Neliel



Alignment : Chaotic Good Race : Hollow Arrancar ( Undead ) Class : Hollow

1. Zanpakuto - Deals 35 damage . Melee

2. Pressuring Sonido - Ignore one attack or choose a target force it to use a Shield type ability instead of its chosen Action this Turn (of its choice ) , if there are none he Skips his Turn instead of using his chosen Action . Hits First , this is a Reaction . Shield

3. Cero Doubleback - Negate a Ranged attack that would Hit you , then if you did launch a 30 + x damage Ranged attack against the original caster where X is the pure damage printed on the negated Abilities text (not damage over time or other abilities ) . Counter

4. Hiero - passivelly Absorbs 10 damage from all Sources , but attacks made from Stealth (even if they break it that Turn ) can not have their damage Absorbed this way as Neliel does not look around to much . Passive



**Ulti : Ressurection Gamuza (Declare)** - replace Zanpakuto with Lanzador Verde - Deals 30 damage to a target , + 10 if it has just made a Ranged attack and another + 10 if it is Flying this Turn as the spear gains more power the more it flies . Ranged . In addition all your Attacks deal + 10 damage . Casting this is a Reaction . At the end of the Round you cast this in Nel turns into her Child Mode in this mode she is defenseless but has her remaining HP (all her Abilities are Sealed ) . Mode