Yoruichi



Alignment : Chaotic Good Race : Soul Class : Soulreaper , Martial Artist , Assassin

1. Utsusemi (Ultimate Shunpo) - Ignore all abilities this Turn , Hits First before all others . Then during the next turn you are considered Invisible unless you attack as you leave afterimages behind you . Can only be used 1x times per Game . Shield

2. Hakuda Raioken - Hits First , Deals 15 damage 2x times to a single target . Melee

3. Kaido - Heals a target for 20 HP . Shield

4. Tools - Choose one from the list below before the start of the Game and Equip it to this slot . Passive

5. Tools - Choose one from the list below before the start of the Game and Equip it to this slot . Passive

6. Shunko - you enter Shunko Mode , in this mode you can use Abilities Below in addition to the above abilities . To cast this ability you must use abilities 1. and 2. at least once each prior to this ability in the same Game. Mode

SHUNKO MODE



7. Shunko Raijin Senkei - Deals 35 damage to all enemies . Hits First . Ranged

8. Hanki - by using the physics of speed Yoruichi can negate the enemies movements completly , whenever Yuroichi uses an Ability and an enemy uses an Ability in the same Turn that has the exact same Speed Rating (aka is the same Speed) , Yoruichi may choose to passivelly negate both her cast ability and the opponents ability of the same Speed . Passives can not be negated this way. Passive

9. **Shunkō: Raiju Senkei: Shunryū Kokubyō Senkei** (Ultimate) - can be used as a Regular Ability , you enter Flash God Black Cat Mode that uses all the same abilities as Shunko with a +40 damage bonus , and Hit First with all Attacks . However Yuroichi can not control herself in this Mode unless Kiyosuke Urahara is her Ally in the same fight and is alive , she passivelly goes Mad (usess Random Abilities on her Turns) . Yoruichis emotions shift 48 times per second in this form\* , and she can not loose control of her Character in this form and can not be Predicted because her mind is completly gone. Mode

\**Just like Regular women in real life*



**Tools List**

Anken - throwing knives made of energy , deals 10 damage to a target , Hits First , This Ability can not Exaust (can be used any number of times a Round ). Ranged

Anti - Hierro Gauntlents - You ignore Damage Absorbtion with your Melee Attacks . Passive

Anti - God Razor Wire - this ability is cast before the Game starts , the first enemy to use a Melee attack is cut to pieces and takes 30 damage before the Attack , if he survives the Attack goes on as normall if he dies it is not cast . Can only be cast once. Start of Combat

Destructive Spheres - A bolas bomb , the first time a target is hit by this it is Grappled (can not Ignore Attacks ) untill the end of the 2nd Turn after this one , if he is hit the second time and is still Grappled remove his Grapple as the bolas explode dealing 40 damage to him . Yoruichi can only use this 2x times per Game . Ranged