Aaroniyero



Alignment : Lawful Evil Race : Arrancar (Undead) Class : Arrancar

1. Zanpakuto - Deals 25 damage . Melee

2. Light Sonido - Ignore all attacks this Turn , Hits first before all others . Shield

3. Misguiding Illusion - you turn into a lowed one of a Good or Neutral character , they may not target you or willingly attack you untill the end of the next Turn , choose which one character this effects at a time , only effects someone once per Game . If you take Light damage this effect instantly ends and you may not use it untill the end of the next Turn . This doesnt require targeting only naming a target . Shield

4. Shikai ( Surge Water and Heaven Nejibana ) - your attacks now have a Water Enchantment , whenever you deal damage with your Zanpakuto you deal an additional 25 water damage (2 Sources, one attack ) . Stance



5. Devouver Hollows (Glotoneria) - Whenever a Hollow of Shinigami dies , its corpse dissapears (if you are alive) gain a Eternal Evolution Stack , each one gives you +20 damage and Hits First with all Abilities , also you may replace one of your Abilities with an Ability of the slain creature , you must do this at the moment of death and not after . Passive

6. Weapon Break - any metal weapon or Zanpakuto melee attack that hits Aaronyero will be instantly shattered if he is hit the Turn this ability is used , Seal it but you still take its effect . Counter

Ulti : Ressurection - can be cast like a normall ability from Round 3 , Aaronyero turns his lower body into a mass of flesh , his tendrils deal a passive 20 damage to all enemies at the start of any Turn he isnt Stuned / Frozen in . Mode

