Kensai



*,, Heh sorry , but im not the kind of guy to hold back against a kid ,,*

Alignment : Chaotic Good Race : Soul , Hollow Class : Soulreaper , Visored

1. Zanpakuto - deals 30 damage to a target . Melee

2. Thousand Arm Canon - Deals 20 damage splitt between any number of enemies (one attack ) , any enemies splitt takes an additional attack that deals 20 damage (Explosion) can only be triggered once per character per Turn . Melee

3. Shikai - Tachikaze - your Zanpakuto from now on reads ,, Deals 20 damage to all enemies . Ranged ,, . Mode



4. Hollowfication - you gain a + 10 damage increase on all attacks and a 5 absorb damage from all Sources untill the end of the next Round of combat (Masked Stance) . Casting this again sends you into Hollow Form Stance which instead lets you deal + 20 damage and absorb 10 damage from all Sources untill the end of the next Round of combat . Taking 40 or more damage (after absorbtion / reduction ) breaks this Stance . Can only be used 2x times per Game . Stance



5. Charged Blast - only in Shikai , skip this action as your action the next Turn unleash a 40 damage ranged attack against a target or you may make a melee attack in that Turn instead , if it deals damage , also apply the 40 damage above effect as an additional attack to that attack . Ranged , Focus , Haste

6. Shunpo - Ignore one attack . Counter



**Ulti : Bankai : Tekken Tachikaze** - you can use this ability instead whenever you would use Shikai even from Round 1 . Your Zanpakuto now reads : ,, Deals 25 damage to a target , if the target takes damage it takes an additional 25 damage Explosion attack . Melee ,, . If your opponent is Grappling you in Melee , or is Grappled at the Turn you attacked it , or Stuned/Frozen at the end of the Turn you attacked it it takes a 25 damage Explosion attack at the end of each of its Turns (in this case this is not an Action ) . Mode