Ichigo (End)



Alignment : Chaotic Good

Race : Human , Spirit (Shinigami) , Undead (Hollow ), Fullbringer and probably yo momma

Class : Swordsman , Shinigami , Hollow , Quincy

1. Twin Souls - whenever Ichigo makes an attack he makes a copy of that attack instantly. Passive

2. Getsuga Tensho ! - deal 25 damage to a single target.If twin Souls is still active may launch a single 50 damage attack instead of 2x 25 damage attacks.Ranged

3. Zanpakuto - deal 20 damage to a single target . Ichigo may choose to gain Flying when he uses this ability.Melee

4. Blut - Ichigo absorbs 40 damage from all sources this Turn. Shield

5. Shunpo - ignore any 1 attack. Counter

6. True Bankai - seal Ichigos Twin Souls ability and give him a Cero Basic ability , in True Bankai mode all his attacks deal +40 damage more. Mode

Cero - deals 30 damage to up to 3 Targets can only be used in True Bankai mode. Ranged

Ultimate : Final Getsuga Tensho - must be in True Bankai mode , Ichigo must have used Getsuga tensho at least 3 time during this Game instead of the 4th time and onwards he may use Final Getsuga Tensho instead.

Ichigo deals 200 unstopable damage to a single target , the damage can not be negated or ignored , the attack can not be ignored(but can be negated) . Ranged

