Ukitake



Alignment : Lawful Good Race : Soul Class : Soulreaper

1. Zanpakuto - Deals 25 damage . Melee

2. Shikai - from now on your Zanpakuto reads : ,, Make 2x 15 damage attacks . Melee ,, . You may use your Energy Redirection ability . Mode

3. Energy Redirection - choose a Ranged attack , Negate it and use an exact copy of it against the user (if AoE or multiple targets you choose witch ) . Hits First . Can only be used in Shikai . Counter

4. Bakudo No. 8 Repulse - while in this Stance once per Round at any time you may choose to absorb 15 damage from any Source (this is not an Action except when first cast , this may instantly follow up its initial cast ) . The speed of this is hits normall the first time , but is Relativistic otherwise . Stance

5. Ukitake Help - Ukitake Negates one melee attack , if used to Negate a Melee attack against another Ally do not Exaust this Ability (can be used again the same Round ) . Counter

6. Healing Knowledge - whenever an Ally or yourself are Healed they heal + 10 more . Passive

**Ultimate : Coordination** - choose an Allied hero at the start of the Game , for the rest of the Game whenever you should take a Turn you may skip it to allow that Ally to act instead and vice versa . If one of you is Stuned , Frozen , Mind Controled , Predict etc this may not be used . Effective from Turn 1. You may declare this when Actions are revealed you must both agree , one of you does not use the Actions has written down (they are not Exaustes ). Passive