AIZEN



,, *No one stands on top of the world. Not you, not me , not even Gods.But the unbearable vacancy of the throne in the sky is over. From now on... I will be siiting on it*. ,,

Alignment : Neutral Evil Race : Spirit (Soulreaper) Class : Shinigami

1. Vanity - Seal 1 other of Aizens abilities at the start of the game. At the start of each Round of combat ( turn 1,4,7,10...) if Aizen has more HP than all Enemy characters Seal 1 more ability.If he has the least hp of all characters pick one ability to Unseal from your sealed abilities. The Vanity ability may not be replaced or Sealed. **Passive**

2. Superb Strategist - at the start of each Round of combat ( turn 1,4,7...) choose one of your Bakudo abilities and replace this ability with it untill the next round. **Passive**

3. Superb Tactician -at the start of each Round of combat ( turn 1,4,7...) choose one of your Hado abilities and replace this ability with it untill the next round. **Passive**

4. Kyoka Suigetsu - choose one :

a) Deal 25 damage . Can hit Flying enemies. **Melee Attack**

b) Say : ,, Shikai ,, a target opponent is under your control this turn,even if invisible. You may order him to attack anyone and use any ability but not to attack himself.You may also force him to skip this turn. Can effect anyone who can see or has seen your Zanpakuto at least once no matter where they are in the universe.**Ranged Attack**

5. Shunpo - once per round you may declare that one of your attacks Hits First,you may do this at any time,as this ability does not consume an action. **Trigger, Reaction**

6. Hakuda - choose one:

a) Deal 20 damage to up to two separate targets . **Melee attack**

b) Negate one Melee attack that would hit you . **Counter**

Ultimate : Hado # 99 Goryutenmetsu : 2. + 4. +6. - Deal 80 damage to all other characters.**Ranged Attack**

or

Ultimate : Bakudo #81 Danku : 2. + 6. + 3. - This turn absorb 200 from all enemy sources. If enemy attacks do not deal damage and have another ability negate all such abilities(such as instant kills , Stuns etc...) . **Shield**

or

Ultimate : Hogyoku : From turn 4 Aizen starts transforming into Hogyoku form . This ultimate is passive and requires no combo. See below for transformations and effects. **Mode**

BAKUDO LIST

I ) El Escudo - Choose one : absorb 40 damage from a single source or once per game absorb 50 damage from all sources,then deal damage to all who attacked you that turn equal to 50 - damage you would have recieved. If you use the second variation you may never use this ability again during the same game. **Shield**

II) Bakudo #26 : Kyokuo - Aizen gains Stealth during this Action(can not be targeted).He may choose to skip his next turn to remain in stealth. **Shield**

HADO LIST

I ) Hado #63 : Raikoho , deal 20 damage Hits first. **Ranged Attack**

II) Hado #90 Kurohitsugi - Choose a single target deal 40 damage to it,the damage may not be prevented by any means but the attack can. **Ranged Attack**

Hogyoku Mode



1st Transformation - replace one ability with Regeneration ( heal 20 damage,Shield) if you want to. All damage you deal +5, you passively absorb 5 damage from all sources.On Turn 6 transform into 2nd Transformation.

2nd Transformation - keep above bonuses in addition All damage you deal is now +10, and you now passively absorb 10 damage from all sources.On Turn 8 transform into 3rd Transformation.

3rd Transformation - keep above bonuses in addition All damage you deal is now +15, and you now passively absorb 15 damage from all sources.On Turn 10 transform into 4th Transformation.

4th Transformation - keep above bonuses in addition All damage you deal is now +20, and you now passively absorb 20 damage from all sources. Your regeneration now heals 30 instead of 20. Your number #90 Hado now hits all enemies instead of just one target. You may replace one of your abilities with Teleport - ignore all abilities during this Turn. Shield

On Turn 12 transform into 5th Transformation.

5th Transformation - keep above bonuses in addition You may replace one of your abilities with Fraggor - deal 30 damage to a single target. You may use this ability any number of times in one Round but only once per Turn.If you use Fraggor 3 times in the same Round of combat you may instantly use Fraggor 10 more times ignoring its restriction of being used only once per Turn. Ranged Attack

