Kenpachi Zaraki



,, *Sanity ? Sorry I dont remember having such a useless thing in the first place* . ,,

Alignment : True Neutral Race : Spirit (Shinigami) Class : Shinigami

1. Nozarashi - deals 40 damage or you may enter Shikai by pronouncing:,,Drink Nozarashi!,, if all enemy Heroes have more HP than Zaraki.In Shikai his Nozarashi damage can not be prevented or absorbed by any means also it hits Flying and you can use Nozarashi a 2nd time this Round if you entered Shikai. **Melee,Mode**



2. Eyepatch of Sealing- at the start of the game Zaraki deals -20 damage with all attacks,but other effects that would reduce the damage he deals do not effect him at all.He may as an active action remove the eyepatch and the -20 negative damage if he took damage during this game.**Passive,Shield**

 Eyepatch Removed

3. Two Handed Strike - the next attack deals additional damage if Nozarashi +20 if Reiatsu Wave then + 30 . This is a Stance,after the attack leave this stance. **Stance**

4. Reiatsu Wave - deals 30 damage to all enemies. **Ranged**

5. FEEL ALIVE - when used if Zaraki should die this turn he is instead considered alive with hp equal to the ammount he started with this turn,after all abilities are done.Then if he should have died he gains a permanent +15 damage Stack. Also whenever Zaraki takes 30 or more damage when he uses this ability he Predicts the next action of his opponents passively. **Shield**

6. Omnipotent Reiatsu Shield -passivelly if Zaraki should take an attack that deals 25 or less damage the attacker hits himself with the attack instead. **Passive**

Ultimate: BANKAI ! 1.+ 4. + 5. Must be in Shikai mode to enter it.When he enters this Mode Zaraki may give himself a +X damage stack on any damage he deals where X is his choosing but whenever he makes an attack after it he must take the X as pure damage that can not be prevented or absorbed.

When he enters this mode he may also instantly make any other attack ability even if exausted.

Each turn after the one it was entered you roll instead of choosing abilities because of Kenpachis madness,rolling again if you hit a passive ability. **Mode,Haste**



