Rose



Alignment : Neutral Good Race : Soul , Hollow Class : Soulreaper , Hollow

1. Zanpakuto - deals 25 damage to a target . Melee

2. Restraining Cord - only in Base Mode , a chosen target is Grappled , it takes 10 damage at the start of each of its Turns if it remains Grappled this way . Ranged

3. Shikai - Kinshara : From now on your Zanpakuto reads : ,, Deals 35 damage splitt between any number of enemies , can not be Ignored . Ranged ,, . Mode



4. Izayoi Bara - only in Shikai Mode , deals 20 damage to a target then 30 damage to all enemies (including the target ) if the initial attack hit , if it dealt damage . This is all one attack with two damage sources , the first Physical and the second Fire . Ranged

5. Shunpo - Ignore one attack . Counter

6. Hollowfication - deals + 15 damage with all Attacks , lasts untill the end of this Round of combat . Only 1x per Game . Stance



**Ulti : Bankai - Kinshara Butodan** - can only be used in Shikai and only if you are at 50% or less HP or one of your allies died , as a Regular Ability from Round 2 . Choose a single target it takes 50 water damage and is Stuned this Turn , as your action the next Turn make the same target take 50 fire damage and it is Stuned in that Turn . You may at any time turn this damage instance into Psychic . If the target is immune to Psychic damage or is Deaff , he is immune to this ability . Can not be ignored . Ranged