Yhwach



*,, The path has now closed. Ichigo. The path to a world without fear. The Human World, Soul Society, Hueco Mundo. They belong together as one. They should have been brought together, that life and death may mingle as one. But now that path exists no longer. All thanks to you, Ichigo. How disappointing. Because of you, life and death will not lose their form. All living things will continue to live their lives in fear of death...for all eternity . ,,*

Aligment : Neutral Evil Race : Quincy , Son of the Soul King , God Class : Quincy

\*As a Boss Yhwachs starting HP is 50+100x PN . Yhwach does not need to use an ability to switch Stages , the stage transfer happens automatically upon hitting a set % of his HP . As a Boss Yhwach always fights alone and can have no allies . PN- Player Number , the number of Players currently alive in the Game . Two of the same (name) abilities can be had with the effect of Sklaverei , they have different cooldowns and each one can be used 1x per Round regardless of each other , even once per Game Abilities .

Stage I (100% HP)

1. Blut -

a) Blut Arterie - Give yourself a +20 to all Melee damage , dissapears if Blut Vene is used

b) Blut Vene - Absorb 40 damage from all sources , if used again during the next Round (Blut Vene) you unleash a torrent of energy from your body which absorbs Spiritual Energy absorb 40 damage from all sources and deal PNx10 damage to every other character gaining that much HP as the damage dealt . Shield,Ranged

2. Hirenkyaku - Yhwach ignores all attack this Turn and may choose to gain Flying for the next Action , Hits First . Shield

3. Sankt Bogen - a bow of tremendous power choose one :

a) Heiling Pfeil - Deals PNx 15 damage to a single target , firing PN x number of times at that one single chosen target . Ranged

b) Reishi Broadsword - Turns an arrow into a broadsword , deals 30 damage and absorbs 30 damage from the Target of this attack (Melee or Ranged this Turn) . Melee

4. Sklaverei - Negate any Ability just used , then you may choose to gain a copy of that Ability and the Ability is Sealed for its original user . Relativistic Speed . Shield

\*Does not work on Passive Abilities and abilities that Can not be Sealed

5. Kirchenlied : Sankt Zwinger - Only usable from Round 4 , Yhwach deals 300 damage to all other characters , can not be Ignored or Absorbed (can be negated) . Ranged

Stage II - The Awakened King (50% HP)

\*You also have all abilities absorbed via Sklaverei in Stage I.



1. Sklaverei - Negate any Ability just used , then you may choose to gain a copy of that Ability and the Ability is Sealed for its original user . Relativistic Speed . Shield

\*Does not work on Passive Abilities and abilities that Can not be Sealed

2. Soul Disstribution - choose a target , it becomes a Quincy , heal it to max HP and remove all Negative effects from it (except Sklaverei) , it may replace its Basic Abilities with Quincy abilities from the table below . A part of your own soul is forever stuck in the target , loose 10HP permanently and all damage you deal has -10HP for each one of your Quincy made this way is alive . When a Quincy like this dies remove this effect . Shield

3. Auswahlen - choose a Quincy target roll a 1d6 on a 1-5 it dies instantly , on a 6 all of its Powers are sealed instead . Or you may instead reviwe another fallen Quincy by giving it your own HP to bring it to any number above 0HP it returns to life with that much HP. Ranged ,Shield

4. Sankt Altar - choose a single target , all of its Abilities are Sealed if it could be hit by this Attack . Ranged

5. Self- Power Restoration - Yhwach Heals for 30HP (this can not bring him Back to Stage I) , remove all Seals and all Negative Effects placed on Yhwach . Shield

6. Soul Absorbtion - Only usable after spending at least 3 Turns in this Stage II (not counting the one it was used in) , touches a target and completly absorbs it , you gain all of its Non-Sealed Basic abilities (if it has a Soul) and it instantly dies and can never return to life , Hits Last . Melee

\*Those who have more HP than Yhwach at the moment of being Hit take 1 Turn to die per 30HP difference between them (at the moment of being Hit) untill they die their powers are not Absorbed .



Ultimate : A - The Almighty , to use this it must be at least Round 4 of combat used any number of times as a Regular ability , you must also be outnumbered by your opponents

Yhwachs penultimate ability to know and set the future , Predict 2 on all Characters except yourself , this works even on those who can not be Predicted , write this Prediction down and Predict 2 on everyone again (they must give you a different Prediction answer than the 1st Time) . You then choose either the 1st or the 2nd Prediction and set the Future , your opponents must carry out the Prediction of your choice. The Almighty can not be used again untill that Prediction comes to pass .

After the 1st time The Almighty is used , from that Turn onwards , Yhwach is passivelly immune to Loosing Control of his character and is immune to all Illusions and simmilar abilities , if these abilities have been placed on him before casting the Almighty they will still take effect even in the Almighty (example : Aizens Shikai) . Shield , Passive

\*The Ultimate can be used in any Stage as long as its conditions are met

Quincy Abilities gained by Soul Disstribution :

1. Blut - Absorbs 40 damage from all Sources . Shield

2. Hirenkyaku - Gains Flying for this Turn . Shield

3. Heiling Pfeil - Deals 30 damage to a single target . Ranged

4. Shadow - teleports to any other Dimension in the Game , if it exists . Shield

5. Ransogetai - once cast upon ones self , the user can no longer be Stuned or loose Control of their character . Stance

6. Sklaverei - Negate any Ability just used , then you may choose to gain a copy of that Ability and the Ability is Sealed for its original user . Relativistic Speed . Shield