt leader who ordered his death responsible instead of the assassin, marking the leader and his family or his organization's influential members for death. The GM has final say on what is applicable.

Reverence: Tenshi who come back for reverence are driven to complete a sacred oath, normally protecting a family, city, ruler's interests, etc. The tenshi gains a sacred or profane bonus (depending on the tenshi's alignment) on AC, CMD, initiative checks, and saving throws versus spells equal to ½ the tenshi's level. This bonus is only applied when a tenshi is actively supporting his reason for return (up to a GM's discretion). In addition, a Tenshi chooses one very specific location, normally a church, city, or family estate. While within this location, the tenshi doubles his reverence bonuses.

Tenshi Tricks: At every even level, a tenshi learns to further exploit his deathless condition to gain new abilities. Unless otherwise noted, a tenshi cannot select an individual trick more than once.

Angry Arcana: While under the effects of blood rage, you can add one additional spell to your spells known of your highest level, or two of lower levels.

Appear Human: A tenshi who selects this ability gains Disguise as a class skill. In addition, they receive a bonus to appear human equal to their tenshi level.

Blood Bulwark: A tenshi who selects this ability becomes immune to bleed damage and has a 25% chance to turn a critical hit or sneak attack into a normal hit. This trick cannot be selected until 4th level.

Blood in the Eyes: While under the effects of blood vengeance, a tenshi's eyes hemorrhage, granting him the see in darkness special ability, as well as *discern lies* and *see invisibility* (CL equal to his tenshi level). This trick cannot be selected until 8th level.

Bonus Feat: A tenshi may select any feat he qualifies for. This may be taken multiple times.

Dead Inside: A tenshi who selects this trick gains Diehard as a bonus feat and is no longer at risk of death from massive damage.

Draw On Pain: A tenshi who selects this trick can roll twice for blood sacrifice and take the better result, adding one to the result. This trick cannot be selected until 4th level.

Embrace Darkness: A tenshi who selects this trick is also healed by negative energy. This trick can't be selected until 4th level.

Enhanced Deed: A tenshi that was previously a gunslinger may select a deed of his choosing, adding his tenshi level to his gunslinger level to determine what he qualifies for. This may be taken multiple times.

Enhanced Hex: A tenshi that was previously a witch may select a hex of his choosing, adding his tenshi level to his witch level to determine what he qualifies for. This may be taken multiple times.

Enhanced Magus Arcana: A tenshi that was previously a magus may select a magus arcana of his choosing, adding his tenshi level to his magus level to determine what he qualifies for. This may be taken multiple times.

Enhanced Ninja Trick: A tenshi that was previously a ninja may select a ninja trick of his choosing, adding his tenshi level to his ninja level to determine what he qualifies for. This may be taken multiple times.

Enhanced Rage Power: A tenshi that was previously a barbarian may select a rage power of his choosing, adding his tenshi level to his barbarian level to determine what he qualifies for. This may be taken multiple times.

Enhanced Rogue Trick: A tenshi that was previously a rogue may select a rogue trick of his choosing, adding his tenshi level to his rogue level to determine what he qualifies for. This may be taken multiple times.

Quicken The Blood: A tenshi in blood vengeance is also treated as though he is under the effects of a *haste* spell (CL equal to his tenshi level). This trick cannot be selected until 4th level.

Sense Murderer: A tenshi who selects this trick knows the direction but not the distance of the person who initially killed him. This ability can be blocked by any ability that stops scrying.

Spell Rage: A tenshi can choose to instead gain a +2 to his associated spell casting attribute instead of his strength while under the effects of blood vengeance.

Tenshi Magic (Arcane School): A tenshi adds his level to his wizard levels when determining the powers gained from his arcane school. This ability does not grant bonus spells to a tenshi unless he possesses spell slots of an appropriate level. Such bonus spells are automatically granted if the tenshi gains spell slots of the spell's level. A tenshi may only learn one Tenshi Magic trick.

Tenshi Magic (Bloodline): A tenshi adds his level to his sorcerer levels when determining the powers gained from his bloodline. This ability does not grant bonus spells to a tenshi unless he possesses spell slots of an appropriate level. Such bonus spells are automatically granted if the tenshi gains spell slots of the spell's level. A tenshi may only learn one Tenshi Magic trick.

Tenshi Magic (Domain): A tenshi adds his level to his cleric, inquisitor, or druid levels when determining the powers gained from his domain. This ability does not grant bonus spells a tenshi unless he possesses spell slots of an appropriate level. Such bonus spells are automatically granted if the tenshi gains spell slots of the spell's level. A tenshi may only learn one Tenshi Magic trick.

Tenshi Magic (Mystery): A tenshi adds his level to his oracle levels when determining the powers gained from his mystery. This ability does not grant bonus spells to a tenshi unless he possesses spell slots of an appropriate level. Such bonus spells are automatically granted if the tenshi gains spell slots of the spell's level. A tenshi may only learn one Tenshi Magic trick.

Tenshi Magic (Order): A tenshi adds his level to his a cavalier or samurai levels when determining the powers gained from his order. A tenshi may only learn one Tenshi Magic trick.

Tenshi Magic (Patron): A tenshi adds his level to his witch levels when determining the powers gained from his patron. This ability does not grant bonus spells to a tenshi unless he possesses spell slots of an appropriate level. Such bonus spells are automatically granted if the tenshi gains spell slots of the spell's level. A tenshi may only learn one Tenshi Magic trick.

Tireless: A tenshi who selects this ability is immune to exhaustion. This trick can only be selected at 6th level.

True Blood Vengeance: When a tenshi uses his blood vengeance ability, he can choose to either have his base attack bonus equals his total character level (which may give him multiple attacks) or his caster level equal his total character level (which grants additional spell slots, but not spells). This trick cannot be selected until 10th level.

Blood Sacrifice (Su): At 3rd level as a swift action, a tenshi can deal 1 point of Constitution damage to himself to regain 1d4 rounds of blood vengeance. This increases to 1d6 at 7th level.

Undying Determination (Ex): At 5th level, a tenshi is immune to fatigue and no longer requires sleep (but can still be affected by sleep spells). He still must meditate to memorize spells.

Timeless Body (Ex): At 9th level, a tenshi gains the druid and monk class ability of timeless body.

Transcendence (Ex): At 10th level, a tenshi has reached the pinnacle of his existence. He becomes immune to mind-affecting effects. However, the tenshi starts to feel the pull of the afterlife. Each week, he must make a Will save (DC 10 + 1 for every month after reaching 10th level). The first time he fails, he gets a sense of being watched from behind. When he turns around to face it, he sees nothing and the feeling disappears. Some have said an omen follows this, such as a dead animal, a sudden burst of thunder, etc.

From that day forward, the tenshi sees shadowy figures of his ancestors staring at him out the corner of one of his eyes, while the shadowy figures of his victims appear in the corner of his other. Each time he fails this Will save, the figures get closer and become more substantial.

Once a tenshi has failed ten times, he enters a helpless catatonic state. His eyes turn solid white, only able to see his ancestors and his victims. He must make a choice to follow his ancestors for a peaceful end, or pursue his enemies in the afterlife as well. Once this choice is made, it cannot be undone. The tenshi finally dies and moves on to wherever he chose.

It is rumored that truly powerful individuals can find the tenshi on the astral plane, confront him or attempt to help him escape his ultimatum purgatory. However, the forces that grant the Weiwu the ability to become tenshi would surely take objection to them avoiding the final journey...