Neji Hyuuga

1. Rotation – Neji starts rotating, deflecting all ranged attacks and dealing 35 damage to melee attackers. If an enemy was hit by this, their attacks will hit last in the next turn.
2. Air palm – Deals 25 ranged damage to an enemy and up to 2 of his summons. Can be used 2 times in a round, and if used in 2 consecutive turns, the second hit deals 30 damage and prevents melee attacks by the enemy in that turn (counts as a stun in this case).
3. Byakugan – Neji activates his Byakugan, making any damage dealt apply chakra stacks on the enemy. For each chakra stack, the enemy must roll a d4 once, and if they roll a 1, the ability they tried to use that turn is cancelled. For each turn with Byakugan active, Neji gains 4 exertion stacks, and heals 1 at the end of each turn. If he reaches 10 stacks, he cannot use any abilities except rotation. Byakugan activation is an extra action, and other abilities can be used in the same turn as it. Relativistic.
4. Gentle Fist – Neji cannot be stunned or in any way disabled in this turn, and takes 50% less damage. Relativistic.
5. Vacuum wall – Sends out a wall to an enemy that blocks any attacks they perform. If no attacks are blocked, deals 25 damage.
6. For the master-race – If a teammate should die, Neji will die instead, regardless of his hp. Passive.

Ultimate: 128 Palms – 1, 2, 2 (with a blocked attack) – deals 128/(number of stacks+1) on the target damage to the enemy whose attack he blocked with the last air palm.