URYU ISHIDA



,,*The right to choose life or death lies with the victor and the victor of this battle is me* ,,

Alignment : Neutral Good Race : Human Class : Quincy , Archer

1. Heiring Bogen ( Holy Bow) - choose from the below

a) Heiling Pfeil ( Holy Arrow) - choose a single target , deal 35 damage to it.Ignore 1/2 or any damage absorbtion the target might use against this attack. Ranged Attack

b) Licht Regen ( Rain of Light) - deal 20 damage to all enemies . Ranged Attack

c) Defensive Manuever - choose a single target you distract him with well placed arrows , you absorb 20 damage from all attacks he would use this turn,regardless if they would hit you or not. Shield

2. Hirenyaku - ignore one attack that would specifically target you , you fly during this and the next turn. If you use Heiring Bogen or Aushwalen next Turn it hits first. Shield

3. Seele Schneider ( Soul Cutter) - deal 20 damage to a single target (melee or ranged). Put a Drain Stack on the target . Each target with Drain deal 10 damage less with all attacks for each Drain Stack on him. Uryu deals 10 damage more for each Drain Stack on each living enemy. Melee or Ranged Attack

4. Hakumen Kudashi ( Anti - Arrancar Mine) - put a Mine Stack on yourself. If an opponent would hit you with an attack deal 30 damage to him , then roll a 1d6 on a 5 or 6 he is stunned and does not hit you.You may detonate several Mines at once if you have them roll for each one separately. This does not work on Flying enemies. Shield , Stack

5. Sprenger( Grass Cutting Formation) - you can only use this ability if you used Soul Cutter 5x or more times during the same game or if you have at least 4 or more living Hero allies in your team. Choose a single target,it is stunned this turn,at the start of its next turn it takes 150 damage. This ability can only be used once per game. Ranged Attack

6. Ransogetai ( Heavenly Puppet Suit) - Uryu uses telekinetic strings to control his body . Put a Stack of Ransogetai on Uryu, while he has this Stack he can not be stunned or loose control of his character by any means. Shield,Stack

\*Alternate : Blut Vene - Uryu Absorbs 30 damage from all Sources this Turn (on himself) and heals for 20HP . Shield

Ultimate : Antithesis - this Ultimate does not require a combo , treat it as a 7th ability. It can only be used from turn 6 or after , and only if Uryu was injured during this game. Choose up to 3 targets. Reverse all damage Uryu took from these 3 targets,then they take damage equal to the damage they individually dealt to Uryu. This ability can not be ignored and it is not considered to be Healing. The damage dealt by this ability can not be prevented or ignored it can only be Immuned. Shield

or

Ultimate : Auswahlen Silver Arrow -2.+ 4. +1. Choose a single Quincy target. If it could be hit by a Ranged Attack the target looses all of his abilities for 3 Turns starting from this one. This ability can not be ignored but it can be negated. Ranged Attack