Renji



Alignment : Chaotic Good Race : Soul Class : Shinigami , Swordsman

1. Zanapakuto - Deals 30 damage. Melee  
  
2. Shikai - Hoero Zabimaru ! : Pronounce ,, Hoero Zabimaru ! ,, (Howl Zabimaru !) you unlock your own abilities 3 and 4 as well as your ultimate . Mode  
  
3. Coil - Stun a target , it is Grappled permanently and takes 10 damage before it takes any Action (before the Action) the Grapple will not end unless the target or the caster die , Renji is Stuned or untill he willingly releases it at the start of a Turn (before Actions are chosen). Renji may not use abilities while Grappling this way . Ranged  
\*Only in Shikai  
  
4. Whip - Make up to 2x 15 damage Hits First Attacks . Then put a desegment Stack on yourself for each Attack youve made this way , once 6x are accumulated Renji is Stuned during his next Turn as the blade must reatach itself , then remove all of these Stacks from yourself. Hits Flying . If Renji uses this attack and and enemy attacks him in the same Turn he may hit the blade instead of him with the attack if he does add one Stack of Desgment to Renji per 10 damage instead of dealing damage (the Sword can only take pure damage , damage over time and other effects except Weapon destruction will not work on it). Melee  
\*Only in Shikai  
  
5. Shunpo - Ignore any one Attack . Counter  
  
6. Scatter - Remove all Desegment Stacks from yourself , deal 20 damage to all enemies , then Renji is Stuned during his next Turn . Ranged  
\*Only in Shikai  
  
\*Alt : Oken Garb - the Garb made of the bones of previous guardians of the Spirit King , the Oken Garb absorbs a total of 20 damage from all sources passivelly and then breaks . Passive



Ulti : Bankai Hihio Zabimaru! - Have at least one Dessegment Stack on yourself in a Game and remove it , then you unlock this ability as a Regular ability from that time (only 1x cast per Game) . Pronounce : ,, Hihio Zabimaru ,, Summons a 0/60 Gigantic Snake from Renjis sword , the snake does not attack normally instead use the abilities listed below -   
a) Baboon Canon - the snake fires a reiatsu projectile of great power from its mouth , dealing 60 damage to a chosen target . This greatly weakenss Renji he gets 2x Stack of Tired (takes 20 damage more from all Attacks) after this attack . Ranged  
b) Broken Fang of the Baboon King - the Snake Servant attacks a single target scattering into 6 large pieces , it dies instantly , then choose a target it takes 6x 10 damage Attacks which it can not Dodge/Ignore . Ranged  
c) Coil - the Snake Coils around a target Grappling it permanently , untill it dies or the target dies (can not be released ) , the Snake may still use other abilitiez but if Broken Fang of the Baboon king is used end the Grapple . Melee  
b) Complete Reconstruction - at rhe beggining of each new Turn if the Snake is dead , it returns to life with 60HP . Passive  
\*Renji may choose to end his own Bankai at the start of any Turn , if so end this Mode and dessumon the Snake  
\*Only in Shikai

  
  
Alt Ulti : True Bankai Soo Zabimaru ! - Surprise! Renji may use this as a Regular ability from Round 3 of combat if he is at 50HP or below , pronounce ,,Soo Zabimaru!,, (Twin King Snake Tail) .   
Renji enters this Mode in it he Absorbs 20 damage from all sources and uses ths Following abilities :  
A) Hand of the Baboon King - Deals 40 damage to a target , Hits Last you may then choose to Grapple it untill the end of a Round  
B) Hand of the Snake King - Deals 30 damage to a target Hits First , you may choose wheter this damage is Melee or Ranged upon use .   
C) Ulti 2 : Zagga Teppo - A) + B) deals 30 damage to an enemy with his Blade , if this damages a large Reiatsu jaw forms around the enemy bitting it dealing 40 damage , if this hits Renji fires a Reiatsu blast from his sword dealing 80 damage to it . Melee  
\*Only in Shikai