Shinji



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

1. Zanpakuto - Deals 30 damage to a single target , you may gain Flying for this attack . Melee  
  
2. Preassuring Shunpo - Ignore one Attack , if an opponent uses a 50 or higher damage attack instead Negate it and deal 30 damage to him with a Melee attack , you may choose to gain Flying for this attack . Counter  
  
3. Shikai : Upside Down World - Enters Shikai stance . While in this stance once per Round when an enemy would use an ability you may choose to invert his selection instead of that ability he must use another of his abilities : 1-6 , 2- 5 ,3-4 (if he has only 4x Basic abilities then 1-4 , 2-3 or 8x Basic abilities then 1-8,2-7,3-4,5-6 ) . Ultimates may not be inverted . If the new Inverted ability is Sealed , already Exausted or unable to be used by other means the Turn is skiped instead . Using this ability is not an Action except the initial casting of it . Stance  
  
4. Hollow Mask - enters Hollofication Mode , deals +15 damage with all Attacks , this Mode ends at the end of the next Round of combat . Only 1x per Game . Mode  
  
5. Cero - Deals 30 damage , only usable in Hollofication Mode . Ranged  
  
6. Kido : Noren Mekuri (Illusion Strip) - choose a single Illusion like effect currently in the Game or a single Mind Control effect on a single target and instantly end it . Or you may choose Stealthed character , you can target it with this even through Stealth , end his Stealth ability instantly. Shield  
  
Ulti : Really Really annoying - during each Turn from the 1st , you may spout insults at an enemy Hero of your choice (you can make it up but must speak) this is not an Action and does not need to target, then place a Taunt Stack on him. This is used before all Actions take place and is thus always faster . Only 1x Taunt per Turn .   
If 3 Taunts are ever on a target , remove them but the target must then use an Attack ability he posseses of your choice against you during that Turn instead of his chosencability that turn (he must be able to cast it ). Passive  
\*Works even on Mad beings and those immune to mind control  
  
Alt **Ulti : Bankai *Sakashima Yokoshima Happoufusagari*** - from Round 2 onwards as a Regular Ability , all other Characters treat ALL other beings as enemies (the caster is unaffected but he is still treated as an enemy by this ) . This ability is permanent untill either Shinji dies or there are no enemies left alive in this dimension , Servants and Summoned Heroes are affected too they are no longer aligned to any master and treat each other as enemies they have a 2/6 (1,2 roll on a 1d6 roll for each) chance each to attack each Turn in a Round they already didnt attack in selecting random targets equally each time . Shield  
\*Since Servants have no masters when this Ability is cast they attack randomly in one Turn each Round (if they already didnt ) roll a 1d6 on a 5,6 they attack that Turn , they must attack in Turn 3 if they didnt before .