Unohana



Alignment : Lawful Neutral Race : Soul Class : Shinigami , Swordsman

1. Zanpakuto (Minazuki) - Deals 30 damage to a single target . Melee

2. Healing Kido - Heals a target for 40HP and remove all Negative effects from it (partially negative effects are removed from it effect , constant ones such as Fields or Passives can not be removed this way) . Shield

3. Hakudo No.88 Shinten Raiho - Deals 40 damage to a single target. 1x per Game . Ranged

4. Hakudo No. 63 Sachosabaku - Negate a single Ranged attack Ability or Grapple a target . Counter , Ranged

5. Hakuda Lock - choose one : Negate one Melee attack or choose a single target it can not Ignore or Negate you attacks next Turn . Counter , Melee

6. Shikai - Seal your Ability 1. And summon a 0/ x Flying Servant which shares your HP pool and is immune to AoE damage (damaging you damages it , and vice versa). By skipping a Turn any number of Allies up to 6 except you or your Servant can target it , and heal for 100HP. Summoning , Mode

\* Alt : Bakudo No.81 - Danku : Absorbs 40 damage from all sources , abilities that do not deal damage or deal 40 or less damage are Negated if they would hit you this Turn . Only 1x per Turn . Summoning

\* Alt : Hado No.62. Hyaporankan - Deals 10 damage to any number of targets if you did Stun them this Turn . Ranged

\* Alt : True Self - Unohana loves combat , but has walked away from such life , if during a single combat at least 150HP of total damage (all damage in the Game ) was dealt and Unohana personally dealt at least 50 of that damage this Game , she passivelly enters True Self Stance , in this Stance she deals +35 damage with Melee Attacks and + 20 damage with Ranged attacks . Trigger , Stance



Ulti : Bankai - Minazuki (All Things End ) - can be cast as a Regular ability from Round 2 Turn 2 onwards , Unseal your Ability 1 , then Seal your Ability 6. And Unsummon that Servant . From now on whenever someone is dealt damage , you may choose that it instantly dies (drops to 0 HP ) if so it leaves no Corpse . Whenever someone is Healed you may choose for it to be Healed to 100% of its HP . Mode