

BLEACH

The Character Compendium

A good tool for GM's to use.



Forward

Welcome to the character compendium where we take the characters from Bleach and make them as characters in this system. This will be a compendium of characters built by Dionon, Jusditz and Jeroitz. Many of them will be characters from the series, but there will be many more that are homebrew, and made for specific campaigns. There are also characters made by you, the fans of this system.



The Vizards

These represent the Vizards as they were when they first showed up during the Arrancar Arc and what their powers were shown on screen during the Aizen fight.

First Up, Hiyori

Hiyori Sarugaki

Height: 4'4"

Weight: 57lbs

Hair: Blonde

Eyes: Brown

Level: 15

HP: 165

RR: 1,160 / 2320

SPV: Grade Bracket 6

DR: 15/-

Wealth:

Reputation: 13

AD: 6

Dam: 4d6+12/19 Unarmed, 4d10+6d6+12/19 Sword (16-20 x4 Critical)

Exp: 107,815

STR: 19 / 34

DEX: 19 / 34

CON: 19

INT: 13

WIS: 13

CHA: 19

BASE SKILLS

1. Weapon Attack (+26/+34)
2. Defense (+25/+33)
3. Flash Steps (+32/+40)
4. Will Saves (+19)
5. Unarmed Strike (+26/+34)
6. Fortitude Save (+22)
7. Reflex Save (+22/+30)

CORE SKILLS

1. Swim (+22/+30)
2. Balance (+22/+30)
3. Bluff (+22)
4. Sense Motive (+19)
5. Escape Artist (+22/+30)
6. Concentration (+22)
7. Spellcraft (+19)
8. Knowledge (Kido Lore) (+19)

Flaws



Feats

Fan Service: Loudmouth

1

- Shinigami
- Inner Hollow
- Blooded
- Weapon Skill Focus (Unarmed)
- Weapon Skill Focus (Weapon Attack)
- Hakudo Adept

2

- Talented (Unarmed Strike, Fortitude Save, Reflex Save)

3

- Shikai
- Spellcaster (Reiatsu Feat x3)

4

- Weapon Skill Specialization (Unarmed Strike)

5

- Weapon Skill Specialization (Weapon Attack)

6

- Dodge
- Mobility

7

- Masked Warrior

8

- Spring Attack
- Any one Character or Reiatsu Feat: Inner Strength (Reiatsu Feat)

9

- Cero
- Increased Inner Strength (Reiatsu Feat)

10

- Any one Release of Flash Step Feat: Expanded Release
- Supersonic Strike

11

- Eternal Mask

12

- Living (Has the benefits of the Alive Feat)
- Expanded Release

13

- Increased Flash Step

14

- Hakuda Double Tap

15

- Combat Expertise
- Bonus Flash or Reiatsu Feat: Blurring Step
- Flash Step Defense

Shikai: Chop Cleanly Kubikiri Orochi

1 Alternate Form: One handed Bastard Sword (1d10[BW] damage)

2 Sharpen Weapon

3 Greater Sharpen Weapon

4 Weighted Weapon

5 Weighted Weapon

6 Weighted Weapon

7 Keen Weapon

8 Keen Weapon

9 Superior Sharpen Weapon

10 Pierce Metal

Lisa Sadomaru

Height: 5'4"
Weight: 114lbs
Hair: Black
Eyes: Turquoise

Level: 16
HP: 174
RR: 1,160 / 2,320
SPV: 6
DR: 16/-
Wealth:
Reputation: 13
AD: 6
Dam: 4d6+4/12 Unarmed or 8d6+14/22 Sword or 8d4+6d6+14/22 (19-20 x4 Crit) Shikai
Exp:

STR: 18 / 34
DEX: 18 / 34
CON: 18
INT: 16
WIS: 16
CHA: 18

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Reflex Save
5. Unarmed Strike
6. Will Save

CORE SKILLS

1. Swim
2. Bluff
3. Intimidate
4. Balance
5. Escape Artist
6. Sense Motive
7. Listen
8. Spot
9. Tumble

Flaws



Feats

Fan Service: Four Eyes

1

- Shinigami
- Inner Hollow
- Weapon Skill Focus (Weapon Attack)
- Talented (Unarmed Strike, Tumble, Will Save)
- Seasoned
- Blooded

2

- Weapon Skill Focus (Unarmed Strike)

3

- Shikai
- Supersonic Strike

4

- Weapon Skill Specialization (Weapon Attack)

5

- Intelligent Defense

6

- Skill Focus (Intimidate)
- Spellcaster (Reiatsu Feat x 3)

7

- Masked Warrior

8

- Any One Character or Reiatsu Feat: Overbearing Reiatsu (Reiatsu Feat)
- Dodge

9

- Cero
- Mobility

10

- Any one Release or Flash Step Feat: Improved Flash Step
- Spring Attack

11

- Eternal Mask

12

- Increased Flash Step
- Alternate Zanpakutou Form: Nodachi

13

- Reiatsu Healing (Reiatsu Feat)

14

- Endurance

15

- Diehard
- Heroic Attribute (Constitution)

16

- Living

Shikai: Smash Haguro Tonbo (Alternate Form for Shikai, Monk's Spade)

1. Increased Reach
2. Sharpen Weapon
3. Greater Sharpen Weapon
4. Superior Sharpen Weapon
5. Swift Sharpen Weapon
6. Keen Weapon
7. Weighted Weapon
8. Combat Maneuver (Trip)

Mashiro Kuna

Height: 5'0"

Weight: 97lbs

Hair: Green

Eyes: Brown

Level: 17

HP: 183

RR: 1,320 / 2,640

SPV: Grade Bracket 5

DR: 17/-

Wealth:

Reputation: 15

AD: 6

Dam: 4d8+14/22 Unarmed, 4d6+4/12 Zanpakutou

Exp: 136,475

STR: 18 / 35

DEX: 22 / 39

CON: 18

INT: 16

WIS: 12

CHA: 20

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Reflex Save
4. Flash Steps
5. Weapon Attack
6. Will Save
7. Fortitude Save

CORE SKILLS

1. Swim
2. Balance
3. Sense Motive
4. Escape Artist
5. Intimidate
6. Bluff
7. Tumble
8. Treat Injury

Flaws

- Noncombatant
- Shakey

Feats

1

- Shinigami
- Inner Hollow
- Blooded
- Weapon Skill Focus (Unarmed Strike)
- Sealed
- Power Attack
- Combat Martial Arts



2

- Defensive Martial Arts

3

- Advanced Unarmed Strike
- Supersonic Strike

4

- Dodge
- Mobility

5

- Talented (Will Save, Weapon Attack, Fortitude Save)
- Spring Attack

6

- Intelligent Defense
- Weapon Skill Specialization (Unarmed Strike)

7

- Masked Warrior

8

- Spellcaster (Reiatsu Feat x3)
- Reiatsu Healing (Reiatsu Feat)

9

- Cero
- Blurring Step

10

- Increased Flash Step
- Melee Mastery (Zanpakutou) (Reiatsu Feat)

11

- Eternal Warrior

12

- Profile
- Far Step

13

- Contacts

14

- Nonleathal Force

15

- Discern Lies
- Flash Step Defense

16

- Sixth Sense

17

- Living

Hachigan Ushoda

Height: 8'5"
Weight: 829lbs
Hair: Pink
Eyes: Golden

Level: 18
HP: 210
RR: 1798 / 3596
SPV: 9
DR: 18/-
Wealth:
Reputation: 16
AD: 6
Dam: 5d6+4/13 (Sword), +10d6 Kido
Exp:

STR: 18 / 36
DEX: 16 / 34
CON: 20
INT: 18
WIS: 22
CHA: 14

BASE SKILLS

1. Defense
2. Fortitude Save
3. Will Save
4. Ranged Shot
5. Weapon Attack

CORE SKILLS

1. Swim
2. Balance
3. Bluff
4. Intimidate
5. Sense Motive
6. Escape Artist
7. Spellcraft
8. Knowledge Kido Lore
9. Treat Injury
10. Concentration

Flaws

- Noncombatant



Feats

Fan Service: Slacker

1

- Shinigami
- Inner Hollow
- Oldblood (Hollow)
- Hollow Growth Power (Size Increase)
- Blooded
- Spellcaster (Reiatsu Feat x3)
- Kido Artist

2

- Talented (Weapon Attack, Treat Injury, Concentration)

3

- Constant Release
- Kentate

4

- Living

5

- Forbidden Knowledge I

6

- Forbidden Knowledge II
- Skill Focus (Intimidate)

7

- Forbidden Knowledge III

8

- Outcast (Soulcaster)

9

- Item of Power
- Superior Soulcasting

10

- Any one Reiatsu Feat: Reiatsu Healing
- Soulcaster Itemization

11

- Hanki

12

- Any one Reiatsu Feat: Overbearing Reiatsu
- Soulcaster's Gift
- Reiatsu Shield

13

- True Kido Mastery (Kido Tieoff, Kido Binding Expert)

14

- Masked Warrior

15

- Any one Character or Reiatsu Feat: Signature Reaitsu (Barriers)
- Insight Defense
- Ranged Mastery (Kido) (Reiatsu Feat)

16

- Cero

17

- Any one Release or Flash Step Feat: Expanded Release
- Superior Reiatsu Healing (Reiatsu Feat)

18

- Eternal Mask
- Perfect Reiatsu Healing (Reiatsu Feat)

Constant Release

1. Incanting
2. Incanting
3. Kido Enhancer
4. Kido Enhancer
5. Kido Enhancer
6. Kido Manipulator
7. Kido Timewarp
8. Kido Manipulator
9. Kido Enhancer

Rojuro Otoribashi

Height: 6'1 and 1/2"

Weight: 161lbs

Hair: Blonde

Eyes: Purple

Level: 23

HP: 352

RR: 2,100 / 4,200

SPV: 9

DR: 23/-

Wealth:

Reputation: 19

AD: 7

Dam: 6d6+17 (Sword) 6d6+5 (Unarmed) 6d6+6d6+17 (Shikai)

6d6+6d6+2d6 (Ranged Options on Shikai)

Exp:

STR: 20 / 43

DEX: 18 / 41

CON: 18

INT: 18

WIS: 18

CHA: 20

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Will Save

CORE SKILLS

1. Swim
2. Sense Motive
3. Intimidate
4. Bluff
5. Escape Artist
6. Balance
7. Spellcraft
8. Knowledge (Kido Lore)

Flaws

Feats

1

- Shinigami
- Inner Hollow
- Blooded
- Talented (Concentration, Treat Injury, Reflex Save)
- Spellcaster (Reiatsu Feat x3)
- Weapon Skill Focus (Weapon Attack)

2

- Skill Focus (Intimidate)



3

- Shikai
- Skill Focus (Diplomacy)

4

- Weapon Skill Specialization (Weapon Attack)

5

- Reiatsu Healing (Reiatsu Feat)

6

- Leadership
- Repent

7

- Bonus Feat: Improved Flash Step
- Increased Flash Step

8

- Bankai

9

- Perfect Shikai (Reiatsu Feat)
- Far Step

10

- Bonus Feat: Blurring Step (Reiatsu Feat)
- Uncanny Dodge

11

- Enduring Release

12

- Bonus Feat: Flash Step Evasion (Reiatsu Feat)
- Improved Flash Step Evasion
- Improved Uncanny Dodge

13

- Perfect Bankai (Reiatsu Feat)

14

- Masked Warrior

15

- Any one Character or Reiatsu Feat: Reiatsu Healing Aura (Reiatsu Feat)
- Reiatsu Authoritative Aura (Reiatsu Feat)
- Double Aura (Reiatsu Feat)

16

- Cero

17

- Any one Release or Flash Step Feat: Expanded Release
- Shrouded Reiatsu (Reiatsu Feat)

18

- Eternal Mask
- Flash Step Decoy

19

- Senka

20

- Supersonic Strike

21

- Epic Prowess
- Epic Blooded

22

- Twin Flash Step

23

- Far Step

Shikai: Play Kinshara

- 1 Alternate Form: Whip Dagger
- 2 Increased Reach
- 3 Increased Reach
- 4 Increased Reach
- 5 Sharpen Weapon
- 6 Greater Sharpen Weapon
- 7 Superior Sharpen Weapon
- 8 Swift Sharpen Weapon
- 9 Line
- 10 Cone
- 11 Burst
- 12 Cylinder
- 13 Increased Mass
- 14 Increased Mass
- 15 Increased Mass
- 16 Increased Mass
- 17 Increased Mass
- 18 Increased Mass
- 19 Increased Mass

Love Aikawa

Height: 6'2 and 1/2"

Weight: 189lbs

Hair: Black

Eyes: Brown

Level: 24

HP: 462 / 750

RR: 2,088 / Mask or Shikai 4176 / Mask and Shikai 6264

SPV: 9

DR: 24/-

Wealth:

Reputation: 16

AD: 7

FH: 5

Dam: 12d8+24/36 (Tengumaru), 6d6+24/36 (Sword), 6d6+24 (Unarmed)

Exp:

STR: 30 / 54

DEX: 20 / 44

CON: 26 / 50

INT: 12

WIS: 14

CHA: 18

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Will Save
5. Unarmed Strike
6. Fortitude Save

CORE SKILLS

1. Swim
2. Balance
3. Bluff
4. Intimidate
5. Escape Artist
6. Sense Motive
7. Listen
8. Spot
9. Concentration

Flaws

Feats

1

- Shinigami
- Inner Hollow
- Blooded
- Talented (Unarmed Strike, Fortitude Save, Concentration)
- Weapon Skill Focus (Weapon Attack)
- Weapon Skill Focus (Unarmed Strike)



2

- Heroic Attribute (Strength)

3

- Shikai

- Supersonic Strike

4

- Weapon Skill Specialization (Weapon Attack)

5

- Weapon Skill Specialization (Unarmed Strike)

6

- Leadership

- Spellcaster (Reiatsu Feat x3)

7

- Masked Warrior

8

- Any one Character or Reiatsu Feat: Reiatsu Damaging Aura (Reiatsu Feat)

- Bankai

9

- Perfect Shikai (Reiatsu Feat)

- Heroic Attribute (Strength)

10

- Bonus Feat: Heroic Attribute (Strength) (Reiatsu Feat)

- Reiatsu Healing (Reiatsu Feat)

11

- Enduring Release (Reiatsu Feat)

12

- Bonus Feat: Heroic Attribute (Strength) (Reiatsu Feat)

- Power Attack

- Reiatsu Striking Aura (Reiatsu Feat)

13

- Perfect Bankai (Reiatsu Feat)

14

- Cero

15

- Any one Release or Flash Step Feat: Expanded Release

- Double Aura (Reiatsu Feat)

- Heroic Attribute (Strength)

16

- Eternal Mask

17

- Vizard Gran Rey

18

- Increased Flash Step

- Advanced Unarmed Strike

19

- Heroic Attribute (Constitution)

20

- Heroic Attribute (Constitution)

21

- Improved Masked Warrior

- Epic Prowess

22

- Epic Blooded

23

- Epic Unarmed Strike

- Bonus Feat: Armor Skin

24

- Heroic Attribute (Constitution)

- Fast Healing

Shikai: Crush Down Tengumau

- 1 Alternate Zanpakutou Form (Oversized Great Maul)
- 2 Bonus Feat (Monkey Grip, Oversized Weapon Proficiency)
- 3 Kido Blast
- 4 Elemental Blast (Fire)
- 5 Sharpen Weapon
- 6 Greater Sharpen Weapon
- 7 Superior Sharpen Weapon
- 8 Swift Sharpen Weapon
- 9 Moon Power
- 10 Moon Power
- 12 Moon Power
- 13 Moon Power
- 14 Moon Power
- 15 Keen Weapon
- 16 Keen Weapon
- 17 Weighted Weapon
- 18 Weighted Weapon
- 19 Kido Explosion
- 20 Kido Range

Kensei Muguruma

Height: 5'10 and 1/2"

Weight: 165lbs

Hair: White

Eyes: Brown

Level: 25

HP: 380 / 380 / 880 / 880

RR: 2,520 / 5,040 / 7,560

SPV: 9

DR: 25

Wealth:

Reputation: 16

AD: 8

Dam: 12d6+13/25/33/45 Unarmed, 6d6+13/24/33/45 Sword, 6d6+6d6+13/25/33/45 Shikai, 6d6+6d6+13/24/33/45 Bankai (16-20 x5 Critical)

Exp:

Norm Mask Bank M&B

STR: 20 / 45 / 60 / 85

DEX: 20 / 45 / 20 / 45

CON: 18 / 18 / 58 / 58

INT: 18 / 18 / 18 / 18

WIS: 18 / 18 / 18 / 18

CHA: 20 / 20 / 20 / 20

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Will Save
5. Unarmed Strike
6. Fortitude Save

CORE SKILLS

1. Swim
2. Intimidate
3. Balance
4. Bluff
5. Sense Motive
6. Escape Artist
7. Spellcraft
8. Knowledge (Kido)
9. Concentration

Flaws

Feats

1

- Shinigami
- Inner Hollow
- Blooded
- Talented (Unarmed Strike, Concentration, Fortitude Save)
- Weapon Skill Focus (Unarmed Strike)
- Weapon Skill Focus (Weapon Attack)

2

- Multiple Type (Wind)

3

- Shikai
- Supersonic Strike

4

- Weapon Skill Specialization (Unarmed Strike)

5

- Weapon Skill Specialization (Weapon Attack)

6

- Leadership
- Advanced Unarmed Strike

7

- Reiatsu Healing (Reiatsu Feat)

8

- Bankai

9

- Perfect Shikai
- Spellcaster (Reiatsu Feat x3)

10

- Bonus Feat: Power Attack (Reiatsu Feat)
- Reiatsu Damaging Aura (Reiatsu Feat)

11

- Enduring Release

12

- Bonus Feat: Cleave (Reiatsu Feat)
- Reiatsu Striking Aura (Reiatsu Feat)
- Double Aura (Reiatsu Feat)

13

- Perfect Bankai

14

- Masked Warrior

15

- Bonus Character or Reiatsu Feat: Reiatsu Burst (Reiatsu Feat)
- Skill Focus (Intimidate)
- Overbearing Reaitsu (Reiatsu Feat)

16

- Cero
- Reiatsu Strike (Reiatsu Feat)

17

- Bonus Release or Flash Step Feat: Expanded Release
- Advanced Reiatsu Burst (Reiatsu Feat)

18

- Eternal Mask
- Reiraku Hunter (Reiatsu Feat)

19

- Vizard Gran Rey

20

- Inner Strength (Reiatsu Feat)

21

- Epic Prowess
- Epic Blooded

22

- Epic Unarmed Strike

23

- Increased Reiatsu Capacity (Reiatsu Feat)

24

- Increased Inner Strength (Reiatsu)
- Reiatsu Burst (Reiatsu Feat)



Shikai: Tachikaze

- 1 Alternate Form (Combat Knife (Cleaver))
- 2 Hurricane Blade
- 3 Greater Hurricane Blade
- 4 Superior Hurricane Blade
- 5 Swift Hurricane Blade
- 6 Whirlwind (+1 Size Category)
- 7 Whirlwind (+1 Size Category)
- 8 Whirlwind (+1 Size Category)
- 9 Whirlwind (+1 Size Category)
- 10 Sharpen Weapon
- 11 Greater Sharpen Weapon
- 12 Superior Sharpen Weapon
- 13 Swift Sharpen Weapon
- 14 Whirlwind (+2d6/1d8 Damage)
- 15 Whirlwind (+2d6/1d8 Damage)
- 16 Whirlwind (+2d6/1d8 Damage)
- 17 Blades of Wind
- 18 Blades of Wind
- 19 Improved Blades of Wind
- 20 Blades of Whirlwind
- 21 Whirlwind (+2d6/1d8 Damage)

Bankai: Tekken Tachikaze

- 1 Alternate Form (Oversized Punching Daggers)
- 2 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 3 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 4 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 5 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 6 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 7 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 8 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 9 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 10 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 11 Bonus Feat (Heroic Attribute (Strength), Heroic Attribute (Strength))
- 12 Sharpen Weapon
- 13 Greater Sharpen Weapon
- 14 Superior Sharpen Weapon
- 15 Swift Sharpen Weapon
- 16 Keen Weapon
- 17 Keen Weapon
- 18 Keen Weapon
- 19 Weighted Weapon
- 20 Weighted Weapon
- 21 Weighted Weapon
- 22 Combat Manuver (Disarm)
- 23 Bonus Feat (Two Weapon Fighting, Two Weapon Fighting)
- 24 Bonus Feat (Two Weapon Fighting, Two Weapon Fighting)
- 25 Bonus Feat (Two Weapon Fighting, Two Weapon Defense)
- 26 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 27 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 28 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 29 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 30 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 31 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 32 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 33 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 34 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))
- 35 Bonus Feat (Heroic Attribute (Constitution), Heroic Attribute (Constitution))

Shinji Hirako

Height: 5'9"
Weight: 132lbs
Hair: Blonde
Eyes: Brown

Level: 26
HP: 394 / 732
RR: 3,160 / 6,320 / 9,490
SPV: Epic
DR: 26/-
Wealth:
Reputation: 21
AD: 8
Dam: 4d6+4/17 Unarmed, 4d6+12/21 Sword
Exp:

STR: 18 / 44
DEX: 16 / 42
CON: 18 / 44
INT: 20
WIS: 14
CHA: 16

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Steps
4. Will Save
5. Unarmed Strike
6. Reflex Save

CORE SKILLS

1. Swim
2. Sense Motive
3. Balance
4. Bluff
5. Intimidate
6. Escape Artist
7. Spellcraft
8. Knowledge (Kido)
9. Treat Injury

Flaws

Feats

1

- Shinigami
- Inner Hollow
- Blooded
- Talented (Unarmed Strike, Reflex Saves, Treat Injury)
- Spellcaster
- Weapon Skill Focus (Weapon Attack)



2

- Improved Flash Step

3

- Shikai

- Supersonic Strike

4

- Weapon Skill Specialization (Weapon Attack)

5

- Increased Flash Step

6

- Leadership

- Skill Focus (Intimidate)

7

- Overbearing Reiatsu (Reiatsu Feat)

8

- Bankai

9

- Perfect Shikai (Reiatsu Feat)

- Reiatsu Strike (Reiatsu Feat)

10

- Bonus Feat: Combat Expertise (Reiatsu Feat)

- Reiatsu Striking Aura (Reiatsu Feat)

11

- Enduring Release (Reiatsu Feat)

12

- Bonus Feat: Far Step (Reiatsu Feat)

- Reiatsu Damaging Aura (Reiatsu Feat)

- Double Aura (Reiatsu Feat)

13

- Perfect Bankai

14

- Masked Warrior

15

- Bonus Character or Reiatsu Feat: Reiatsu Healing (Reiatsu Feat)

- Reiraku Hunter (Reiatsu Feat)

- Reiatsu Burst (Reiatsu Feat)

16

- Cero

17

- Bonus Flash Step or Release Feat: Expanded Release

- Advanced Reiatsu Burst (Reiatsu Feat)

18

- Eternal Mask

- Vizard Gran Rey

19

- Living

20

- Inner Strength (Reiatsu Feat)

21

- Improved Masked Warrior

- Epic Prowess

22

- Bonus Feat: Epic Blooded

- Increased Inner Strength (Reiatsu Feat)

23

- Advanced Reiatsu Healing (Reiatsu Feat)

24

- Increased Capacity (Reiatsu Feat)

- Increased Capacity (Reiatsu Feat)

25

- Increased Capacity (Reiatsu Feat)

26

- Increased Capacity (Reiatsu Feat)

Shikai:

1 Distortion

2 Improved Distortion

3 Greater Distortion (+2 DC)

4 Greater Distortion (+2 DC)

5 Greater Distortion (+2 DC)

6 Greater Distortion (+2 DC)

7 Perfect Distortion (D4)

8 Perfect Distortion (D6)

9 Perfect Distortion (D8)

10 Perfect Distortion (D10)

11 Perfect Distortion (D12)

12 Distortion Resistance

13 Improved Distortion Resistance

14 Superior Distortion Resistance

15 Distorted Strike

16 Improved Distorted Strike

17 Superior Distorted Strike

18 Greater Distortion (+2 DC)

19 Greater Distortion (+10 Feet)

20 Greater Distortion (+2 Rounds)

The Captain Commander

This is my representation of Captain Commander Yamamoto before his death at the hands of Juhabach.

Genryusai Shigekuni Yamamoto

Height: 5'6"

Weight: 115lbs

Hair: White

Eyes: Red

Level: 40

HP: 720 / 1,440

RR: 4,269 / 8,538 / 21,345

SPV: Grade Bracket Epic

DR: 40/-

Wealth: At Need

Reputation: 35 (45 within Soul Society)

AD: 11

Dam: 9d6+24 Weapon, 18d6+24 Unarmed 19d6+34 Shikai and Bankai

Exp: 780,000

STR: 19

DEX: 23

CON: 29

INT: 23

WIS: 23

CHA: 23

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Steps
4. Initiative
5. Fortitude
6. Reflex
7. Will
8. Ranged Shot
9. Unarmed Strike

CORE SKILLS

1. Swim
2. Bluff
3. Intimidate
4. Sense Motive
5. Spellcraft
6. Knowledge (Kido Lore)
7. Treat Injury
8. Knowledge (Seretai)
9. Concentration
10. Escape Artist
11. Hide
12. Move Silently



Flaws

- Frail (-1 Hit Point per Level)
- Unresponsive (-6 Initiative)

Feats

Fan Service

-

1

- Shinigami
- Blooded
- Talented (Fortitude, Reflex and Will Saves)
- Talented (Ranged Shot, Unarmed Strike, Concentration)
- Talented (Escape Artist, Hide, Move Silently)
- Skill Focus (Intimidate)
- Spellcaster (Reiatsu Feat x3)
- Enlightened (Reiatsu Feat)

2

- Overbearing Reiatsu (+5 Soul Crush, Cannot be dazed and pushed back)(Reiatsu Feat)

3

- Shikai
- Signature Reiatsu (Fire) (Reiatsu Feat)

4

- Reiraku Hunter (Reiatsu Feat)

5

- Supersonic Strike

6

- Leadership
- Weapon Skill Focus (Weapon Attack)

7

- Weapon Skill Focus (Unarmed Strike)

8

- Bankai

9

- Perfect Shikai (+2 Shikai Abilities) (Reiatsu Feat)
- Weapon Skill Specialization (Weapon Attack)

10

- 1 Additional Shikai Ability (Reiatsu Feat)

11

- Enduring Release (Reiatsu Feat)

12

- Energy Control (100ft Line of Fire, 40d6 Damage, 9/day)
- Weapon Skill Focus (Unarmed Strike)

13

- +10 Resist Fire

14

- Energy Conservation (DC 40 Concentration Check to gain back EC)

15

- +10 Resist Fire
- +1 Shikai Ability (Reiatsu Feat)

16

- Elemental Absorption (Healing by Fire)

17

- Perfect Bankai (+4 Shikai Abilities) (Reiatsu Feat)

18

- Expanded Release
- Expanded Release

19

- Advanced Unarmed Strike

20

- Hakudo Adept

21

- Judge Opponent

- Zanjutsu Master

22

- Reiatu Burst (Reiatu Feat)

23

- Improved Reiatu Burst (Reiatu Feat)

24

- Reiatu Strike (Reiatu Feat)

- Inner Strength (Reiatu Feat)

25

- Increased Inner Strength (Reiatu Feat)

26

- Reiatu Energy Aura (Fire) (Reiatu Feat)

27

- Reiatu Healing (Reiatu Feat)

- Improved Reiatu Capacity (Reiatu Feat)

28

- Improved Reiatu Capacity (Reiatu Feat)

29

- Improved Reiatu Capacity (Reiatu Feat)

30

- Improved Flash Step

- Increased Flash Step

31

- Far Step

32

- Epic Blooded

33

- Heroic Attribute (Constitution)

- Epic Heroic Attribute (Constitution)

34

- Epic Unarmed Strike

35

- Fast Healing

36

- Epic Prowess

- Epic Reputation

37

- Epic Fortitude

38

- Epic Reflexes

39

- Epic Will

- Epic Skill Focus (Intimidate)

40

- Fast Healing

Shikai: Ruujin Jakka

- 1 Fire Adaptation (Fire)
- 2 Fire Adaptation (Fire)
- 3 Fire Adaptation (Fire)
- 4 Flame Blade
- 5 Greater Flame Blade
- 6 Superior Flame Blade
- 7 Swift Flame Blade
- 8 Fire Blade
- 9 Fire Form
- 10 Igniting Touch
- 11 Igniting Touch (Set Fire to non-Flammable Objects)
- 12 Igniting Touch (+1d6 Damage)
- 13 Igniting Touch (+1d6 Damage)
- 14 Igniting Touch (+1d6 Damage)
- 15 Igniting Touch (+1d6 Damage)
- 16 Igniting Touch (+1d6 Damage)
- 17 Igniting Touch (+1d6 Damage)
- 18 Igniting Touch (+1d6 Damage)
- 19 Igniting Touch (+1d6 Damage)
- 20 Line
- 21 Burst
- 22 Cylinder
- 23 Cone
- 24 Wall
- 25 Potent Fire
- 26 Potent Fire
- 27 Potent Fire
- 28 Advanced Flame Blade
- 29 Epic Flame Blade
- 30 Burn

Bankai: Zanka No Tachi

Flaws: Zanka No Tachi evaporates all water in the area, all beings within the plane of existence that Yamamoto is in are subject to the Zanpakutou Ability Heat of the Desert each minute.

- 1 Fire Adaptation (Fire)
- 2 Fire Adaptation (Fire)
- 3 Fire Adaptation (Fire)
- 4 Flame Blade
- 5 Greater Flame Blade
- 6 Superior Flame Blade
- 7 Swift Flame Blade
- 8 Advanced Flame Blade
- 9 Epic Flame Blade
- 10 Burn
- 11 Form of Fire
- 12 Improved Form of Fire
- 13 Second Degree Burns
- 14 Third Degree Burns
- 15 Faith in the Flames
- 16 Create Bone
- 17 Create Bone
- 18 Create Bone
- 19 Create Bone
- 20 Create Bone
- 21 Create Bone
- 22 Create Bone
- 23 Create Bone
- 24 Create Bone

25 Create Bone
26 Create Bone
27 Create Bone
28 Create Bone
29 Create Bone
30 Create Bone
31 Animate Bone
32 Improved Animate Bone
33 Improved Animate Bone
34 Superior Animate Bone (Hit Points)
35 Superior Animate Bone (Hit Points)
36 Superior Animate Bone (Hit Points)
37 Superior Animate Bone (Hit Points)
38 Superior Animate Bone (Damage Reduction)
39 Superior Animate Bone (Damage Reduction)
40 Superior Animate Bone (Damage Reduction)
41 Superior Animate Bone (Damage Reduction)
42 Armed Skeleton
43 Improved Armed Skeleton (Flame Blade, Greater Flame Blade, Superior Flame Blade, Advanced Flame Blade, Epic Flame Blade, Swift Flame Blade)
44 Fire Shield
45 Swift Fire Shield
46 Swift Fire Shield
47 Fire Shield (+1d6 damage)
48 Fire Shield (+1d6 damage)
49 Fire Shield (+1d6 damage)
50 Fire Shield (+1d6 damage)
51 Fire Shield (+1d6 damage)
B1.Bankai Restoration
B2.Expanded Bankai Shape
B3.Expanded Bankai Shape
B4.Pounce
B5.Violent Whirlwind
B6.Spell Resistance
B7.Dash and Slash
B8.Tempo
B9.Furious Blade
B10.Furious Blade
B11.Furious Blade
B12.Furious Blade
B13.Furious Blade
B14.Refreshing Wind (Epic)
B15.Resurgence (Epic)
B16.Expanded Bankai Shape (Fire Shield [+1d6], Fire Shield [+1d6])
B17.Expanded Bankai Shape (Fire Shield [+1d6], Fire Shield [+1d6])

Sample Hollows

The following are sample hollows both from the series and from personal games that have been run by myself and others.

Acidwire

HEIGHT: 13feet
WEIGHT: 800lbs
HAIR: Black
EYES: Red
SPECIES: Hollow

STR: 24
DEX: 16
CON: 20
INT: 16
WIS: 14
CHA: 16

HP: 60
SPL: -
RR: 280
REG: 0
FH: 0
AD: 4
DR: 5/-
DAM: 2d6+7
(Claws), 4d8+10
(Tail)

BASE SKILLS

1. Unarmed Strike (+11)
2. Defense (+14)
3. Reflex Save (+11)
4. Fortitude Save (+13)

CORE SKILLS

1. Knowledge (Streetwise)
2. Bluff
3. Escape Artist
4. Intimidate
5. Swim
6. Knowledge (Kido Lore)
7. Treat Injury
8. Concentration



FEATS

Fan Service

-

1

- Hollow (Claws, Size Increase, Extra Limb: Tail)
- Power Attack
- Hollow Growth Power (Special: Corrosive Blade and Acid Wave Zanpakutou Ability)
- Hollow Growth Power (Improved Grab)
- Hollow Growth Power (Increased Natural Armor)
- Blooded

2

- Blooded

3

- Hollow Growth Power (Super Speed)
- Hollow Growth Power (Trample)

4

- Hollow Growth Power (Special, No Legs, but +1 Dice Size for Tail Slap)

5

- Improved Natural Attack (Tail Slap)

Shrieker

HEIGHT: 7'3"
WEIGHT: 330lbs
HAIR: Brown
EYES: Red
SPECIES: Hollow

STR: 13
DEX: 18
CON: 14
INT: 18
WIS: 13
CHA: 16

HP: 132 (Elite)
SPV: Bracket 3
RR: 580
REG: 0
FH: 6
AD: 4
DR: 6/-
DAM: 2d6+1 Unarmed Strike, 2d4+1 (Wing Buffet)

BASE SKILLS

1. Unarmed Strike
2. Defense (
3. Reflex Save
4. Flash Step

CORE SKILLS

1. Intimidate
2. Bluff
3. Swim
4. Knowledge (Soul Society)
5. Knowledge (Kido Lore)
6. Escape Artist
7. Balance
8. Sense Motive

FEATS

Fan Service

-

1

- Hollow (Unarmed Strike, Telepathy, Summon Lesser Hollow, Increased Natural Armor)
- Hollow Growth Power (Extra Limb: Wing)
- Hollow Growth Power (Extra Limb: Wing)
- Hollow Growth Power (Increased Natural Armor)
- Blooded
- Seasoned

2

- Spellcaster

3

- Hivemind
- Enlightened



4

- Blooded
- Hollow Growth Power (Fast Healing 3)

5

- Summon More Hollow

6

- Blooded
- Hollow Growth Power (Fast Healing 6)
- Hollow Growth Power (Special: Corrosive Blade Zanpakutou Ability)

Numb Chadelier

Height: 8'1
Weight: 800lbs
Hair: None
Eyes: Yellow

Level: 5
HP: 50
RR: 290
SPV: none
DR: 5/-
Wealth: 0
Reputation: 3
AD: 4
Dam: 2d8+5
Exp: 10,000

STR: 20
DEX: 16
CON: 20
INT: 12
WIS: 14
CHA: 18

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Reflex Saves
4. Ranged Shot

CORE SKILLS

1. Swim
2. Bluff
3. Intimidate
4. Sense Motive
5. Balance
6. Listen
7. Spot
8. Knowledge (Hueco Mundo)

Flaws

Feats

1

- Hollow (Unarmed Strike, Extra Limb: Tentacle, Cero)
- Hollow Growth Power (Extra Limb: Tentacle)
- Hollow Growth Power (Extra Limb: Tentacle)
- Hollow Growth Power (Extra Limb: Tentacle)
- Hollow Growth Power (Extra Limb: Tentacle)
- Hollow Growth Power (Extra Limb: Tentacle)

2

- Hollow Growth Power (Special, Bulb Scatter, Ranged Shot to hit, 1d6 damage ignoring Damage Reduction and forces a Will Save versus Domination)



3

- Hollow Growth Power (Size Increase)
- Hollow Growth Power (Trample)

4

- Hollow Growth Power (Swiftness)

5

- Hollow Growth Power (Consumption)

Bulbous G

Height: 12'
Weight: 800lbs
Hair: None
Eyes: Yellow

Level: 3
HP: 45
RR: 174
SPV: none
DR: 3/-
Wealth: 0
Reputation: 2
AD: 3
Dam: 2d8+8
Exp: 6,000

STR: 26
DEX: 12
CON: 20
INT: 12
WIS: 14
CHA: 18

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Fortitude Save

CORE SKILLS

1. Swim
2. Balance
3. Sense Motive
4. Intimidate
5. Knowledge (Hueco Mundo)
6. Listen

Flaws

- Stupid (2 less Core Skills, 1 less Base Skill)

Feats

1

- Hollow (Unarmed Strike, Size Increase)
- Hollow Growth Power (Swiftiness)
- Hollow Growth Power (Consumption)
- Weapon Skill Focus (Unarmed)
- Skill Focus (Intimidate)
- Hollow Growth Power (Scent)

2

- Power Attack
- Rage

3

- Heroic Attribute (Dexterity)
- Seasoned



Grand Fisher

Height: 8'1"
Weight: 600lbs
Hair: Brown
Eyes: Red

Level: 8
HP: 102
RR: 456
SPL: -
DR: 8/-
Wealth: 0
Reputation: +5
AD: 4
Dam: 3d8+6, 4d6 Cero Damage
Exp: 28,000

STR: 23
DEX: 13
CON: 19
INT: 15
WIS: 15
CHA: 17

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Reflex
4. Flash Step

CORE SKILLS

1. Bluff
2. Intimidate
3. Sense Motive
4. Knowledge (Hueco Mundo)
5. Swim
6. Escape Artist
7. Survival
8. Knowledge (Streetwise)

Flaws

-
-



Feats

Level 1

- Hollow (Claws, Scent, Size Increase)
- Blooded
- Hollow Growth Power (Special: Can be in either his body or his lure's, Both has to be killed for him to die. This is Physical)
- Hollow Growth Power (Special: Memory Extracting Claw: As Detect Thoughts, but no Will Save to resist. Can use to make Lure into something from the target's memory. Physical)
- Hollow Growth Power (Regeneration, Fire and Acid. Physical)
- Hollow Growth Power (Special: Growth as the Zanpakutou Ability. Supernatural)

Level 2

- Hollow Growth Power (Special: Growth as the Zanpakutou Ability Supernatural)

Level 3

- Hollow Growth Power (Special: Growth as the Zanpakutou Ability Supernatural)
- Hollow Growth Power (Special: Growth as the Zanpakutou Ability Supernatural)

Level 4

- Track

Level 5

- Improved Natural Attack (Claw)

Level 6

- Hollow Growth Power (Rend. Physical)
- Hollow Growth Power (Extra Limb, Tentacle, Physical)

Level 7

- Hollow Growth Power (Extra Limb, Tentacle, Physical)

Level 8

- Hollow Growth Power (Cero)

Stickywidget

This is a homebrew hollow from my current campaign. He's made appearances in other campaigns as well.

Height: 4'2"

Weight: 400lbs

Wingspan: 13'6"

Hair: None

Eyes: Black with Yellow Irises

Level: 4

HP: 66

RR: 220

SPL: -

DR: 4/-

Wealth: 0

Reputation: 3

AD: 3

Dam: 2d8+6 (Claw), 2d8+6 (Bite), 2d8+6 (Wing)

Exp: 6,000

STR: 23

DEX: 13

CON: 19

INT: 13

WIS: 15

CHA: 15

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Reflex Save
4. Flash Step

CORE SKILLS

1. Intimidate
2. Bluff
3. Sense Motive
4. Swim
5. Survival
6. Knowledge (Nature)

Flaws

- Stupid
- Pathetic (Intelligence)

Feats

Level 1

- Hollow (Claws, Size Increase)
- Hollow Growth Power (Wing)
- Hollow Growth Power (Wing)
- Blooded
- Hollow Growth Power (Spell-Like Ability: Gust of Wind)
- Hollow Growth Power (Special: Split as a Black Pudding)



Level 2

- Hollow Growth Power (Bite)
- Hollow Growth Power (Consumption)
- Hollow Growth Power (Cero)

Level 3

- Devour
- Improved Natural Attack (Wing)

Level 4

- Improved Natural Attack (Claw)

Amaekko Hayaru

This was a rather scary Arrancar from a new Espada that I created for a game. Her working Zanpakutou gave her the ability to summon a giant golem which she rode on the shoulder of, much like Yachiru and Kenpachi.

HEIGHT: 4'1"

WEIGHT: 70lbs

HAIR: Green

EYES: Red

SPECIES: Hollow (6th Espada)

SIZE: Small

STR: 15 / 24 G56

DEX: 21 / 30 G26

CON: 17 / 26 G46

INT: 16

WIS: 13

CHA: 16

HP: 142 / 212 / 300

PP: 0

SPL: N/A

SPV: N/A

RR: 728

REG: 0

FH: 0

AD: 5

DR: 14 / 20



BASE SKILLS

1. Unarmed Strike
2. Defense
3. Flash Step
4. Reflex Save
5. Weapon Attack
6. Will Save
7. Fortitude Save

Norm/ Ress/ Golem

- +26 / +31 / +31
+26 / +31 / +31
+22 / +27 / +27
+22 / +27 / +27
+19 / +24 / +42
+18 / +18 / +20
+19 / +24 / +37

CORE SKILLS

1. Swim
2. Bluff
3. Intimidate
4. Jump
5. Tumble
6. Sense Motive
7. Climb
8. Move Silently

FEATS

Fan Service

- Child

1

- Hollow (Bite [Sealed], Claws [Sealed])

- Hollow Growth Power (Pounce [Sealed])

- Hollow Growth Power (Rake [Sealed])

- Blooded

- Talented (Weapon Attack, Will Save, Fortitude Save)

- Hollow Growth Power (Scent)

2

- Hollow Growth Power (Rend [Sealed])

3

- Hollow (Cero)

- Weapon Skill Focus (Unarmed)

4

- Hollow Growth Power (Special: Ungodly Strength: Lift and Carry is multiplied by 20; Supernatural)

5

- Hollow Growth Power (Bala)

6

- Hollow Growth Power (Cero Seccion)

- Defensive Skill Focus (Defense)

7

- Hollow (Spell-Like Ability: Haste)

8

- Advanced Unarmed Strike (1d8)

9

- Sealed Form

- Unleashed

10

- Resurreccion

11

- Hierro

12

- Sonido

- Shikai

13

- Gran Rey Cero

14

- Vastro Lorde Power: Full Power Zanpakutou (+4 Shikai, +2 Bankai)

Sword

1. Animate Objects

2. Summon Golem

3. Summon Golem

4. Summon Golem

5. Summon Golem

6. Repairing Attack

- Meteor Strike

- Meteor Strike

- Meteor Strike

- Meteor Strike

- Black Hole

- Gravitic Pulse

- Increase Gravity

- Increase Gravity

B1. Furious Blade

B2. Negate Defenses

Genji Kotonori

My #5 Espada, was based off of a bodyguard of sorts. He didn't play a major role in anything in the campaign except to inform the party of the power of Muhai Rodo

HEIGHT: 5'9"

WEIGHT: 135lbs

HAIR: Brown

EYES: Blue

SPECIES: Hollow (5th Espada)

STR: 18 / 22

DEX: 20 / 24

CON: 18 / 22

INT: 15

WIS: 20

CHA: 11

HP: 165 / 195

SPV: 7

RR: 1,102

REG: 10

FH: 0

AD: 6

DR: 15

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Fortitude Save
4. Flash Step
5. Initiative
6. Reflex Save
7. Weapon Attack

CORE SKILLS

1. Swim
2. Bluff
3. Sense Motive
4. Intimidate
5. Jump
6. Knowledge (Hollows)
7. Concentration
8. Treat Injury

FEATS

Fan Service

- Dark Hero (+2 Initiative, -2 Dip, Perf, Sense Motive)

1

- Hollow (Unarmed Strike, Regeneration [Cold, Electricity])

- Blooded

- Seasoned

- Talented (Initiative, Reflex Save, Weapon Attack)

- Hollow Growth Power (Cero)

- Hollow Growth Power (Ground and Pound)



2

- Hollow Growth Power (Extra Limb: Tail)

3

- Enlightened

- Hollow Growth Power (Consumption)

4

- Devour

5

- Bonus Flash Step or Reiatsu Feat: Reiatsu Healing

- Spellcaster

6

- Summon Hollow

- Hollow Growth Power (Special: Zenkai Boost)

7

- Sealed Form

8

- Ressureccion

9

- Gran Rey Cero

- Hollow Growth Power (High Speed Regeneration)

10

- Vastro Lorde Power (Full Power Zanpakutou)

11

- Bonus Feat: Leadership

- Inner Strength

12

- Vastro Lorde Power (Full Power Zanpakutou)

- Advanced Reiatsu Healing

13

- Perfection of Form

14

- Superior Reiatsu Healing

15

- Reiatsu Healing Aura

- Increased Inner Strength

Zanpakutou

1. Harm's Way

2. Improved Harm's Way

3. Advanced Harm's Way

4. Superior Harm's Way

5. Perfect Harm's Way

6. Mettle

7. Improved Harm's Way

8. Improved Harm's Way

9. Improved Harm's Way

10. Improved Harm's Way (30 feet)

11. Zest for Life

12. Zest for Life (40% Stabilize)

B1. Steady Defense

B2. Steady Defense

B3. Mystic Regeneration

B4. Expert Strike

B5. Fire Baptism

B6. Tempo

Taishita Yatsu

Another Arrancar, Espada from the same game. His was rank #4 and he was based off the Bullete from DnD.

HEIGHT: 9'0"
WEIGHT: 800lbs
HAIR: Brown
EYES: Brown
SPECIES: Hollow

STR: 24 / 44
DEX: 24 / 24
CON: 24 / 36
INT: 16
WIS: 16
CHA: 16

HP: 192 / +96
SPL: -
RR: 935
REG: 0
FH: 9
AD: 6
DR: 16/32

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Fortitude
4. Will
5. Reflex
6. Flash Step
7. Weapon Attack

CORE SKILLS

1. Sense Motive
2. Bluff
3. Intimidate
4. Swim
5. Hide
6. Move Silently
7. Concentration
8. Treat Injury

FEATS

Fan Service

- Simpleton

1

- Hollow [Telepathy]
- Hollow Growth Power [Summon Lesser Hollow]
- Hollow Growth Power [Cero]
- Hollow Growth Power [Special: No Distance restriction on Telepathy]
- Hollow Growth Power [Large]
- Hollow Growth Power [Huge]



2

- Blooded

3

- Hivemind

- Talented [Reflex, Flash Step, Weapon Attack]

4

- Bonus Feat: Hollow Growth Power [Scent]

- Reiraku Hunter

5

- Summon More Hollow (10d4)

6

- Bonus Feat: Dodge

- Mobility

- Spring Attack

7

- Summon Bigger Hollow

8

- Reiatu Healing

9

- Sealed Form

- Reiatu Shield

10

- Ressurecion

11

- Hierro

12

- Gran Rey Cero

- Hollow Growth Power [Fast Healing: Sonic and Acid]

13

- Vastro Lorde Hollow Growth Power: Full Power Zanpakutou

- Hollow Growth Power [Gargantuan/Large when Sealed]

14

- Bonus Feat: Leadership

15

- Vastor Lorde Hollow Growth Power: Inhuman Stamina

- Hollow Growth Power [Fast Healing]

- Hollow Growth Power [Fast Healing]

16

- Perfection of Form

Shikai

1. Terra Driver

2. Improved Terra Driver

3. Greater Terra Driver

4. Superior Terra Driver

5. Perfect Terra Driver

6. Centrifugal Force

7. Greater Centrifugal Force

8. Superior Centrifugal Force

b1.Pounce

b2.Furious Blade

b3.Mystic Regeneration

b4.Mystic Regeneration

Atarashi Rizado

A third arrancar, espada from that same game. This one was #2 and was based off of entropy kinda like Barragan, but not undead.

HEIGHT: 7'1"

WEIGHT: 350lbs

HAIR: Red

EYES: Blue

SPECIES: Hollow

STR: 50 / 58 / 62

DEX: 18 / 26 / 30

CON: 44 / 52 / 56

INT: 20

WIS: 18

CHA: 20

HP: 462 / +84 / +42

SPL:

SPV:

RR: 1,856

REG: 14

FH: 0

AD: 7

DR: 21/29/44

BASE SKILLS

1. Unarmed Strike [+28 / +32 / +34]
2. Defense [+53 / +62 / +65]
3. Will [+28]
4. Flash Step [+28 / +32 / +34]
5. Weapon Attack [+44 / +48 / +50]
6. Fortitude [+41 / +45 / +47]
7. Reflex [+28 / +32 / +34]

CORE SKILLS

1. Sense Motive [+28]
2. Intimidate [+31]
3. Swim [+44 / +48 / 50]
4. Bluff [+29]
5. Concentration [+41 / +45 / +47]
6. Knowledge (Hueco Mundo) [+29]
7. Treat Injury [+28]
8. Jump [+44 / +48 / +50]

FEATS

Fan Service

- Slacker

1

- Hollow [Cero]
- Hollow Growth Power [Consumption]
- Hollow Growth Power [Large]
- Hollow Growth Power [Huge]
- Hollow Growth Power [Gargantuan]
- Hollow Growth Power [Colossal]



2

- Blooded

3

- Devour

- Skill Focus: Intimidate

4

- Flash or Reiatsu Feat: Double Aura

- Reiatsu Shielding Aura

5

- Summon Hollow

6

- Hollow Perfection

- Hollow Growth Power [Special: No weaknesses in Regeneration]

7

- Bonus Hollow Growth Power: Regeneration

8

- Vastro Lorde Ability: Multi-Cero

9

- Sealed Form

- Unleashed

10

- Resurreccion

11

- Hierro

12

- Sonido

- Shikai

13

- Swift Resurreccion Release

14

- Bonus Hollow Growth Power: High Speed Regeneration

15

- Vastro Lorde Power: Full Power Zanpakutou

- Bankai

16

- Gran Rey Cero

17

- Bonus Feat: Reiatsu Burst

- Inner Strength

18

- Bonus Feat: Leadership

- Talented [Weapon Attack, Fortitude, Reflex]

- Frightful Presence

19

- Bonus Feat: Reiraku Hunter

- Advanced Reiatsu Burst

20

- Perfection of Form

21

- Resurreccion: Segunda Etapa

- Reiatsu Defensive Aura

Release 1

1. Alternate Weapon Form [Gauntlet]
2. Suppress Ability (Strength)
3. Suppress Ability (Strength)
4. Suppress Ability (Strength)
5. Oppressive Aura Perfection
6. Greater Oppressive Aura Perfection
7. Suppress Movement
8. Suppress Movement
- B1. Mystic Regeneration
- B2. Mystic Regeneration
- B3. Mystic Regeneration
- B4. Mystic Regeneration

Shikai

1. Soften Armor
2. Soften Armor
3. Soften Armor
4. Soften Armor
5. Soften Armor

Bankai

1. Soften Armor
2. Soften Armor
3. Soften Armor
4. Soften Armor
5. Soften Armor
6. True Sight
7. True Sight
8. True Sight
9. True Sight
10. True Sight
- B1. Extra Action
- B2. Furious Blade
- B3. Pounce
- B4. Tempo

Muhai Rodo

Ah, my primera Espada. Killed before his time at the beginning of the Arrancar War during the final arc of my last campaign.

HEIGHT: 5'1"
WEIGHT: 105lbs
HAIR: Black
EYES: Yellow
SPECIES: Hollow

STR: 18
DEX: 28
CON: 26
INT: 18
WIS: 18
CHA: 18

HP: 540
SPL:
SPV:
RR: 2,769
REG: 16
FH: 0
AD: 8
DR: 30

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Flash Step
4. Reflex Save
5. Weapon Attack
6. Ranged Shot
7. Fortitude Save

CORE SKILLS

1. Sense Motive
2. Bluff
3. Swim
4. Intimidate [+55/+65]
5. Jump
6. Tumble
7. Concentration
8. Knowledge (Hueco Mundo)



FEATS

Fan Service

- Dark Hero

1

- Hollow [Cero]

- Hollow Growth Power [Extra Limb: Tail]

- Hollow Growth Power [Regeneration {Sonic and Acid}]

- Hollow Growth Power [High Speed Regeneration]

- Hollow Growth Power [Special: Split as per Protean Scourge]

- Blooded

2

- Hollow Growth Power [Telepathy]

3

- Hollow Growth Power [Bala]

- Skill Focus: Intimidate

4

- Overbearing Reiatsu

5

- Reiatsu Burst

6

- Inner Strength

- Increased Inner Strength

7

- Reiatsu Strike

8

- Reiraku Hunter

9

- Sealed Form

- Talented [Weapon Attack, Ranged Shot, Fortitude Save]

10

- Resurreccion

11

- Hierro

12

- Sonido

- Improved Reiatsu Burst

13

- Swift Resurreccion Release

14

- Gran Rey Cero

15

- Vastro Lorde Hollow Growth Power: Full Power Zanpakutou

- Reiatsu Defensive Aura

16

- Bonus Feat: Leadership

- Advanced Unarmed Strike

17

- Vastro Lorde Hollow Growth Power: Spirit Lance

18

- Perfection of Form

- Combat Martial Arts

19

- Terrifying Reiatsu

20

- Hakudo Adept

21

- Resurreccion: Segunda Etapa

- Epic Prowess

22

- Hollow Growth Power: Elemental Immunity [Fire]

23

- Cero Oscuras

24

- Hollow Growth Power: Elemental Immunity [Cold]

- Epic Skill Focus: Intimidate

25

- Hyper Evolution

26

- Bonus Feat: Increased Flash Step

- Epic Blooded

27

- Overwhelming Malevolent Aura

- Flash Step Evasion

28

- Bonus Feat: Improved Flash Step Evasion

- Flash Step Decoy

29

- Undying Malevolence

30

- Bonus Feat: Blurring Step

- Senka

- Flash Step Afterimage

Release 1

1. Skillful (Intimidate)

2. Flight

3. Flight

4. Flight

5. Deflect Bolt

6. Deflect Bolt

7. Deflect Bolt

8. Reflect Bolt

B1. Furious Blade

B2. Mystic Regeneration

B3. Mystic Regeneration

B4. Mystic Regeneration

Sample Shinigami

Below are some created Shinigami by yours truly. They are both Captain level, being Captains of the Gotei 13 in my last campaign.

Captain Mai Shirayuri

Captain of the 9th Gotei Division, Captain Mai Shirayuri was a bouncy brunette that dated one of our main characters for a long time before he left her for the now grown, Yuzu Kurosaki. They still remained friends till the end of the campaign however, and as the campaign ended, they were on the verge of getting back together.

HP: 163
SPV: 9
SPD: 30ft
LEVEL: 19

STR: 20	+ 5	DAM: 10d8 + 7
DEX: 24	+ 6	DAM: 5d8 + 6d6 + 5 (Unarmed)
CON: 15	+ 2	
INT: 17	+ 3	Reiatsu: 1,298
WIS: 11	+ 0	DR: 19/-
CHA: 15	+ 2	FH: 0

BASE SKILLS

1. Weapon Attack (+4)
2. Defense
3. Flash Step(+20)
4. Reflex Save
5. Will Save
6. Unarmed Strike
7. Fortitude Save
8. Ranged Shot
9. Initiative

CORE SKILLS

1. Sense Motive
2. Bluff
3. Swim
4. Intimidate
5. Tumble
6. Knowledge (Soul Society)
7. Spellcraft
8. Knowledge (Kido)
9. Jump
10. Balance
11. Heal
12. Concentration



FEATS

Fan Service: Well Endowed

1. Shinigami
2. Alternate Zanpakutou Form (Fullblade)
3. Blooded
4. Talented (Will Save, Unarmed Strike, jump)
5. Talented (Balance, Fortitude, Heal)
6. Expanded Release
7. Spellcaster (Hado)
8. Shikai
9. Seasoned
10. Increased Flash Step
11. Advanced Unarmed Strike
12. Hakudo Adept
13. Supersonic Strike
14. Hakuda Double Tap
15. Bankai
16. Zantetsuken
17. Talented (Concentration, Initiative, Ranged Shot)
18. Hakuda Counterattack
19. Expanded Release
20. Far Step
21. Hakuda Flash Kick
22. Sealed Zanpakutou Ability (Sound Blade)
23. Self Actualization (Sound Blade)
24. Bonus Feat: Weapon Skill Focus: Weapon Attack (Greater Sound Blade)
25. Weapon Skill Specialization: Weapon Attack (Sound Form)
26. Weapon Actualization (Superior Sound Blade)
27. Zanjutsu Master
28. Kido Artist
29. Enlightened
30. Full Actualization
31. Sneak Attack
32. Sneak Attack
33. Flash Step Evasion
34. Incredible Defense

Zanpakutou: Inhale! Kiyasume Reppu

Types: Sonic/Healing

1. Healing Attack
2. Sound Burst
3. Sonic Blade
4. Sound Blade
5. Greater Sound Blade
6. Superior Sound Blade
7. Sound Burst (+2d6)
8. Pain Release
9. Regeneration
10. Swift Sound Blade
11. Pain Release

Bankai:

Types: Sonic/Healing/Kidou

1. Healing Attack
2. Restorative Healing
3. Ranged Healing
4. Healing Aura
5. Regeneration
6. Spell Blast
7. Moon Blast
8. Moon Blast
9. Moon Blast
10. Healing Aura (+5 Fast Healing)
11. Moon Blast
12. Healing Aura (+5 Fast Healing)
13. Healing Aura (+5 Fast Healing)
14. Moon Blast
15. Moon Blast
16. Moon Blast
17. Moon Power
18. Moon Power
19. Moon Power
20. Moon Power
- B1. Mystic Regeneration
- B2. Mystic Regeneration
- B3. Mystic Regeneration
- B4. Dash and Slash
- B4. Furious Blade

Kotohoshi Pinnuppu, Captain of Squad 5

This former Squad 12 researcher became the captain of Squad 5 when it was discovered that she had a Bankai. She was good friends with Captain Mai Shirayuri, and the party.

HEIGHT: 5'4"
WEIGHT: 100lbs
HAIR: Brown
EYES: Brown
SPECIES: Shinigami

STR: 14
DEX: 18
CON: 14
INT: 22
WIS: 18
CHA: 14

HP: 135
SPV: 9
RR: 1,701
REG: 0
FH: 0
AD: 6

BASE SKILLS

1. Weapon Attack
2. Defense
3. Willpower Save
4. Fortitude Save
5. Reflex Save

CORE SKILLS

1. Bluff
2. Sense MOtive
3. Swim
4. Intimidate
5. Spellcraft
6. Knowledge (Kido)
7. Knowledge (Seretai)
8. Knowledge (Earth and Life Sciences)
9. Knowledge (Physical Sciences)
10. Knowledge (Technology)
11. Craft (Chemical)
12. Craft (Pharmaceutical)
13. Craft (Electronic)



FEATS

Fan Service

- Four Eyes

1

- Shinigami

- Blooded

- Talented (Craft (Chemical), Craft (Pharmaceutical), Craft (Electronic))

- Talented (Knowledge (Physical Sciences), Knowledge (Technology), Reflex Save)

- Spellcaster (Bakudo)

- Enlightened

2

- Seasoned

3

- Shikai

- Academic Knowledge

4

- Weapon Skill Focus (Weapon Attack)

5

- Kido Artist

6

- Leadership

- Zanjutsu Master

7

- Craft Construct

8

- Bankai

9

- Perfect Shikai (2 additional Shikai Abilities)

- Weapon Skill Focus (Weapon Attack)

10

1 additional shikai ability

- Weapon Skill Specialization (Weapon Attack)

11

- Enduring Release

12

1 Additional shikai ability

- Expanded Release

- Expanded Release

13

- Craft Construct

14

- Chemical Augmentation

15

- Perfect Bankai (4 Shikai Abilities)

- Expanded Release

16

- Forbidden Experiments (Regeneration, High Speed Regeneration, Cero, Special [Reality Distortion (3/day can reroll her own or someone else's die roll, must accept the new result)], Special [Change Shape (+10 Disguise Checks)])

17

- Improved Invention

18

- Brilliant Analysis

- Kido Artist

Shikai:

1. Excrete Poison (Constitution)
2. Excrete Poison (Dexterity)
3. Excrete Poison (Strength)
4. Excrete Poison (Intelligence)
5. Excrete Poison (Charisma)
6. Versatile Poison (Contact)
7. Swift Coat
8. Improved Virulence
9. Improved Virulence
10. Improved Virulence
11. Improved Virulence
12. Improved Virulence (1d8 Initial, 1d10 secondary)
13. Spell Blast
14. Moon Blast
15. Moon Blast
16. Moon Blast
17. Moon Blast
18. Moon Blast

Bankai

1. Excrete Poison (Constitution)
2. Excrete Poison (Dexterity)
3. Excrete Poison (Strength)
4. Excrete Poison (Intelligence)
5. Excrete Poison (Charisma)
6. Versatile Poison (Contact)
7. Swift Coat
8. Improved Virulence
9. Improved Virulence
10. Improved Virulence
11. Improved Virulence
12. Improved Virulence (1d8 Initial, 1d10 secondary)
13. Spell Blast
14. Moon Blast
15. Moon Blast
16. Moon Blast
17. Moon Blast
18. Moon Blast
19. Greater Virulence (Con and Int)
20. Greater Virulence (Con, Int and Str)
21. Greater Virulence (Con, Int, Str and Dex)
22. Spell Cone
23. Spell Cylinder
24. Spell Burst
25. Venom Cloud
26. Rapid Venom Cloud
27. Rapid Venom Cloud
28. Rapid Venom Cloud
29. Greater Venom Cloud
30. Change Poison Function (Will, Int)
31. Change Poison Function (Will, Cha)
32. Change Poison Function (Ref, Dex)
33. Change Poison Function (Ref, Str)

Sample Quincy

In an ironic twist, the final arc of my campaign revolved around a group of Quincy that were rescued by an Arrancar and were attempting to merge Hueco Mundo and the real world. They succeeded, and merged the two worlds together. The party were well on the way to defeating them when the campaign had to end.

Ryou Satomi

A ranged specialist, as most Quincy are, Ryou fought one of my main characters and Captain Mai Shirayuri, nearly killing both before he could be defeated.

HEIGHT: 5'7"
WEIGHT: 135lbs
HAIR: Brown
EYES: Blue
SPECIES: Quincy

STR: 12
DEX: 22 / 24 / 26
CON: 12
INT: 20
WIS: 22 / 24 / 30
CHA: 12

HP: 261
SPV: 10
RR: 1,782
REG: 0
FH: 0
AD: 7
DR: 21
Damage:
- 11d6 + 6 / +7 / +10 Ranged
- 5d6 + 1 Unarmed
- 5d8 + 5d6 + 1 Wing buffet

BASE SKILLS

1. Ranged Shot (+30 / +31 / +34)
2. Defense (+30 / +42 / +43)
3. Reflex (+30 / +31 / +32)
4. Flash Step (+30 / +31 / +32)
5. Fortitude (+25)
6. Will (+30 / +31 / +34)
7. Unarmed Strike (+30 / +31 / +32)

CORE SKILLS

1. Bluff
2. Intimidate
3. Sense Motive
4. Search
5. Spot
6. Concentration
7. Treat Injury
8. Spellcraft



FEATS

Fan Service

- Dark Hero

1

- Quincy

- Corrupted

- Point Blank Shot

- Spellcaster (Wisdom)

- Reflex Shot (Threaten 10 foot area)

- Focused Attack (1/day per Spellscore Modifier, Maximized Damage)

2

- Talented (Fortitude, Will, Unarmed Strike)

3

- Supersonic Strike

- Ranged Mastery (Quincy Bow)(Supersonic Strike for Ranged)

4

- Precise Shot

5

- Double Shot

6

- Enhanced Spiritual Absorption (+SS Modifier to damage)

- Skip Shot

- Improved Skip Shot

7

- Trick Shot

8

- Senrai Training

- Improved Precise Shot

9

- Rain of Arrows

- Web Bow

10

- Incredible Defense

11

- Molting Cicada

12

- Blooded

- Transformation (Wis-Dex, Wing Buffet, Natural Armor, Insight Defense, Intelligent Defense)

13

- Combat Acrobatics

14

- Combat Reflexes

15

- Transformation (Wis-Dex, Wing Buffet, Two Extra Arms, Heroic Attribute Wisdom, Heroic Attribute Wisdom)

- Skill Focus: Intimidate

16

- Overbearing Reiatsu

17

- Frightful Presence

18

- Reiatsu Burst

- Improved Reiatsu Burst

19

- Reiatsu Strike

20

- Reiatsu Flash

21

- Epic Blooded

- Epic Prowess

Shikai Abilities

1. Gravetouched Weapon
2. Greater Gravetouched Weapon
3. Superior Gravetouched Weapon
4. Grave Weapon
5. Dark Regeneration
6. Improved Dark Regeneration
7. Heart of Darkness

Master Shots

1. Cascade of Arrows
2. Stepping Shot
3. Piercing Arrow
4. Knockdown Shot
5. Cone Shot

Shinju Yuuto

A Quincy Brawler, Shinju nearly killed one of my main characters, Matsumoto, Nemu and Captain Ukitake.

HEIGHT: 5'10"
WEIGHT: 145lbs
HAIR: Black
EYES: Brown
SPECIES: Quincy

STR: 18
DEX: 28
CON: 18
INT: 21
WIS: 21
CHA: 12

HP: 338
SPL: -
SPV: 0
RR: 1,584
REG: 0
FH: 0
AD: 7
DR: 22
Damage:
- 5d8+4 / +9 Unarmed

BASE SKILLS

1. Unarmed Strike (+45)
2. Defense (+40)
3. Flash Step (+36)
4. Reflex (+36)
5. Fortitude (+29)
6. Will (+30)

CORE SKILLS

1. Intimidate
2. Bluff
3. Sense Motive
4. Spellcraft
5. Hide
6. Move Silently
7. Concentration
8. Treat Injury
9. Knowledge (Tactics)

FEATS

Fan Service

-

1

- Quincy
- Corrupted
- Spellcaster
- Careful Study
- Blooded
- Grizzled Vetern



2

- Meisterschaft Von Handgemenge Bekämpfen (+3 Stance Points per level)

3

- General Feat: Improved Trip
- Supersonic Strike
- Talented (Knowledge (Tactics), Fortitude, Will)

4

- Incredible Defense

5

- Taktisch Meisterschaft (+3 Stances Known)

6

- General Feat: Combat Reflexes
- Craft Spirit Tube
- Heroic Attribute: Dexterity

7

- Quincy Gott Von Krieg (-6 Training Days, -6 Knowledge (Tactics) DCs.)

8

- Seele Biben (Drain HP for Temp HP, Fort Save (Cha) or Fatigue)

9

- General Feat: Power Attack
- Cleave
- Great Cleave

10

- Stehlen der Seele (Steal soul of downed opponent, +d20 Rolls equal to one quarter of their level for 24 hours)

11

- General Feat: Supreme Cleave
- Touch Defense (Don't lose 1/2 Defense Ranks when Touch Attacked)

12

- Kanone von der seele (Sacrifice Temp HP and Souls collected to make a Cero style attack Temp HP 1 for 1, Souls 1 for 1d6)
- Molting Cicada

13

- Ransotengai

14

- Flash or Reiatsu Feat: Frightful Presence
- Skill Focus Intimidate

15

- Ransotengai Marionette
- Dodge

16

- Flash or Reiatsu Feat: Overbearing Reiatsu
- Combat Martial Arts

17

- Improved Combat Martial Arts

18

- Advanced Combat Martial Arts
- Weapon Skill Focus (Unarmed Strike)

19

- Weapon Skill Specialization (Unarmed Strike)

20

- Defensive Skill Specialization (Defense)

21

- Agile Riposte
- Epic Blooded

22

- Epic Prowess

Stances

1: Boxing Stance: Damage Boost (Wisdom Modifier, Unarmed Strike) (1 point)

2: Jeet Kun Do Stance 1: Attacked Physically: Attacker Hits, Combat Maneuver: Unarmed Strike (2 points)

3: Jeet Kun Do Stance 2: Attacked Physically: Attacker Misses, Combat Maneuver: Unarmed Strike (2 points)

Takumi Megumi

Takumi was never seen on screen during the campaign. She was a melee specialist, specializing in the use of the Seele Schneider.

HEIGHT: 5'2"

WEIGHT: 105lbs

HAIR: Blonde, Long

EYES: Blue

SPECIES: Quincy

STR: 26

DEX: 19

CON: 18

INT: 19

WIS: 18

CHA: 16

HP: 352

SPL: Bakudo

SPV: 11

RR: 1,755

REG: 0

FH: 0

AD: 7

DR: 23

BASE SKILLS

1. Melee Attack (+39)
2. Defense (+35)
3. Reflex Save (+30)
4. Flash Step (+30)

CORE SKILLS

1. Intimidate
2. Bluff
3. Sense Motive
4. Concentration
5. Spellcraft
6. Jump
7. Tumble
8. Spot

FEATS

Fan Service

-

1

- Quincy
- Corrupted
- Seele Schneider
- Craft Seele Schneider
- Blooded
- Spellcaster

2

- Weapon Skill Focus (Melee Attack)



3

- Melee Mastery (Seele Schneider)
- Combat Reflexes

4

- Weapon Skill Specialization (Melee Attack)

5

- Improved Seele Schneider (Seele Schneider does d10s. Benefits from Bow shikai picks)

6

- Bonus Feat: Skill Focus (Intimidate)
- Overbearing Reiatu
- Reiatu Burst

7

- Impaling Manuver (+2d6 damage per attack given up in a round)

8

- Bonus Feat: Inner Strength
- Increased Inner Strength

9

- Crossed Swords (Duel Wield Seele Schneiders, -4 to duel wielding penalties, bonus to Defense and Reflex Save equal to Enhancement Bonus of offhand seele)
- Incredible Defense

10

- Heroic Attribute Intelligence

11

- Heroic Attribute Dexterity

12

- Two Weapon Fighting
- Two Weapon Fighting

13

- Two Weapon Fighting

14

- Flurry of Blows

15

- Improved Flurry of Blows
- Greater Flurry of Blows

16

- Greater Flurry of Blows

17

- Greater Flurry of Blows

18

- Defensive Skill Focus (Defense)
- Flash Step Evasion

19

- Improved Flash Step Evasion

20

- Molting Cicada

21

- Epic Blooded
- Epic Prowess

22

- Superior Flurry

23

- Energy Resistance (Fire)

Shikai Picks

1. Dire Hunger
2. Improved Dire Hunger
3. Improved Dire Hunger
4. Superior Dire Hunger
5. Dehydrate
6. Superior Dehydrate
7. Water Extraction
8. Water Extraction

Master Shots

1. Piercing Arrow
2. Cascade of Arrows
3. Cone Arrow
4. Stepping Shot
5. Running Shot

Daichi Chika

Daichi was seen once on screen when he approached the party with the rest of the Quincy to get them to surrender to them. He was the leader of the Quincy group, and was a generalist.

HEIGHT: 6'1"
WEIGHT: 185lbs
HAIR: Black
EYES: Brown
SPECIES: Quincy

STR: 20
DEX: 20
CON: 20
INT: 18
WIS: 18
CHA: 18

HP: 390
SPV: 11
RR: 1,820
REG: 0
FH: 5
AD: 7
DR: 24

BASE SKILLS

1. Melee Attack
2. Unarmed Strike
3. Ranged Shot
4. Flash Step
5. Fortitude
6. Reflex
7. Will

CORE SKILLS

1. Bluff
2. Intimidate
3. Sense Motive
4. Concentration
5. Spellcraft
6. Treat Injury
7. Knowledge (Military Tactics)
8. Spot

FEATS

Fan Service

-

1

- Quincy
- Corrupted
- Blooded
- Talented (Fortitude Reflex and Will)
- Spellcaster
- Enlightened



2

- Hollow Within

3

- Weapon Skill Focus (Ranged Shot)

- Careful Study

4

- Weapon Skill Specialization (Ranged Shot)

5

- Supersonic Strike

6

- Melee Mastery (Seele Schneider)

- Ranged Mastery (Quincy Bow)

7

- Ransotengai

8

- Gesichtsmaske

9

- Double Shot

- Craft Spirit Tube

10

- Bonus Reiatu or Soul Feat:

- Seele Schneider Proficiency

11

- Trick Shot

12

- Seele Biben

- Craft Seele Schneider

13

- Bonus General Feat: Combat Reflexes

- Skill Focus: Intimidate

14

- Improved Seele Schneider

15

- Bonus Feat: Inner Strength

- Increased Inner Strength

- Focused Attack (1/day per point of Spellscore modifier, Maximized Damage)

16

- Bonus Flash or Reiatu Feat: Reiatu Burst

- Reiatu Strike

17

- Senrai Training

18

- Web Bow

- Improved Flash Step

19

- Hirenkaku

20

- Alternate Bow (Pistol, 2d6 BW)

21

- Epic Prowess

- Epic Blooded

22

- Point Blank Shot

23

- Precise Shot

24

- Fast Healing

- Incredible Defense

Shikai Picks

1. Aura of Battle
2. Aura of Fortitude
3. Reflexive Aura
4. Bastion of Will
5. Steady the Hands (Unarmed Strike)
6. Steady the Hands (Weapon Attack)
7. Steady the Hands (Ranged Shot)
8. Incite Rage

Master Shots

1. Soul Shot
2. Seeker Arrow
3. Anticipatory Shot
4. Shoot Away
5. Kido Shot
6. Stepping Shot

Stances

- 1: Damage Boost (Ranged Attack, Wisdom Modifier)
- 2: Damage Boost (Unarmed Strike, Wisdom Modifier)
- 3: Damage Boost (Melee Attack, Wisdom Modifier)
- 4: Attacked Ranged; Attacker Misses, Combat Manuver Ranged Shot

Akira Yuudai

A tank of the highest order, Akira was seen on screen only once. Though he is the most powerful of the Quincy in my last arc, he wasn't the leader as he didn't fit the bill according to Muhai Rodo, who was the arrancar that rescued him.

HEIGHT: 6'8"
WEIGHT: 280lbs
HAIR: Black
EYES: Brown
SPECIES: Quincy

STR: 30
DEX: 18
CON: 26
INT: 18
WIS: 18
CHA: 18

HP: 480
SPV: 11
RR: 1,650
REG: 0
FH: 5
AD: 7
DR: 25

BASE SKILLS

1. Ranged Shot
2. Defense
3. Flash Step
4. Fortitude Save
5. Reflex Save
6. Will Save
7. Unarmed Strike

CORE SKILLS

1. Bluff
2. Intimidate
3. Sense Motive
4. Concentration
5. Spellcraft
6. Tumble
7. Spot
8. Listen



FEATS

Fan Service

-

1

- Quincy
- Corrupted
- Blooded
- Spellcaster (Hado)
- Defensive Skill Focus (Defense)
- Oldblood (Hollow)

2

- Defensive Martial Arts

3

- Senrai Training
- Transformation (Wisdom, Dexterity, Natural Armor Bonus equal to Spellscore Modifier, Claw Attack, Insight Defense, Intelligent Defense)

4

- Defensive Skill Specialization (Defense)

5

- Combat Martial Arts

6

- Transformation (Intelligence, Wisdom, Damage Reduction, Claw Attack, Heroic Attribute Dexterity, Heroic Attribute Dexterity)
- Combat Expertise

7

- Talented (Reflex, Will, Unarmed)

8

- Uncanny Dodge

9

- Improved Uncanny Dodge
- Supersonic Strike

10

- Defensive Skill Focus (Reflex Saves)

11

- Increased Flash Step

12

- Flash Step Evasion
- Improved Flash Step Evasion

13

- Endurance

14

- Diehard

15

- Iron will
- Stubborn Heart (Doesn't die till -3/4 hit points)

16

- Heroic Attribute (Strength)

17

- Strong Reflexes (Use Strength instead of Dex for Unarmed Strikes) +2 Strength

18

- Bonus Feat and +2 Strength: Pain Mastery
- Heroic Attribute Dexterity
- Boost (Strength)

19

- Strong Hands, +2 Strength

20

- Bonus Feat and +2 Strength: Involuntary Rage
- Improved Boost (Strength)

21

- Living Ram and +2 Strength
- Epic Blooded

22

- Epic Prowess

23

- Armor Skin

24

- Touch Defense
- Dodge

25

- Fast Healing

Shikai Abilities

1. Contagion
2. Improved Contagion
3. Advanced Contagion
4. Superior Contagion
5. Mass Contagion
6. Disease Carrier
7. Mass Disease Carrier
8. Remove Disease

Master Shots

1. Shoot Away
2. Anticipatory Shot
3. Running Shot
4. Cone Shot
5. Distracting Shot
6. High Arcing Projectiles

Souske Aizen

This is the Aizen that appeared in my last campaign. It was post the Arrancar arc and his defeat at the hands of Ichigo Kurosaki. In the campaign, the party accidently releases him, and he's the architect of much of the party's ills through out the campaign from using an artifact to rewrite their existance to murdering one of the characters several times (They were reincarnated quicker than normal because there was a deity out there that was looking out for them) just to know why they kept coming back. He was the final villain of the campaign, having kidnapped Ichigo, convinced Muhai Rodo to go ahead with his plans to unite Hueco Mundo and the World of the Living, and convinced the Quincy to kill the party instead of the other Shinigami that were present at the Female Shinigami Association Meeting that was happening at that time.

HEIGHT: 6'1"

WEIGHT: 163lbs

HAIR: Brown

EYES: Brown

SPECIES: Unknown (Previously Shinigami)

STR: 18

DEX: 22

CON: 22

INT: 24

WIS: 24

CHA: 24

HP: 499

SPL: Hado/Bakudo

SPV: 110

RR: 4,158

REG: 0

FH: 5 / 12 when Zanpakutou is released

AD: 9

DR: 30

BASE SKILLS

1. Weapon Attack
2. Defense
3. Reflex Save
4. Flash Step
5. Fortitude
6. Will Save
7. Unarmed Strike

CORE SKILLS

1. Bluff
2. Intimidate
3. Swim
4. Sense Motive
5. Knowledge (Tactics)
6. Research
7. Knowledge (Kido)
8. Spellcraft
9. Concentration
10. Hide
11. Move Silently



FEATS

Fan Service

-

1

- Shinigami
- Corrupted
- Blooded
- Talented (Fortitude, Will, Unarmed Strike)
- Spellcaster (Bakudo) (3 Reiatsu Feats)
- Spellcaster (Hado) (Reiatsu Feat)

2

- Enlightened (Reiatsu Feat)

3

- Specialized Zanpakutou Water
- Shikai

4

- Supersonic Strike

5

- Talented (Concentration, Hide, Move Silently)

6

- Leadership
- Power of the Soul (Opponents gain -5 penalty to counter soul crushing) (Reiatsu Feat)

7

- Weapon Skill Focus (Weapon Attack)
- Bonus Feat: Intelligent Defense (Reiatsu Feat)

8

- Power of the Body (While Zanpakutou is Released, +7 FH) (Reiatsu Feat)

9

- Perfect Shikai (2 extra Shikai Abilities) (Reiatsu Feat)
- Weapon Skill Specialization (Weapon Attack)

10

- Captain: 1 Additional Shikai Ability (Reiatsu Feat)

11

- Enruding Release (Double Shikai times per day) (Reiatsu Feat)

12

- Captain: 1 additional Shikai Ability (Reiatsu Feat)
- Flash Step Decoy

13

- Perfect Bankai (4 additional Shikai Abilities) (Reiatsu Feat)

14

- Flash Step Afterimage
- Bonus Feat: (Reiatsu Feat)

15

- Power of the Mind (Whenever you spend a full round action to regain reiatsu, gain back 1 and 1/2 times as much as normal) (Reiatsu Feat)
- Flash Step Evasion

16

- Improved Flash Step Evasion

17

- Zanjutsu Master

18

- Kido Artist
- Kido Mastery: Kido Tie Off (Reiatsu Feat)

19

- Kido Mastery: Kido Fortitude (Reiatsu Feat)

20

- Eishiohaki (Black Coffin, Six Bars of Light, Byakurai)

21

- Reiatsu Counterspelling
- Epic Prowess

22

- Epic Blooded

23

- Kido Mastery: (Reiatsu Feat)

24

- Skill Focus (Intimidate)
- Overbearing Reiatsu (Reiatsu Feat)

25

- Reiatsu Burst (Reiatsu Feat)

26

- Shrouded Reiatsu (Reiatsu Feat)

27

- Improved Reiatsu Burst (Reiatsu Feat)
- Reiatsu Strike (Reiatsu Feat)

28

- Reiraku Hunter (Reiatsu Feat)

29

- Fast Healing

30

- Immortal (Special Aizen only feat. Gives Immortal Subtype)
- Immortal (Takes up 2 feat slots)

Shikai - Kyoga Suigetsu

Flaw: Touching the blade makes the toucher immune to the illusionary effects of the blade

Flaw: Someone must see the Zanpakutou Released to be effected.

1 - Mirage

2 - Mirage (Extra Image)

3 - Improved Mirage (Add Sound +2DC)

4 - Greater Mirage (Add Speech, Smell, Thermal Details, +2DC)

5 - Superior Mirage (Mimic self)

6 - Enhanced Mirage (Control 2 Illusions at once)

7 - Deadly Mirage

8 - Deadly Mirage (+2d6)

9 - Deadly Mirage (+2d6)

10 - Deadly Mirage (+2d6)

11 - Deadly Mirage (+2d6)

12 - Blending Waves

13 - Deadly Mirage (+10% Real)

14 - Deadly Mirage (+10% Real)

15 - Deadly Mirage (+10% Real)

16 - Deadly Mirage (+10% Real)

17 - Deadly Mirage (+10% Real)

18 - Deadly Mirage (+10% Real)

19 - Deadly Mirage (+10% Real)

20 - Deadly Mirage (+10% Real)

21 - Mirage (Extra Image)

22 - Mirage (Extra Image)

23 - Mirage (Extra Image)

24 - Mirage (Extra Image)

25 - Enhanced Mirage (Control 3 Illusions at once)

Ichigo Kurosaki

This is the Ichigo from my last campaign. The setting was five years after the end of the Aizen fight. He got back his powers somehow (Which didn't involve Fullbringers). He was the partner of one of the player characters and they had one child (Toru) and another on the way. At the end of the campaign, he was kidnapped by Aizen for vengeance's sake, but was beaten and tied up for the party to find so Aizen could lure them out. The campaign ended however before he could be rescued, but I imagine that the party would have won the final battle and saved Ichigo. Another note, this Kurosaki was from before the 1000 year blood war arc, so some things aren't accurate, but he makes a great starting off point.

HEIGHT: 5'9"

WEIGHT: 134lbs

HAIR: Red

EYES: Brown

SPECIES: Human/Substitute Shinigami

STR: 22

DEX: 22

CON: 20

INT: 14

WIS: 16

CHA: 18

HP: 420

SPL: Sorcerer/Wizard

SPV: 9

RR: 2,278

REG: 0

FH: 0

AD: 8

DR: 26

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Fortitude
4. Will
5. Weapon Attack
6. Reflex Save
7. Ranged Shot
8. Flash Step
9. Initiative

CORE SKILLS

1. Balance
2. Jump
3. Tumble
4. Intimidate
5. Swim
6. Knowledge (Karakura Town)
7. Listen
8. Spot
9. Search
10. Concentration
11. Spellcraft
12. Sense Motive



FEATS

Fan Service

- Loudmouth

1

- Shinigami

- Blooded

- Seasoned

- Talented (Weapon Attack, Reflex Save, Search)

- Alive

- Hollow Within

2

- Alternate Zanpakutou Form (Greatsword)

3

- Constant Release

- Supersonic Strike

4

- Soul Companion

5

- Hero's Comeback

6

- Reiraku Hunter

- Power Attack

7

- Expanded Release

8

- Doll Training Bankai

9

- Expanded Release

- Hakuda Adept

10

- Increased Flash Step

11

- Hakuda Double Tap

12

- Reiatsu Defensive Aura

- Talented (Flash Step, Initiative, Sense Motive)

- Skill Focus: Intimidate

13

- Hakuda Counterattack

14

- Masked Warrior

15

- Reiatsu Burst

- Talented (Concentration, Spellcraft, Ranged Shot)

- Reiatsu Strike

16

- Zantetsuken

17

- Improved Reiatsu Burst

18

- Inner Strength

- Increased Inner Strength

19

- Weapon Skill Focus (Weapon Attack)

20

- Weapon Skill Focus (Unarmed Strike)

21

- Epic Blooded

- Spellcaster

22

- Improved Hollow Within

23

- Advanced Hollow Within

24

- Greater Hollow Within

- Perfect Hollow Within

25

- Epic Prowess

26

- Epic Blooded

Shikai: Zangetsu

1. Kido Blast

2. Moon Blast

3. Moon Blast

4. Moon Blast

5. Moon Blast

6. Moon Blast

7. Moon Blast

8. Moon Blast

9. Unhindered Kido Blast

10. Unhindered Kido Blast

11. Sharpen Weapon

12. Greater Sharpen Weapon

13. Superior Sharpen Weapon

14. Swift Sharpen Weapon

Bankai: Tensa Zangetsu

1. Kido Blast

2. Moon Blast

3. Moon Blast

4. Moon Blast

5. Moon Blast

6. Moon Blast

7. Moon Blast

8. Moon Blast

9. Unhindered Kido Blast

10. Unhindered Kido Blast

11. Sharpen Weapon

12. Greater Sharpen Weapon

13. Superior Sharpen Weapon

14. Swift Sharpen Weapon

b1. Expanded Bankai (Blade of Blood, Speed)

b2. Expanded Bankai (Improved Speed, Greater Speed)

b3. Expanded Bankai (Superior Speed, Perfect Speed)

b4. Expanded Bankai (Bonus Feat: Reiatsu Healing, Reiatsu Shield, Unhindered Kido Blast)

b5. Fire Baptism

b6. Pounce

b7. Furious Blade

Hell's Will

During one part of my last campaign, the party had to go to Hell to close a hole to another dimension. While there, they encountered Hell's Wills all around. I was able to make them as Hollows with various Hollow Growth Powers.

HEIGHT: 50ft

WEIGHT: several dozen tonnes

HAIR: None

EYES: Red

SPECIES: Hell's Will

STR: 44

DEX: 14

CON: 34

INT: 12

WIS: 12

CHA: 18

HP: 200

SPV: 0

RR: 510

REG: 6

FH: 0

AD: 5

BASE SKILLS

1. Unarmed Strike (+14, 12d6)
2. Defense (+28, 14 natural)
3. Fortitude Save (+28)
4. Will Save (+14)

CORE SKILLS

1. Intimidate
2. Sense Motive
3. Bluff
4. Swim
5. Knowledge (Hell's Will)
6. Knowledge (Hell's Topography)
7. Climb
8. Concentration
9. Search
10. Spot
11. Listen



FEATS

Fan Service

-

1

- Hollow (Gain Size Category)
- Blooded
- Seasoned
- Weapon Skill Focus (Unarmed Strike)
- Defensive Skill Focus (Defense)
- Defensive Skill Focus (Fortitude)

2

- Hollow Growth Power (Gain Size Category)

3

- Hollow Growth Power (Gain Size Category)
- Hollow Growth Power (Gain Size Category)

4

- Hollow Growth Power (Regeneration)

5

- Hollow Growth Power (High Speed Regeneration)

6

- Hollow Growth Power (Bizarre: Undead)
- Hollow Growth Power (Special: Can fuse essence with another character giving that character the better of the two's stats)

7

- Hollow Growth Power (Consumption)

8

- Talented (Search, Spot, Listen)

9

- Improved Natural Armor
- Improved Grapple

10

- Hollow Growth Power (Improved Grab)

Maria

Ah, the beautiful Maria. She was an Oni reject from the Third and Fifth Oni Courts. She didn't get along with their philosophy and she fell madly in love with one of my main characters, always competing for his affections as long as it didn't cut into her Jerry Springer time. In her third transformation she was a Marilith.

Height: 5'4"

Weight: 125lbs

Hair: Black

Eyes: Brown

Level: 17

HP: 217 / 251 / 251 / 319

RR: 1,674 / 1,792 / 1,848 / 1,904

SPV: 9

DR: 17/-

Wealth: +15

Reputation: +11

AD: 6

Dam: 4d6+4/5/6/11 Zenshaba,
4d6+4/5/6/11 Unarmed Strike or
Claws, 4d8+11 Claws in
Transformation 3.

Exp:

STR: 18 / 20 / 22 / 32

DEX: 21 / 21 / 21 / 19

CON: 22 / 22 / 22 / 30

INT: 10

WIS: 22 / 24 / 26 / 28

CHA: 15

BASE SKILLS

1. Weapon Attack
2. Unarmed Strike
3. Defense
4. Flash Step
5. Fortitude
6. Reflex
7. Will

CORE SKILLS

1. Swim
2. Intimidate
3. Escape Artist
4. Bluff
5. Sense Motive
6. Spellcraft
7. Knowledge (Kido Lore)
8. Treat Injury
9. Concentration
10. Jump
11. Tumble



Flaws

- Unresponsive (-6 Initiative)

-

Feats

Fan Service

- Slacker

1

- Oni

- Blooded

- Heroic Attribute (Dexterity)

- Mutation (Wisdom)

- Spellcaster (Wisdom) (3x Reiatu Feat)

- Hive Suceptability

2

- Enlightened (Reiatu Feat)

3

- Improved Zenshaba

- Transformation (+2 *Strength*, +2 *Wisdom*, Gain 2 Extra Limbs: *Arms, Blooded, Enlightened, Natural Weapon: Claw, +2 Unarmed Strike*)

4

- Powerful Transformations

5

- Talented (Fortitude, Reflex, Will)

6

- Supersonic Strike

- Frightful Presence

- Transformation (+4 *Strength*, +4 *Wisdom*, Gain 4 Extra Limbs: *Arms, Natural Weapon Claws, Blooded, Enlightened, +4 Unarmed Strike, +4 Sense Motive, +4 Spellcraft*)

7

- Talented (Concentration, Jump, Tumble)

8

- Greater Zenshaba

9

- Reiatu Healing (Reiatu Feat)

- Hive Energy

10

- Spell-Like Ability (Cone of Cold)

- Spell-Like Ability (Lightning Bolt)

11

- Inner Strength (Reiatu Feat)

12

- Transformation (+6 *Strength*, +6 *Wisdom*, Gain 6 Extra Limbs: *Arms, Natural Weapons Claws, Blooded, Enlightened, Increase 1 Size Category, Gain Spellscore Modifier as Natural Armor, +6 Unarmed Strike, +6 Sense Motive, +6 Spellcraft*)

- Mutation (Dexterity)

13

- Mutation (Wisdom)

14

- Increased Inner Strength (Reiatu Feat)

15

- Reiatu Healing Aura (Reiatu Feat)

- Reiatu Striking Aura (Reiatu Feat)

16

- Double Aura (Reiatu Feat)

17

- Bonus Zenshaba Ability

Zenshaba

1. Spell-Blast
 2. Moon Blast
 3. Moon Blast
 4. Moon Power
 5. Moon Power
 6. Spell Range
- B. Mystic Regeneration
B. Mystic Regeneration
B. Mystic Regeneration

Alfred Petrie

Alfred was a poor soul from the Fifth Court that was on the run for having an ancient artifact which turned out to be one seventh of the Soul King's Zanpakutou. This character's name is a omage to Alfred from Batman and Petrie from Land before Time.

Height: 6'8"
Weight: 300 lbs
Hair: Brown
Eyes: Brown

Level: 18
HP: 228
RR: 1,121
SPV: -
DR: 18/-
Wealth: +15
Reputation: +11
AD: 6
Dam: 4d6+0 (Claw), 6d12 (Breath Weapon)
Exp:

STR: 11
DEX: 24
CON: 22
INT: 11
WIS: 11
CHA: 19

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Reflex Save
4. Flash Step

CORE SKILLS

1. Swim
2. Bluff
3. Intimidate
4. Sense Motive
5. Hide
6. Move Silently
7. Sleight of Hand
8. Tumble

Flaws

-
-



Feats

1

- Henpuku (6d12 Sonic Breath damage)
- Flight (40 feet Perfect Manuverability)
- Improved Manuverability (Average)
- Blooded
- Seasoned
- Claw

2

- Sound Lord (+2 Dex, AC Bonus, Blindsight 30, Summon Swarm)

3

- Improved Breath Weapon
- Improved Breath weapon

4

- Heroic Attribute (Constitution)

5

- Extend Breath Weapon (30 foot)

6

- Weapon Skill Focus (Unarmed Strike)
- Defensive Skill Focus (Defense)

7

- Breath Weapon Substitution (Fire)

8

- Breath Weapon Admixture

9

- Breath Weapon Substitution (Ice)
- Word of Doom

10

- Massive Breath Weapon

11

- Breath Shaping

12

- Words of Power
- Sound Lord (+2 Dex, Evasion, Blindsight 30 feet, Remove Blindness/Deafness 4/day, Become a Bat Swarm)

13

- Massive Screech

14

- Word of Doom (Blind)

15

- Improved Flight
- Improved Manuverability (Good)

16

- Improved Manuverability (Perfect)

17

- Improved Natural Attack (Claw)

18

- Improved Breath Weapon (D12s)
- Reiatsu Healing (Reiatsu Feat)

Kumiko

Kumiko was created by Jusditz for a game in which we journeyed to the Spirit King's realm before anything was revealed about that place and we assumed it was a separate reality in which the Spirit King ruled along with Squad Zero. She was the Squad Zero member that first brought us to the Spirit King's realm. She also killed a Kaiju Class Hollow in one shot, which was awesomely ninja.

Height: 4'8"

Weight: 110lbs

Hair: Brown

Eyes: Green

Level: 27

HP: 381

RR: 2,420

SPV: -

DR: 27/-

Wealth: At Need

Reputation: +20

AD: 8

Dam:

Exp:

STR: 16

DEX: 42

CON: 16

INT: 16

WIS: 16

CHA: 20

BASE SKILLS

1. Weapon
2. Reflex
3. Defense
4. Flash Steps

CORE SKILLS

1. Tumble
2. Climb
3. Swim
4. Escape Artist
5. Balance
6. Bluff
7. Intimidate
8. Sense Motive
9. Hide
10. Move Silently
11. Perform (Dance)

Flaws

-
-



Feats

1

- Shinigami
- Sealed
- Alternate Zanpakutou Flaw (Metal Baton, 19-20 Crit)
- Dodge
- Mobility
- Improved Flash Step

2

- Combat Expertise

3

- Twin Flash Step
- Sneak Attack

4

- Sneak Attack

5

- Increased Flash Step

6

- Far Step
- Seasoned

7

- Talented (Hide, Move Silently, Perform (Dance))

8

- Hide in Plain Sight

9

- Blurring Step
- Shadow Illusion

10

- Flash Leap

11

- Shadow Soul

12

- Flash Step Decoy
- Senka

13

- Improved Flash Leap

14

- Senka

15

- Skill Mastery (Hide, Move Silently, Tumble)
- Leadership

16

- Perfect Shikai (Reiatsu Feat) (+1 BW)

17

- Bonus Feat: Skill Focus (Intimidate) (Reiatsu Feat)
- Improved Sneak Attack

18

- Bonus Flash or Reiatsu Feat: Reiatsu Healing (Reiatsu Feat)
- Flash Step Evasion
- Improved Flash Step Evasion

19

- Death Attack

20

- Bonus Flash or Reiatsu Feat: Overbearing Reiatsu (Reiatsu Feat)

-

21

- Shunko
- Epic Sneak Attack

22

- Enduring Release (+1BW) (Reiatsu Feat)

23

- Bonus Feat: Epic Prowess (Reiatsu Feat)

- Blooded

24

- Perfect Bankai (+1BW) (Reiatsu Feat)

- Epic Blooded

25

- Improved Reiatsu Capacity (Reiatsu Feat)

26

- Improved Reiatsu Capacity (Reiatsu Feat)

27

- Murikai

- Reiatsu Healing Aura (Reiatsu Feat)

Cebolla Comedor

Cebolla Comedor was an Espada member #10 from a game ran by Jusditz. She was very fond of eating raw unions, and was loud and uncouth.

Height: 5'2"

Weight: 133 lbs

Hair: Dark Brown

Eyes: Green

Level: 10

HP: 120 / 240

RR: 590 / 1,660

SPV: -

DR: 10/-

Wealth: At Need

Reputation: +9 / +19 within Hueco Mundo

AD: 5

Dam: 3d8+3 Unarmed, 3d8+7 Claws in Resurreccion

Exp:

STR: 16

DEX: 29 / 53

CON: 19 / 43

INT: 10

WIS: 10

CHA: 19 / 43

BASE SKILLS

1. Initiative
2. Unarmed Strike
3. Reflex Save
4. Defense

CORE SKILLS

1. Move Silently
2. Hide
3. Escape Artist
4. Jump
5. Swim
6. Tumble
7. Sleight of Hand
8. Balance

Flaws

-
-



Feats

Fan Service

- Loudmouth

1

- Hollow (Claws, Swiftess, Swiftess, Swiftess, Precognition)

- Dodge

- Mobility

- Sneak Attack

- Spring Attack

- Hollow Growth Power (Precognition)

2

- Hollow Growth Power (Precognition)

3

- Heroic Surge

- Hollow Growth Power (Magic Fang)

4

- Blooded

5

- Hollow Growth Power (Cero)

6

- Hollow Growth Power (Magic Fang)

- Hollow Growth Power (+10 Land Speed)

7

- Hollow Growth Power (Magic Fang)

8

- Hollow Growth Power (Magic Fang)

9

- Bloodwind

- Improved Natural Attack

10

- Resurreccion

Hijo Del Dragon

Another Espada created by Jusditz. The running gags with this character are the fact that, firstly, it's a dragon, and secondly, that he doesn't have any actual Espada Levels even though he was Espada #8.

Height: 8'

Weight: 500lbs

Hair: None

Eyes: Black

Level: 12

HP: 234 / 294 / 246 / 246 / 282

RR: 720 / 840 / 720 / 1,440 / 1,680

SPV: -

DR: 12/-

Wealth: At Need

Reputation: +11

AD: 5

Dam: 3d8+11/16/14/12/21 Claws

Exp:



Norm/ Kuumei / Atavism / Res / All Out

STR: 32 / 42 / 38 / 34 / 52

DEX: 20 / 20 / 20 / 22 / 21

CON: 34 / 44 / 36 / 36 / 48

INT: 12 / 12 / 12 / 12 / 12

WIS: 14 / 14 / 14 / 14 / 14

CHA: 20 / 30 / 20 / 20 / 30

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Reflex Save
4. Will Save

CORE SKILLS

1. Intimidate
2. Search
3. Spot
4. Listen
5. Diplomacy
6. Knowledge (Seireitei)
7. Swim
8. Escape Artist

Flaws

-
-

Feats

1

- Kirenketsu (Retrained as Hollow [Elemental Resistance (Electricity), Elemental Hands (Electricity), Elemental Hands (Electricity), Elemental Hands (Electricity)])
- Hollow (Natural Armor)
- Breath Weapon
- Improved Breath Weapon
- Bonus Feat: Oldblood (Kirenketsu)
- Heroic Attribute (Constitution)
- Heroic Attribute (Constitution)

2

- Improved Breath Weapon

3

- Cero Doble
- Hybrid

4

- Improved Natural Attack (Claws)

5

- Improved Breath Weapon

6

- Heroic Attribute (Constitution)
- Heroic Attribute (Strength)

7

- Re-Emergence

8

- Kuumei

9

- Bonus Feat (Atavism of Azure)
- Kanzen

10

- Hierro

11

- Sealed Form

12

- Resurreccion
- Hollow Growth Power (Size Increase)

Random Kaiju Hollow

This was the colossal hollow that was one shot by Kumiko in one of Jusditz' games. He wasn't of much consequence.

Height: 64ft
Weight: 130 tons
Hair: None
Eyes: Red

Level: 21
HP: 387
RR: 1,296
SPV: -
DR: 21/-
Wealth: At Need
Reputation: 13
AD: 7
Dam: 8d6+20 Unarmed
Exp:

STR: 50
DEX: 24
CON: 34
INT: 10
WIS: 10
CHA: 14

BASE SKILLS

1. Ranged Shot
2. Fortitude
3. Defense
4. Unarmed Strike

CORE SKILLS

1. Swim
2. Escape Artist
3. Intimidate
4. Sense Motive
5. Jump
6. Tumble
7. Search
8. Listen

Flaws

- Unresponsive
- Murky Eyed



Feats

1

- Hollow (Claws, Magic Fang, Magic Fang, Magic Fang, Size Increase, Size Increase, Size Increase, Bala)
- Hollow Growth Power (Size Increase)
- Oldblood (Superhuman)
- Combat Martial Arts
- Blooded
- Weapon Skill Focus (Unarmed)

2

- Hollow Growth Power (Size Increase)

3

- Hollow Growth Power (Cero)
- Improved Combat Martial Arts

4

- Weapon Skill Specialization (Unarmed Strike)

5

- Hollow Growth Power (Bala)

6

- Advanced Unarmed Strike
- Talented (Will Save, Concentration, Treat Injury)

7

- Rage

8

- Extra Rage

9

- Advanced Combat Martial Arts
- Hollow Growth Power (Bala)

10

- Greater Rage

11

- Advanced Unarmed Strike

12

- Inner Strength (Reiatsu Feat)
- Superhuman Threshold

13

- Superhuman Threshold

14

- Reiatsu Healing (Reiatsu Feat)

15

- Increased Inner Strength (Reiatsu Feat)
- Superhuman Physical Mutation (Dexterity)

16

- Mighty Rage

17

- Hollow Growth Power (Regeneration)

18

- Superhuman Threshold
- Hollow Growth Power (Consumption)

19

- Tireless Rage
- Devour

20

- Hollow Growth Power (High Speed Regeneration)

21

- Cero Dorai
- Epic Prowess

Kenpachi Zarak

This is a representation of Kenpachi when he first arrives on the scene during the Rukia Retrieval arc. This is by no means what he's like towards the End of the Manga when he attacks Juhabach. And he'll probably have a few more levels by the time the Manga ends.

Height: 6'7 and 1/2"

Weight: 198lbs

Hair: Black

Eyes: Green

Level: 15

HP: 210 / 600

RR: 1,360 / 3,212

SPV: Nill

DR: 15/- / 30/-

Wealth: At Need

Reputation: 13

AD: 6

Dam: 4d6+19 (Sword, Normal), 7d6+19 (Sword, Zenkai)

Exp: 91,000

STR: 28 / 48

DEX: 14

CON: 24 / 36

INT: 13

WIS: 14

CHA: 24 / 36

BASE SKILLS

1. Weapon Attack
2. Fortitude Save
3. Defense
4. Will Save
5. Unarmed Strike
6. Reflex Save
7. Initiative

CORE SKILLS

1. Intimidate
2. Sense Motive
3. Bluff
4. Listen
5. Search
6. Spot
7. Concentration
8. Balance

Flaws

- Inept Training
- Shaky

Feats

Fan Service: Pirate Look



11

- 1
- 2
- 3
- 4
- 5
- 6 石田雨竜
- 7
- 8
- 9 瑛日一角
- 10
- 11
- 12 京極夏彦
- 13 京極夏彦
- 14
- 15
- 16
- 17
- 18
- 19 更木朝八
- 20
- 21
- 22
- 23
- 24
- 25
- 26
- 27
- 28
- 29
- 30

霜月

1

- Shinigami
- Blooded
- Skill Focus (Intimidate)
- Increased Reiatsu Capacity (Reiatsu Feat)
- Increased Reiatsu Capacity (Reiatsu Feat)
- Overbearing Reaitsu (Reiatsu Feat)
- Talented (Unarmed Strike, Reflex Save, Initiative)
- Sealed

2

- Reiatsu Shield (Reiatsu Feat)

3

- Signature Reiatsu (Reiatsu Feat)
- Zenkai (Reiatsu Feat)

4

- Kentate
- Bonus Reiatsu Feat: Reiatsu Power Aura (Reiatsu Feat)

5

- Reiatsu Burst (Reiatsu Feat)

6

- Zenkai Boost (Reiatsu Feat)
- Leadership

7

- Zantetsuken
- Bonus Reiatsu Feat: Reiatsu Striking Aura (Reiatsu Feat)

8

- Full Power Zenkai (Reiatsu Feat)

9

- Perfect Shikai (+1BW)(Reiatsu Feat)
- Double Aura (Reiatsu Feat) (Reiatsu Feat)

10

- Bonus Feat: Weapon Skill Focus (Weapon Attack) (Reiatsu Feat)
- Improved Reiatsu Burst (Reiatsu Feat)

11

- Enduring Release (+1BW) (Reiatsu Feat)

12

- Bonus Feat: Weapon Skill Specialization (Weapon Attack) (Reiatsu Feat)
- Reiatsu Strike (Reiatsu Feat)
- Improved Reiatsu Capacity (Reiatsu Feat)

13

- Perfect Bankai (+1BW) (Reiatsu Feat)

14

- Improved Reiatsu Capacity (Reiatsu Feat)

15

- Inner Strength (Reiatsu Feat)

Equipment:

Hair Bells (Opponents gain +4 Defense against Kenpachi)

Ikkaku Madarame

A representation of Ikkaku Madarame when he first shows up in Bleach. The reason he's so high in level is because he needed those levels to take his squad's prestige path, but he's a force to be reckoned with.

Height: 6'0"

Weight: 167lbs

Hair: Bald

Eyes: Brown

Level: 10

HP: 130 / 170

RR: 880 / 1,760 / 4,400

SPV: Null

DR: 10/-

Wealth: +12

Reputation: 10

AD: 5

Dam: 3d6+5 (Sword), 3d10+2d6+5 (Shikai, Part 1), 5d6+5 (Shikai, Part 2), 3d12+6d6+5 (Bankai)

Exp: 45,000

STR: 20 / 30

DEX: 14

CON: 20 / 28

INT: 13

WIS: 13

CHA: 20

BASE SKILLS

1. Weapon Attack
2. Defense
3. Fortitude Save
4. Unarmed Strike
5. Flash Step
6. Reflex Save
7. Will Save

CORE SKILLS

1. Swim
2. Balance
3. Bluff
4. Sense Motive
5. Intimidate
6. Spot
7. Listen
8. Concentration

Flaws

- Shaky



Feats

1

- Shinigami
- Blooded
- Rage
- Talented (Flash Step, Reflex Save, Will Save)
- Extra Rage
- Skill Focus (Intimidate)
- Weapon Skill Focus (Weapon Attack)

2

- Overbearing Reiatsu (Reiatsu Feat)

3

- Shikai
- Supersonic Strike

4

- Greater Rage

5

- Tireless Rage

6

- Increased Reiatsu Capacity (Reiatsu Feat)
- Power of the Soul

7

- Inner Strength (Reiatsu Feat)

8

- Bankai

9

- Zantetsuken
- Veteran Warrior

10

- Mighty Rage

Shikai: Hozukimaru

1. Alternate Zanpakutou Form (Naginata)
2. Alternate Zanpakutou Form (Three Section Staff)
3. Reach
4. Combat Manuver Trip
5. Sharpen Weapon

Bankai: Ryumon Hozukimaru

Flaw: Line Attack takes 2 full rounds to charge

1. Alternate Zanpakutou Form (Twin Great Axes)
2. Bonus Feat (Monkey's Grip, Oversized Weapon Proficiency)
3. Bonus Feat (Two Weapon Fighting, Two Weapon Fighting)
4. Bonus Feat (Two Weapon Fighting, Two Weapon Fighting)
5. Bonus Feat (Two Weapon Fighting, Two Weapon Defense)
6. Sharpen Weapon
7. Greater Sharpen Weapon
8. Superior Sharpen Weapon
9. Line
10. Increased Mass
11. Increased Mass
- B1. Furious Blade
- B2. Tempo

Byakuya Kuchiki

This representation is the best I could do for Byakuya Kuchiki when he first shows up in Bleach. Yes he's level 20, and yes I needed each and every one of those levels to make him. If it makes you feel better, this is just his levels until the end of the Rukia Retrieval arc... he goes epic after that.

Height: 5'11"
Weight: 141.1lbs
Hair: Black
Eyes: Gray

Level: 20
HP: 190 / 380
RR: 1,920
SPV: 9
DR: 20/-
Wealth: At Need
Reputation: 16
AD: 7
Dam: 5d6+16 (Sword)
Exp: 190,000

STR: 18
DEX: 20
CON: 16
INT: 20
WIS: 16
CHA: 18

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Reflex Save
5. Unarmed Strike
6. Will Save

CORE SKILLS

1. Swim
2. Balance
3. Bluff
4. Sense Motive
5. Intimidate
6. Spellcraft
7. Knowledge (Kido Lore)
8. Concentration
9. Treat Injury
10. Hide
11. Move Silently
12. Perform (Dance)

Flaws



Feats

Fan Service

- Dark Hero

1

- Shinigami

- Blooded

- Talented (Treat Injury, Unarmed Strike, Will Save)

- Talented (Hide, Move Silently, Perform (Dance))

- Combat Reflexes

- Spellcaster (3x Reiatu Feats)

2

- Dodge

3

- Shikai

- Mobility

4

- Spring Attack

5

- Reiatu Healing (Reiatu Feat)

6

- Hide in Plain Sight

- Weapon Skill Focus (Weapon Attack)

7

- Shadow Illusion

- Bonus Feat: Flash Step Decoy

- Bonus Feat: Flash Step Invisibility

8

- Flash Leap

9

- Shadow Soul

- Bankai

10

- Improved Flash Leap

11

- Perfect Shikai (+2 Shikai Abilities) (Reiatu Feat)

12

- Bonus Feat: Incredible Defense (Reiatu Feat)

- Skill Focus (Intimidate)

- Overbearing Reiatu (Reiatu Feat)

13

- Enduring Release (Reiatu Feat)

14

- Bonus Feat: Weapon Skill Specialization (Weapon Attack) (Reiatu Feat)

- Reiatu Burst (Reiatu Feat)

15

- Perfect Bankai (+4 Shikai Abilities) (Reiatu Feat)

- Molting Cicada

16

- Improved Reiatu Burst (Reiatu Feat)

17

- Zanpakutou Domain (Senbonsakura Kageyoshi)

18

- Combat Expertise

- Blurring Step

19

- Senka

20

- Flash Step Afterimage

Shikai: Senbonsakura

Flaw: Doesn't affect adjacent targets with Projectile Abilities except line

1. Line
2. Cone
3. Burst
4. Wall
5. Emanation
6. Mighty Projectile
7. Precise Projectile
8. Calculated Projectile
9. Shaping
10. Increased Mass
11. Increased Mass
12. Increased Mass
13. Increased Mass
14. Increased Mass
15. Increased Mass
16. Increased Mass
17. Bonus Feat (Insight Defense, Intelligent Defense)

Bankai: Senbonsakura Kageyoshi

Flaw: Doesn't affect adjacent targets with Projectile Abilities except Line

1. Line
2. Cone
3. Burst
4. Wall
5. Emanation
6. Mighty Projectile
7. Precise Projectile
8. Calculated Projectile
9. Shaping
10. Increased Mass
11. Increased Mass
12. Increased Mass
13. Increased Mass
14. Increased Mass
15. Increased Mass
16. Increased Mass
17. Bonus Feat (Insight Defense, Intelligent Defense)
18. Sharpen Weapon
19. Greater Sharpen Weapon
20. Superior Sharpen Weapon
21. Swift Sharpen Weapon
22. Weapon of Heaven +1
23. Weapon of Heaven +2
24. Weapon of Heaven +3
25. Weapon of Heaven +4
26. Greater Weapon of Heaven: Brilliant Energy
27. Flight
- B1. Vital Pierce
- B2. Furious Blade
- B3. Tempo
- B4. Arcing Projectiles
- B5. Negate Defenses
- B6. Dash and Slash

Renji Abarai

Another representation of someone when they first show up in Bleach. He's low in level because he'd only been a Lieutenant for a little while before the Rukia Retrieval arc. He levels up fast though through training in Yorichi's secret underground lair.

Height: 6'2"

Weight: 172lbs

Hair: Red

Eyes: Brown

Level: 7

HP: 93

RR: 970 / 1,940

SPV: 4

DR: 7/-

Wealth: +14

Reputation: 8

AD: 4

Dam: 2d6+10 (Sword) 2d10+10 (Zabimaru)

Exp:

STR: 18

DEX: 14

CON: 18

INT: 12

WIS: 12

CHA: 18

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Fortitude Save
5. Unarmed Strike
6. Will Save
7. Reflex Save

CORE SKILLS

1. Swim
2. Sense Motive
3. Bluff
4. Balance
5. Intimidate
6. Spellcraft
7. Knowledge (Kido Lore)
8. Concentration
9. Move Silently
10. Hide
11. Treat Injury

Flaws

- Shaky
- Vulnerable



Feats

Fan Service: Slacker

1

- Shinigami
- Blooded
- Talented (Unarmed Strike, Will Save, Reflex Save)
- Increased Reiatsu Capacity (Reiatsu Feat)
- Spellcaster (Reiatsu Feat x3)
- Weapon Skill Focus (Weapon Attack)

2

- Talented (Move Silently, Hide, Treat Injury)

3

- Shikai
- Supersonic Strike

4

- Power of the Soul (Reiatsu Feat)

5

- Reiatsu Healing (Reiatsu Feat)

6

- Bonus Feat: Weapon Skill Specialization (Weapon Attack) (Reiatsu Feat)
- Skill Focus (Intimidate)
- Overbearing Reiatsu (Reiatsu Feat)

7

- Hide in Plain Sight

Shikai: Zabimaru

1. Alternate Zanpakutou Form (Bastard Sword)
2. Reach
3. Reach
4. Keen Weapon
5. Combat Manuver (Trip)

Kira Izuru

When he first showed up, Kira was one of the most powerful lieutenants in the Gotei 13. He was a perfect representation of his squad as he detested violence.

HEIGHT: 5'8"

WEIGHT: 123 lbs

HAIR: Blonde

EYES: Blue

SPECIES: Shinigami

STR: 15

DEX: 17

CON: 19

INT: 15

WIS: 21

CHA: 15

HP: 120

SPV: 5

RR: 1,159

REG: 0

FH: 0

AD: 5

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Reflex Save
5. Fortitude Save
6. Willpower Save

CORE SKILLS

1. Intimidate
2. Swim
3. Sense Motive
4. Bluff
5. Diplomacy
6. Search
7. Spot
8. Listen
9. Spellcraft
10. Knowledge (Kido)
11. Heal
12. Concentration

FEATS

Fan Service

-

1

- Shinigami
- Blooded
- Talented (Spellcraft, Knowledge (kido), Heal)
- Weapon Skill Focus (Weapon Attack)
- Spellcaster (x3 Reiatsu Feats)
- Enlightened (Reiatsu Feat)



2

- Skill Focus (Intimidate)

3

- Shikai

- Skill Focus (Diplomacy)

4

- Expanded Release

5

- Reiatu Healing (Reiatu Feat)

6

- Repent

- Talented (Fortitude, Will power, Concentration)

7

- Reiatu Burst (Reiatu Feat)

- Reiatu Strike (Reiatu Feat)

8

- The End is Nigh

9

- Kido Artist

- Overbearing Reiatu (Reiatu Feat)

- Eishohaki (Reiatu Feat)

10

- An End to War

Shikai: Raise your Head, Wabiske

1. Alternate Form (Hook Sword)

2. Grant the Burden

3. Improved Grant the Burden

4. Improved Critical (19-20)

5. Improved Critical (18-20)

Ochida Orinosuke

A tribute to how powerful a Superhuman can be, Ochida was the companion of one of my main player's rerolls, Keith Edwards an american rock star. Ochida was the drummer, and the only other one in the group that was spiritually aware. He left when the player decided to reroll, sending Keith Edwards and Ochida Orinosuke on a whirlwind adventure in another part of the world.

HEIGHT: 5'4"

WEIGHT: 135lbs

HAIR: Green

EYES: Grey

SPECIES: Superhuman

STR: 16

DEX: 24

CON: 16

INT: 22

WIS: 16

CHA: 16

HP: 128

SPV:

RR: 952

REG:

FH:

AD: 6

DR: 16

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Flash Step
4. Initiative
5. Fortitude
6. Reflex
7. Will

CORE SKILLS

1. Sense Motive
2. Bluff
3. Intimidate
4. Concentration
5. Perform (String Instruments)
6. Jump
7. Tumble
8. Perform (Sing)



FEATS

Fan Service

-

1

- Superhuman (Dexterity and Intelligence)
- Oldblood (Hollow)
- Alive
- Blooded
- Talented (Fortitude, Reflex, Will)
- Hollow Growth Power (Enhanced Speed +10 Speed)

2

- Reiraku Hunter

3

- Superhuman Threshold
- Evoulution

4

- Superhuman Agility (+4 to Land Speed, +10 Land Speed, +2 Flash Step)

5

- Awakening (Cero, Regeneration)

6

- Hollow Evolution (High Speed Rengeneration, Precognition)
- Run

7

- Secondary Awakening (Precognition, Precognition)

8

- Hollow Hyper-Evolution (Swiftiness, Swiftiness)

9

- Hollowfication (Telepathy, Precognition)(Regeneration, Precognition, Swiftiness)
- Seasoned

10

- Superhuman Threshold

11

- Increased Flash Step

12

- Far Step
- Hyper Evolution

13

- Superhuman Threshold

14

- Improved Flash Step

15

- Superhuman Agility Master (+10 Luck Bonus to Defense or Reflex once per day per point of Intelligence modifier)
- Hollow Growth Power (Pounce)

16

- Dodge

Evolution

1. Drain Reiatsu
2. Drain Reiatsu
3. Drain Reiatsu
4. Drain Reiatsu
5. Drain Reiatsu (250 Reiatsu)
6. Vampiric Strike
7. Greater Vampiric Strike
8. Superior Vampiric Strike
9. Pain Release
10. Pain Release
11. Pain Release
12. Pain Release
13. Pain Release
14. Vital Defense
15. Blade of Blood
16. Drain Vitality

Hyperevolution

1. Drain Reiatsu
2. Drain Reiatsu
3. Drain Reiatsu
4. Drain Reiatsu
5. Drain Reiatsu (250 Reiatsu)
6. Vampiric Strike
7. Greater Vampiric Strike
8. Superior Vampiric Strike
9. Pain Release
10. Pain Release
11. Pain Release
12. Pain Release
13. Pain Release
14. Vital Defense
15. Blade of Blood
16. Drain Vitality
17. Drain Reiatsu (Kidou Type)
18. Drain Reiatsu (Kidou Type)
19. Drain Reiatsu (Kidou Type)
20. Drain Reiatsu (Kidou Type)
21. Drain Reiatsu (Kidou Type)
22. Unhindered Kido Blast (20 Reiatsu = 1d6 damage)
23. Kido Explosion
24. Kido Range
25. Kido Range
26. Kido Line
27. Kido Cylinder
28. Kido Cone
29. Moon Blast
30. Moon Blast
31. Moon Blast
32. Moon Blast
33. Moon Blast
34. Moon Power
35. Moon Power
36. Moon Power

Keith Edwards

One of the rerolls that one of my main player's created when his character died. He left the party when the player no longer wished to play him, and was sent on a whirlwind adventure elsewhere.

HEIGHT: 8'0"
WEIGHT: 500lbs
HAIR: White
EYES: Blue
SPECIES: Tora

STR: 30
DEX: 22
CON: 20
INT: 16
WIS: 16
CHA: 16

HP: 180
SPV:
RR: 1,083
REG:
FH:
AD: 7
DR: 18

BASE SKILLS

1. Unarmed Attack
2. Defense
3. Flash Step
4. Initiative
5. Reflex Save

CORE SKILLS

1. Sense Motive
2. Survival
3. Bluff
4. Intimidate
5. Jump
6. Tumble
7. Concentration
8. Treat Injury
9. Perform (Dance)
10. Perform (Sing)



FEATS

Fan Service

- Anthromorphic

1

- Tora

- Talented [Perform (Dance), Perform (Sing), Reflex Save]

- Blooded

- Second Claw

- Scent

- Rend

2

- Flurry of Blows

3

- Hybrid

- Improved Natural Attack

4

- Improved Flurry of Blows

5

- Supersonic Strike

6

- Leadership

- Combat Martial Arts

7

- Improved Combat Martial Arts

8

- Kanzen

9

- Feral Hybrid

- Achromatic Adavism

10

- Bonus Feat: Advanced Combat Martial Arts

- Reiraku Hunter

11

- Massive Endurance

12

- Bonus Feat: Improved Trip

- Combat Expertise

- Knockdown

13

- Feral Kanzen

14

- Lion's Roar

15

- Takedown

- Seated Officer

16

- Improved Lion's Roar

17

- Thrill of the Hunt

18

- Pridelord

- Advanced Unarmed Strike

Hybrid

1. Sand Manipulation
2. Sharpen Weapon
3. Greater Sharpen Weapon
4. Superior Sharpen Weapon
5. Swift Sharpen Weapon
6. Sand's Embrace
7. Sandstorm
8. Sand Armor
9. Sand Coffin
10. Desert Funeral
11. Desert Requiem
12. Desert Avalanche
13. Keen Weapon
14. Keen Weapon
15. Keen Weapon
16. Weighted Weapon
17. Weighted Weapon
18. Weighted Weapon

Kanzen

1. Sand Manipulation
2. Sharpen Weapon
3. Greater Sharpen Weapon
4. Superior Sharpen Weapon
5. Swift Sharpen Weapon
6. Sand's Embrace
7. Sandstorm
8. Sand Armor
9. Sand Coffin
10. Desert Funeral
11. Desert Requiem
12. Desert Avalanche
13. Keen Weapon
14. Keen Weapon
15. Keen Weapon
16. Weighted Weapon
17. Weighted Weapon
18. Weighted Weapon
19. Weighted Weapon
20. Sand's Embrace
21. Sand's Embrace
22. Sand's Embrace
23. Improved Sand Manipulation
24. Improved Sand Manipulation
25. Improved Sand Manipulation
26. Erosion
27. Erosion
28. Sand Cocoon
29. Desert Prison
30. Sandstorm (Area)
31. Sandstorm (Round)
32. Sandstorm (Area)
33. Sandstorm (Round)
34. SandStorm (Area)
35. Sandstorm (Round)
36. Sand Manipulation

Captain Tenku Ishikawa

This was a character built by me for an online game that never got off the ground. Tenku Ishikawa is kind of a stock name I picked up for a character once and keep reusing. This character was based off Werewolves.

HEIGHT: 6'4"
WEIGHT: 190lbs
HAIR: Black
EYES: Blue
SPECIES: Shinigami

Norm/ Ani/ Were

STR: 18 / 22 / 52
DEX: 16 / 20 / 50
CON: 16 / 20 / 50
INT: 14
WIS: 16
CHA: 16

Norm/ Ani /Were //Bankai

HP: 150 / 180 / 405 // 300/360/810
SP level: 7
Reiatsu: 1,456
Regeneration: 0
Fast Healing: 0 / 15 / 6
Action Dice: 6
Damage Reduction: 15

BASE SKILLS

1. Weapon Attack (+22/+24/+39)
2. Defense (+21/+23/+38)
3. Flash Step (+21/+23/+38)
4. Reflex Save (+21/+23/+38)
5. Unarmed Strike (+21/+23/+38)
6. Will Save (+21)
7. Fortitude Save (+21)
8. Initiative (+27/+29/+41)

CORE SKILLS

1. Swim (+22/+24/+39)
2. Bluff (+21)
3. Sense Motive (+20)
4. Intimidate (+21)
5. Spellcraft (+18)
6. Knowledge (Seretai)(+18)
7. Knowledge (Kido) (+18)
8. Concentration (+21/+23/+38)
9. Jump (+22/+24/+39)
10. Treat Injury (+21)



FEATS

Fan Service

- Well Endowed

1

- Shinigami

- Blooded

- Talented (Unarmed Strike, Will Save, Fortitude Save)

- Spellcaster

- Skill Focus (Initiative)

- Skill Focus (Treat Injury)

2

- Lightning Reflexes

3

- Shikai

- Combat Reflexes

4

- Talented (Initiative, Treat Injury, Jump)

5

- First In

6

- Information Chain

- Leadership

7

- Reiatsu Healing

- Expanded Release

8

- Bankai

9

- Help Everyone

- Reiatsu Healing Aura

10

- Keep Going

11

- Perfect Shikai (+2 Shikai Abilities)

12

- Bonus Shikai Ability

- Reiatsu Shield

13

- Enduring Release

14

- Bonus Shikai Ability

15

- Perfect Bankai (+4 Shikai Abilities)

- Enlightened

Shikai

- Kaekakko (Change Form)

Types: Primal-Kidou

1. Animal Form (Wolf)
2. Improved Animalistic Dexterity
3. Were-Form
4. Improved Animalistic Constitution
5. Primal Form
6. Primal Regeneration
7. Primal Skin
8. Primal Regeneration (+1 Regeneration)
9. Breath of the Dragon (Cold, Cone, DC)
10. Breath of the Dragon (+2d6 Damage)
11. Breath of the Dragon (+2d6 Damage)
12. Breath of the Dragon (+2d6 Damage)
13. Breath of the Dragon (+2d6 Damage)
14. Breath of the Dragon (+2d6 Damage)
15. Improved Animalistic Strength

Bankai

- Genikaekakko (Truly Change Form)

Types: Primal-Kidou-Weapon

1. Animal Form (Wolf)
2. Improved Animalistic Dexterity
3. Were-Form
4. Improved Animalistic Constitution
5. Primal Form
6. Primal Regeneration
7. Primal Skin
8. Primal Regeneration (+1 Regeneration)
9. Breath of the Dragon (Cold, Cone, DC)
10. Breath of the Dragon (+2d6 Damage)
11. Breath of the Dragon (+2d6 Damage)
12. Breath of the Dragon (+2d6 Damage)
13. Breath of the Dragon (+2d6 Damage)
14. Breath of the Dragon (+2d6 Damage)
15. Improved Animalistic Strength
16. Spell Blast
17. Moon Blast
18. Moon Blast
19. Moon Blast
20. Moon Blast
21. Moon Blast
22. Moon Blast
23. Moon Blast
24. Moon Power
25. Moon Power
26. Moon Power
27. Moon Power
28. Moon Power
29. Alternate Weapon Form (Trident)
30. Moon Power
- B1. Pounce
- B2. Furious Blade
- B3. Negate Defenses
- B4. Negate Defenses

Tan'o Yokushin

Tan'o was a regent in the second oni court who was eventually killed by one of my players that took over the position of regent of that court. The player, who'd died and lost all memory, was granted his memories back and forsook the position. Tan'o remained dead.

HEIGHT: 5'6"
WEIGHT: 190lbs
HAIR: Brown
EYES: Brown
SPECIES: Oni

STR: 20
DEX: 20
CON: 20
INT: 14
WIS: 16
CHA: 20

HP: 190
SPV: 8
RR: 1,380
REG: 0
FH: 0
AD: 6

BASE SKILLS

1. Weapon Attack
2. Defense
3. Fortitude Save
4. Flash Step
5. Unarmed Strike
6. Reflex Save
7. Initiative

CORE SKILLS

1. Swim
2. Bluff
3. Sense Motive
4. Intimidate
5. Knowledge (Oni Courts)
6. Knowledge (Second Court)
7. Spellcraft
8. Concentration

FEATS

Fan Service

- Well-Endowed

1

- Oni
- Blooded
- Spellcaster (Reiatsu Feat x3)
- Enlightened (Reiatsu Feat)
- Mutation (Strength)
- Mutation (Dexterity)

2

- Mutation (Constitution)



General Lucifer the Morning Star
of the 666th Armageddon Brigade

3

- Transformation (+2 *Strength*, +2 *Dexterity*, *Claws*, *Blooded*, *Blooded*)
- Improved Zenshaba

4

- Skill Focus (Intimidate)

5

- Overbearing Reiatu (Reiatu Feat)

6

- Transformation (+4 *Strength*, +4 *Dexterity*, *Claws*, *Gain a Size Category*, *Gain a Limb: Wing x2*, *Blooded*, *Blooded*)
- Signature Reiatu (Reiatu Feat)

7

- Reiatu Burst (Reiatu Feat)

8

- Greater Zenshaba

9

- Transformation (+6 *Strength*, +6 *Dexterity*, *Claws*, *Gain a Size Category*, *Gain a Limb: Wing x2*, *Blooded*, *Blooded*, *Gain Spellscore Modifier as Natural Armor*)
- Iyashii

10

- Kesutenka

11

- Weapon Skill Focus (Weapon Attack)

12

- Monstrosity
- Mutation (Charisma)

13

- Zabuiyashii

14

- Mutation (Intelligence)

15

- Spell-Like Ability (Fireball)
- Spell-Like Ability (Lightning Bolt)

16

- Talented (Unarmed Strike, Reflex, Initiative)

Iyashii

1. Dragonshape (2 claws, 1 Bite [4d6])
 2. Improved Dragonshape (Wing Buffets [4d6])
 3. Greater Dragonshape (Large Size)
 4. Superior Dragonshape (TailSlap [4d6])
 5. Breath Weapon (Fire)
 6. Elemental Immunity (Fire)
 7. Elemental Immunity (Fire)
 8. Elemental Infusion (Fire)
- B. Pounce

Zabuiyashii

1. Dragonshape (2 claws, 1 Bite [4d6])
 2. Improved Dragonshape (Wing Buffets [4d6])
 3. Greater Dragonshape (Large Size)
 4. Superior Dragonshape (TailSlap [4d6])
 5. Breath Weapon (Fire)
 6. Elemental Immunity (Fire)
 7. Elemental Immunity (Fire)
 8. Elemental Infusion (Fire)
 9. Greater Dragonshape (Huge)
 10. Greater Dragonshape (Gargantuan)
 11. Breath Weapon
 12. Breath Weapon
 13. Breath Weapon
 14. Breath Weapon
 15. Status Breath (Nauseated)
 16. Blindsight
- B. Pounce

Jushiro Ukitake

This was the Ukitake that showed up in my last Bleach game. He was very important near the end as one of the only Shinigami that was in Karakura town when it was melded with Hueco Mundo. He was nearly killed by Shinju Yuuto.

HEIGHT: 6'1 and ½"
WEIGHT: 158lbs
HAIR: White
EYES: Brown
SPECIES: Shinigami

STR: 20
DEX: 19
CON: 18
INT: 19
WIS: 18
CHA: 20

HP: 366
SPV: 12
RR: 2,546
DR: 24
REG: 0
FH: 0
AD: 7

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Reflex Save
5. Unarmed Strike
6. Will Save
7. Fortitude
8. Ranged Shot

CORE SKILLS

1. Swim
2. Bluff
3. Sense Motive
4. Intimidate
5. Balance
6. Knowledge (Seretai)
7. Knowledge (Kido)
8. Knowledge (History)
9. Concentration
10. Treat Injury



FEATS

Fan Service

-

1

- Shinigami
- Blooded
- Talented
- Seasoned
- Spellcaster
- Weapon Skill Focus (Weapon Attack)

2

- Enlightened

3

- Shikai
- Elemental Power

4

- Skill Focus (Intimidate)
- Reiatu Heightened Sense Aura

5

- Elemental Force

6

- Reiatu Burst
- Leadership
- Talented (Treat Injury, Fortitude, Ranged Shot)

7

- Elemental Mastery

8

- Bankai

9

- Perfect Shikai (+2 Shikai Abilities)
- Inner Strength

10

- Bonus Shikai Ability

11

- Enduring Release

12

- Bonus Shikai Ability
- Increased Inner Strength

13

- Perfect Bankai (4 Shikai Abilities)

14

- Zantetsuken (Concentration Ranks worth of DR)

15

- Reiatu Strike
- Reiatu Healing

16

- Reiraku Hunter

17

- Increased Flash Step

18

- Insight Defense
- Eishohaki

19

- Enlightened

20

- Kentate

21

- Epic Prowess

- Incredible Defense

22

- Epic Blooded

23

- Heroic Surge

24

- Molting Cicada

- Energy Resistance Electricity (50 Resist Electricity)

Shikai

1 Deflect Bolt

2 Deflect Bolt

3 Deflect Bolt

4 Deflect Bolt

5 Deflect Bolt

6 Deflect Bolt

7 Reflect Bolt

8 Empower Bolt

9 Empower Bolt

10 Empower Bolt

11 Empower Bolt

12 Empower Bolt

13 Empower Bolt

14 Centrifugal Force

15 Greater Centrifugal Force

16 Superior Centrifugal Force

17 Swift Centrifugal Force

18 Redirect Bolt

19 Deflect Bolt

Arden Valaris

Arden was a normal human that could perceive spirits. He became a hollow hunter because he viewed the Hollows as evil spirits. He met the party and went with them to Hueco Mundo during the first Arracnar civil war.

HEIGHT: 5'10"
WEIGHT: 185lbs
HAIR: Brown
EYES: Brown
SPECIES: Human

STR: 20
DEX: 18
CON: 16
INT: 18
WIS: 16
CHA: 16

HP: 158
SPV: 8
RR: 1,218
REG: 0
FH: 0
AD: 6
DR: 16

BASE SKILLS

1. Weapon Attack
2. Defense
3. Reflex
4. Fortitude
5. Unarmed Strike
6. Ranged Shot
7. Will Save

CORE SKILLS

1. Intimidate
2. Bluff
3. Sense Motive
4. Gather Information
5. Move Silently
6. Spot
7. Search
8. Listen

FEATS

Fan Service

- Dark Hero
- 1**
- Spiritually Aware
- Track
- Alertness
- Sneak Attack
- Sneak Attack
- Spellcaster



2

- Talented (Unarmed Strike, Ranged Shot, Will Save)

3

- Melee Mastery
- Supersonic Strike

4

- Ranged Mastery

5

- Chosen Target

6

- Bringem Back Alive
- Blooded

7

- Put'em Down

8

- Careful Study

9

- Death Attack (Bounty Hunter)
- Incredible Defense

10

- Smite Hollow (5 times per Day)

11

- Track Hollow

12

- Trick Hollow
- Extra Smiting

13

- Censure Hollow (8 times per day)

14

- Survive Hollow

15

- Extra Censuring
- Careful Study

16

- Combat Reflexes

Tia Harribel

Harribel was one of the Espada brought back to life in my last campaign. She became the Segunda Espada when the second Arrancar Civil War approached between the New Espada and the Old.

HEIGHT: 5'9"
WEIGHT: 135lbs
HAIR: Blonde
EYES: Blue
SPECIES: Hollow

STR: 52 / 62
DEX: 32 / 42
CON: 38 / 48
INT: 18
WIS: 18
CHA: 18

HP: 576 / +120
SPL:
SPV:
RR: 2,080
REG:
FH: 14 / 24
AD: 8
DR: 27
Damage: 12d6 + 21 Melee or 6d8 + 21 ranged or 24d6 + 21 Unarmed

BASE SKILLS

1. Unarmed Strike
2. Weapon Attack
3. Defense
4. Flash Step
5. Fortitude
6. Reflex
7. Will

CORE SKILLS

1. Sense Motive
2. Bluff
3. Intimidate
4. Swim
5. Concentration
6. Jump
7. Tumble
8. Iajatsu Focus



FEATS

Fan Service

- Well-Endowed

1

- Hollow (Consumption)

- Hollow Growth Power (Cero)

- Hollow Growth Power (Special: Has a Greatsword for a hand)

- Blooded

- Talented [Fortitude, Reflex, Will]

- Hollow Growth Power (Large)

2

- Devour

3

- Bonus Flash or Reiatsu Feat: Increased Flash Step

- Hollow Growth Power (Huge)

- Hollow Growth Power (Gargantuan)

4

- Summon Hollow

5

- Skill Focus: Intimidate

6

- Bonus Flash or Reiatsu Feat: Reiatsu Burst

- Hollow Growth Power (Colossal)

- Reiatsu Strike

7

- Hollow Perfection

8

- Bonus Hollow Growth Power (Fast Healing)

9

- Vastro Lorde Ability (Full Power Zanpakutou)

- Inner Strength

10

- Bonus Hollow Growth Power (Fast Healing)

11

- Vastro Lorde Ability (Ungodly Healing)

12

- Sealed Form

- Increased Inner Strength

13

- Resurrection

14

- Hierro

15

- Sonido

- Frightful Presence

16

- Grand Rey Cero

17

- Bonus Feat: Reiraku Hunter

- Reiatsu Striking Aura

18

- Bonus Feat: Leadership

- Reiatsu Defensive Aura

- Double Aura

19

- Bonus Feat: Weapon Skill Focus (Weapon Attack)

- Hollow Growth Power (Scent)

20

- Perfection of Form

21

- Epic Prowess

- Epic Blooded

22

- Fast Healing

23

- Glamorous Cero

24

- Fast Healing

- Damage Reduction

Tiburon

1. Ranged Form

2. Improved Ranged Form

3. Cylinder

4. Crushing Wave

5. Greater Crushing Wave

6. Superior Crushing Wave

7. Mighty Projectiles

8. Water Form

B1. Tempo

B2. Fire Baptism

B3. Furious Blade

B4. Pounce

Ulquiorra Schiffer

Ulquiorra was also brought back to life after we made a trek through an alternate reality's Hell where he got stuck. He was the Tricera Espada during the second Arrancar Civil War.

HEIGHT: 5'6 and 1/2"

WEIGHT: 121lbs

HAIR: Black

EYES: Green

SPECIES: Hollow

STR: 22 / 32 / 37

DEX: 22 / 32 / 37

CON: 18 / 28 / 33

INT: 20

WIS: 18

CHA: 22

HP: 207

SPV:

RR: 1,768

REG: 14

FH: 0

AD: 7

DR: 23

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Reflex Save
4. Flash Step
5. Weapon Attack
6. Fortitude Save
7. Will Save

CORE SKILLS

1. Sense Motive
2. Bluff
3. Intimidate
4. Swim
5. Jump
6. Concentration
7. Knowledge (Hueco Mundo)
8. Knowledge (Biology)

FEATS

Fan Service

-
1

- Hollow [Cero]
- Hollow Growth Power [Regeneration]
- Hollow Growth Power [High Speed Regeneration]
- Hollow Growth Power [Extra Limb: Wing]
- Hollow Growth Power [Extra Limb: Wing]
- Hollow Growth Power [Extra Limb: Tail]



2

- Blooded

3

- Hollow Growth Power [Bala]

- Hollow Growth Power [Special: Can create images out of thin air for people to view like a television screen.]

4

- Hollow Growth Power [Consumption]

5

- Devour

6

- Bonus Flash Step or Reiatsu Feat: Inner Strength

- Hollow Growth Power [Increased Natural Armor]

- Hollow Growth Power [Increased Natural Armor]

7

- Summon Hollow

8

- Bonus Flash Step or Reiatsu Feat: Increased Inner Strength

- Supersonic Strike

9

- Sealed Form

- Talented [Weapon Attack, Fortitude, Will]

10

- Resurreccion

11

- Hierro

12

- Sonido

- Reiraku Hunter

13

- Swift Resurreccion Release

14

- Gran Rey Cero

15

- Vastro Lorde Hollow Growth Power: Spirit Lance

- Judge Opponent

16

- Bonus Feat: Leadership

- Flash Step Evasion

17

- Bonus Feat: Improved Flash Step Evasion

- Combat Martial Arts

18

- Perfection of Form

- Versatile Unarmed Strike

19

- Cero Bullrush

20

- Unleashed

21

- Resurreccion: Segunda Etapa

- Epic Prowess

22

- Bonus Hollow Growth Power: [Brutal Strike]

23

- Cero Oscurus

Murciélago

1. Sharpen Weapon
 2. Greater Sharpen Weapon
 3. Keen Weapon
 4. Weighted Weapon
- B1. Furious Blade
B2. Tempo

Coyote Starrk

Starrk might have died, but when he went to Hell, he was captured by the Oni that live in the adjacent dimension and brought to their jail cells. He was freed after he was convinced by one of the party members to fake working for the Oni and just leaving. In the second Arrancar civil war, he was the Primera Espada of one faction, their leader.

HEIGHT: 6'1 and 1/2"

WEIGHT: 169lbs

HAIR: Brown

EYES: Grey

SPECIES: Hollow

STR: 18 / 34

DEX: 26 / 42

CON: 26 / 42

INT: 18

WIS: 18

CHA: 22

HP: 486 / 702

SPV:

RR: 2,730

REG:

FH: 10

AD: 9

DR: 25

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Weapon Attack
4. Flash Step
5. Fortitude
6. Reflex
7. Will

CORE SKILLS

1. Sense Motive
2. Bluff
3. Swim
4. Intimidate
5. Concentration
6. Jump
7. Tumble
8. Knowledge (Hueco Mundo)



FEATS

Fan Service

- Slacker

1

- Hollow (Cero)

- Hollow Growth Power (Consumption)

- Hollow Growth Power (Special: Summon Lesser Hollow is counted as 5 Sealed hollow growth powers. In addition, while Resurrected, Starrk can summon two energy katanas that deal 2d6BW damage and crit on a 19-20)

- Hollow Growth Power (Merging)

- Hollow Growth Power (Telepathy)

- Hollow Growth Power (Summon Lesser Hollow)

2

- Blooded

3

- Skill Focus: Intimidate

- Hollow Growth Power (Natural Armor)

4

- Hollow Growth Power (Natural Armor)

5

- Spellcaster

6

- Reiatsu Burst

- Reiatsu Strike

7

- Improved Reiatsu Burst

8

- Talented (Fortitude, Reflex and Will)

9

- Sealed Form

- Overpowering Reiatsu

10

- Resurreccion

11

- Hierro

12

- Sonido

- Overbearing Reiatsu

13

- Gran Rey Cero

14

- Bonus Feat: Reiatsu Bullrush

- Powerful Reiatsu

15

- Bonus Feat: Leadership

- Frightful Presence

- Reiraku Hunter

16

- Bonus Feat: Reiatsu Striking Aura

- Reiatsu Defensive Aura

17

- Perfection of Form

18

- Double Aura

- Hollow Growth Power (Cero Metralleta)

19

- Two Weapon Fighting

20

- Two Weapon Fighting

21

- Two Weapon Fighting

- Two Weapon Fighting

22

- Two Weapon Fighting

23

- Epic Prowess

24

- Fast Healing

- Fast Healing

25

- Epic Blooded

26

- Flash Step Decoy

27

- Increased Flash Step

- Blurring Step

Los Lobos

1. Flight

2. Flight

3. Flight

4. Speed

B1.Mystic Regeneration

B2.Mystic Regeneration

Takeshi Hayashi

Takeshi was a character that I created that had to be scrapped because he just had too many damn attacks.

HEIGHT: 5'4"
WEIGHT: 135lbs
HAIR: White
EYES: Blue
SPECIES: Tora

Stat/Frenzy/Adavism/ Hybrid / Kanzen

STR: 22 / 30 / 26 / 30 / 46
DEX: 22 / 30 / 30 / 30 / 46
CON: 16 / 24 / 40
INT: 16
WIS: 16
CHA: 16

HP: 128
SPL:
SPV:
RR: 1,100
REG:
FH: Kanzen 5
AD: 7
DR: 16 / Kanzen 21

BASE SKILLS

1. Unarmed Strike
Normal [+25/+25/+25/+25/+20/+15/+10]
Hybrid [+29/+29/+29/+29/+29/+24/+19/+14]
Kanzen [+37/+37/+37/+37/+37/+37/+32/+27/+22]
2. Defense
3. Flash Step
4. Reflex Save
5. Fortitude Save

CORE SKILLS

1. Intimidate
2. Bluff
3. Sense Motive
4. Jump
5. Tumble
6. Concentration
7. Treat Injury
8. Survival
9. Knowledge Popular Culture
10. Perform (Percussion)



FEATS

Fan Service

- Simpleton

1

- Tora

- Blooded

- Talented [Knowledge (Popular Culture), Perform (Percussion), Fortitude Save]

- Lightning Reflexes

- Scent

- Second Claw

2

- Whirling Frenzy

3

- Hybrid

- Flurry of Blows

4

- Improved Flurry of Blows

5

- Greater Frenzy

6

- Improved Flurry of Blows

- Tireless Frenzy

7

- Rake

8

- Improved Flurry of Blows

9

- Kanzen

- Greater Flurry of Blows

10

- Mighty Frenzy

11

- Improved Grapple

12

- Rend

- Achromatic Adavism

13

- Pounce

14

- Reiraku Hunter

15

- Reiatsu Healing

- Reiatsu Healing Aura

16

- Reiatsu Striking Aura

Hybrid

1. Crushing Wave

2. Greater Crushing Wave

3. Superior Crushing Wave

4. Swift Crushing Wave

5. Animal Form

6. Improved Animal Form (Large, Tiger)

7. Were-Form

8. Primal Form

Kanzen

1. Crushing Wave
2. Greater Crushing Wave
3. Superior Crushing Wave
4. Swift Crushing Wave
5. Animal Form
6. Improved Animal Form (Large, Tiger)
7. Were-Form
8. Primal Form
9. Primal Regeneration
10. Primal Skin
11. Breath of the Dragon (Ice)
12. Breath of the Dragon (+2d6)
13. Breath of the Dragon (+2d6)
14. Breath of the Dragon (+2d6)
15. Breath of the Dragon (+2d6)
16. Breath of the Dragon (+2d6)

Anu

Anu is a Saiyajin from my current DBZ/Bleach crossover game. She's a techie aboard the Generation Ship Vegeta which just landed on an Island 3 miles off the shore of Japan in my current arc. The ship has kinda thrown my party for a loop as this was supposed to be a normal game of Bleach, set during the storyline with the party influencing events with their future knowledge (We're playing geeks from the real world who accidentally cross over to the Bleach World.) Don't let the picture fool you she does have a tail.

Height: 5'4"

Weight: 130lbs

Hair: Blue

Eyes: Blue

Level: 15

HP: 210 / 300

RR: 2,276 / 3,720

SPV: 7

DR: 15/-

Wealth:

Reputation:

AD: 6

Dam: 4d6+3/7 Unarmed or Ki Blast

Exp: 105,000

STR: 16 / 24

DEX: 18 / 27

CON: 24 / 36

INT: 14 / 14

WIS: 16 / 16

CHA: 18 / 18

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Zanzuken
4. Reflex Saves
5. Ranged Shot
6. Fortitude Save
7. Will Save

CORE SKILLS

1. Swim
2. Intimidate
3. Balance
4. Bluff
5. Sense Motive
6. Treat Injury
7. Concentration
8. Spellcraft
9. Knowledge (Technology)
10. Craft (Electronic)
11. Knowledge (Mystic ARts Lore)

Flaws

- Noncombatant



- Vulnerable

Feats

1

- Saiyajin

- Blooded

- Improved Reiatu Capacity (Ki Feat)

- Bulk Up (Ki Feat)

- Talented (Ranged Shot, Fortitude, Will)

- Talented (Knowledge (Technology), Craft (Electronic), Knowledge (Mystic Arts Lore))

2

- Flight (Ki Feat)

- Body over Soul

3

- Power Up (Ki Feat)

- Spellcaster (Ki Feat x3)

4

- Super Saiyajin (Ki Feat)

5

- Trained off Tail Weakness

6

- Controlled Oozaru

- Reiatu Healing (Ki Feat)

7

- Inner Strength (Ki Feat)

8

- Saiyajin Power Boost (Ki Feat)

9

- Ki Shield

- Skill Focus (Intimidate)

10

- Bonus Feat: Overbearing Reiatu (Ki Feat)

- Genius Ki

11

- Bonus Feat: Reiatu Burst (Ki Feat)

- Improved Ki Shield

12

- Bonus Feat: Advanced Reiatu Burst (Ki Feat)

- Expanded Ki Ability

- Advanced Reiatu Healing (Ki Feat)

13

- Bonus Feat: Superior Reiatu Healing (Ki Feat)

- Greater Ki Shield

14

- Shape Ki

15

- Perfect Reiatu Healing (Ki Feat)

- Special Attack (Ki Feat)

Ki Abilities:

1. Infuse Power

2. Ki Barrier

3. Ki Blast

4. Superior Ki Blast

5. Strong Ki Barrier

6. Ki Deflection

7. Overwhelming Fire

Special Attack: Anu Shot (+xd6 Damage, +x Enhancement Bonus, Line, Line, Penetrating, Vampiric) (240 Power Level)

Coche

Coche, currently the most powerful being on the planet Earth. He's the leader of the Generation Ship Vegeta, and is possibly the most powerful character I've ever built for a game. When I first thought about the Generation Ship Vegeta, he was a thought experiment. I was wondering how soon you could get all the Super Saiyajin feats legally. Well I found out that you need 36 levels to do so, and a lot of Ki/Reiatsu feats.

Height: 6'2"

Weight: 190lbs

Hair: Black

Eyes: Black

Level: 36

HP: 930/1,290/1,290/1,650/2,010/2,370/822/1,146/1,290/1,542

RR: 8,000/14,370/14,370/22,320/31,850/42,960/30,736/40,621/48,295/59,207

SPV: Epic

DR: 36/-

Wealth: At Need

Reputation: 27

AD: 10

Dam:

Exp:

Norm / IS / SSJ / SS2 / SS3 / TSS4 / GO / SS4 / SS5 / SS6

STR: 21 / 31 / 31 / 42 / 52 / 63 / 34 / 53 / 61 / 75

DEX: 20 / 30 / 30 / 40 / 50 / 60 / 34 / 53 / 61 / 75

CON: 40 / 60 / 60 / 80 / 100 / 120 / 34 / 53 / 61 / 75

INT: 19 / 19 / 19 / 19 / 19 / 19 / 19 / 19 / 19 / 19

WIS: 19 / 19 / 19 / 19 / 19 / 19 / 19 / 19 / 19 / 19

CHA: 20 / 20 / 20 / 20 / 20 / 20 / 20 / 20 / 20 / 20

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Zanzuken
4. Reflex Saves
5. Fortitude Save
6. Ranged Shot

CORE SKILLS

1. Swim
2. Balance
3. Sense Motive
4. Intimidate
5. Bluff
6. Spellcraft
7. Knowledge (Mystic Arts)
8. Treat Injury
9. Concentration

Flaws

- Non Combatant
- Vulnerable



Feats

Fan Service: Well Endowed

Bonus Feat: Alive

1

- Saiyajin
- Blooded
- Talented (Fortitude Save, Ranged Shot, Concentration)
- Increased Reiatsu Capacity (Ki Feat)
- Spellcaster (Ki Feat x3)
- Skill Focus (Intimidate)

2

- Flight (Ki Feat)

3

- Stand Anywhere (Ki Feat)
- Power Up (Ki Feat)

4

- Overbearing Power Level (Ki Feat)

5

- Body Over Soul

6

- Super Saiyajin (Ki Feat)
- Swift Super Saiyajin (Ki Feat)

7

- Genius Ki

8

- Bonus Feat: Special Attack (Ki Feat)
- Trained Off Tail Weakness

9

- Expanded Ki Ability
- Combat Martial Arts

10

- Bonus Feat: Teaching (Ki Feat)
- Controlled Oozaru

11

- Shape Ki

12

- Ki Shield
- Defensive Martial Arts

13

- Bonus Feat: Ki Telepathy (Ki Feat)
- Instant Transmission (Ki Feat)

14

- Improved Ki Shield

15

- Bonus Feat: Potential Realizing Ceremony (Ki Feat)
- Bonus Feat: Realized Potential (Ki Feat)
- Reiatsu Healing (Ki Feat)
- Reiatsu Burst (Ki Feat)

16

- Greater Ki Shield

17

- Advanced Reiatsu Burst (Ki feat)

18

- Beyond Super Saiyajin (Ki Feat)
- Reiatsu Strike (Ki Feat)

19

- Reiatsu Defensive Aura (Ki Feat)

20

- Reiatsu Healing Aura (Ki Feat)

21

- Double Aura (Ki Feat)

- Epic Prowess

22

- Epic Blooded

23

- Golden Oozaru (Ki Feat)

24

- Super Saiyajin 3 (Ki Feat)

- Improved Saiyajin (Ki Feat)

25

- Interstellar Instant Transmission (Ki Feat)

26

- Spontaneous Special Attack (Ki Feat)

27

- Interdimensional Instant Transmission (Ki Feat)

- Superior Reiatsu Sensing (Ki Feat)

28

- In Can Feel the Other Side (Ki Feat)

29

- Bulk Up (Ki Feat)

30

- Super Saiyajin 4 (Ki Feat)

- True Super Saiyajin 4 (Ki Feat)

31

- Improved Super Saiyajin (Ki Feat)

32

- Bonus Feat: Reiatsu Shield (Ki Feat)

- Special Attack (Not Spent) (Ki Feat)

33

- Greater Super Saiyajin (Ki Feat)

- Super Saiyajin 5 (Ki Feat)

34

- Fast Healing

- Fast Healing

35

- Superior Super Saiyajin (Ki Feat)

36

- Fusion Dance (Ki Feat)

- Super Saiyajin 6 (Ki Feat)

Canna

Canna was the first Saiyajin encountered outside the party. A scout for the Generation Ship Vegeta, she arrived on Earth about three hours before the rest of the Saiyajins arrived. She's currently living with one of the player characters, and is very nearly dating one of the main NPCs.

Height: 5'4"

Weight: 130lbs

Hair: Black

Eyes: Black

Level: 17

HP: 268

RR: 2,822

SPL: grade bracket 9

DR: 17/-

Wealth: At Need

Reputation: 13

AD: 6

Dam: 4d6+5

Exp:

STR: 21

DEX: 19

CON: 29

INT: 15

WIS: 15

CHA: 21

BASE SKILLS

1. Unarmed Strike
2. Defense
3. Zanzuken
4. Reflex Saves
5. Ranged Shot
6. Fortitude Save
7. Will Save

CORE SKILLS

1. Swim
2. Balance
3. Intimidate
4. Sense Motive
5. Bluff
6. Knowledge (Mystic Arts Lore)
7. Spellcraft
8. Treat Injury

Flaws

- Vulnerable (-1 Defense)
- Noncombatant (-2 Weapon Attack)

Feats

Bonus: Alive

Fan Service: Well Endowed



1

- Saiyajin
- Blooded
- Talented (Ranged Shot, Fortitude, Will)
- Improved Reiatu Capacity (Ki Feat)
- Spellcaster (3 Ki Feats)
- Bulk Up (Ki Feat)

2

- Flight (Ki Feat)

3

- Stand Anywhere (Ki Feat)
- Skill Focus (Intimidate)

4

- Overwhelming Power Level (Ki feat)

5

- Reiatu Burst (Ki Feat)

6

- Advanced Reiatu Burst (Ki Feat)
- Super Saiyajin (Ki Feat)

7

- Inner Strength (Ki Feat)

8

- Improved Inner Strength (Ki Feat)

9

- Body over Soul
- Reiatu Healing (Ki Feat)

10

- No Tail

11

- Saiyajin Power Boost (Ki Feat)

12

- Special Attack (Ki Feat)
- Ki Shield

13

- Genius Ki
- Reiatu Strike (Ki Feat)

14

- Improved Ki Shield

15

- Improved Reiatu Sensing
- Reiatu Shield (Ki Feat)
- I Can Feel the Other Side (Ki Feat)

16

- Improved Reiatu Capacity (Ki Feat)
- Greater Ki Shield

17

- Super Saiyajin 2 (Ki Feat)

Ki Abilities

1. Ki Barrier
2. Strong Ki Barrier
3. Ki Blast
4. Superior Ki Blast
5. Ki Deflection
6. Overwhelming Fire
7. Anticipatory Shot
8. Infuse Power

Rukia Kuchiki

Rukia is by far one of my favorite anime characters. I'm not going to explain why right now, but this Rukia is part of my DBZ/Bleach crossover game. She's just learning how to infuse her Ki, and hybridizing that with her Shinigami training. Currently, in the game, she's got a crush on one of the player characters, though not the one the player's expected. This is also the Rukia before she got captured by Soul Society, though in this universe, she's receiving training from captain level shinigami in the form of the Vizards, whom the party contacted early.

HEIGHT: 4'8 1/2"
WEIGHT: 73 lbs
HAIR: Black
EYES: Purple
SPECIES: Shinigami

STR: 14
DEX: 16
CON: 14
INT: 16
WIS: 16
CHA: 18

HP: 93
SPV: Grade Bracket 4
RR: 986
REG: 0
FH: 0
AD: 4
DR: 9/-

BASE SKILLS

1. Weapon Attack (+16)
2. Defense (+15)
3. Reflex Save (+15)
4. Flash Step (+27)
5. Unarmed Strike (+15)
6. Will Save (+15)
7. Fortitude Save (+14)
8. Ranged Shot (+15)

CORE SKILLS

1. Spellcraft (+15)
2. Knowledge (Kido Lore) (+15)
3. Bluff (+15)
4. Sense Motive (+15)
5. Intimidate (+16)
6. Swim (+15)
7. Escape Artist (+15)
8. Treat Injury (+15)
9. Tumble (+17)
10. Concentration (+14)



FEATS

Fan Service

- Loudmouth

1

- Shinigami

- Spellcaster (3x Ki Feat)

- Weapon Skill Focus (Weapon Attack)

- Enlightened (Ki Feat)

- Blooded

- Improved Flash Step

2

- Talented (Tumble, Unarmed Strike, Will Save)

3

- Multiple Type (Projectile)

- Shikai

4

- Elemental Power (Elemental Style Attacks are Empowered 3/day)

5

- Reitsu Healing (Ki Feat)

- Talented (Concentration, Fortitude Save, Ranged Shot)

6

- Elemental Force (Elemental Damage counts as Force damage when advantageous)

- Increased Flash Step (+10 to Flash Step checks)

7

- Seasoned

8

- Eishohaki (Shakkaho) (Ki Feat)

9

- Zanpakutou Domain

- Quick Release

10

- Bonus Feat: Ki Infused (Ki Feat)

SHIKAI

Dance, Sode no Shirayuki

(Ice, Kido, Projectile)

1. Kido Blast

2. Ice Form

3. Kido Cylinder

4. Ice Blade

5. Kido Line

6. Icy Regeneration

Ki Abilities

1. Ki Barrier

Nicoli Jervaise

Nicoli wasn't ever named in the game he's from. He's merely a Sasori Scientist that was on the run from everybody because he had an ancient artifact much like Alfred. His presence was only felt once, when the team had to break into his lab and stop his experiments. Little did they know that he wasn't experimenting, until the team presented him with a broken hollow mask, which he experimented on for the remainder of the game.

Height: 5'8"

Weight: 175lbs

Hair: Black

Eyes: Blue

Level: 15

HP: 210

SPV: 7

RR: 1,245

DR: 15

Re: 17

FR: 25

STR: 15

DEX: 11

CON: 19

INT: 25 (45)

WIS: 19

CHA: 15

BASE SKILLS

1. Weapon Attack (+20)
2. Defense (+32)
3. Fortitude Save (+22)
4. Reflex Save (+18)
5. Unarmed Strike (+18)

CORE SKILLS

1. Bluff (+20)
2. Sense Motive (+22)
3. Intimidate (+20)
4. Use Magic Device (+20)
5. Use Technological Device (+25)
6. Craft (Biological) (+28)
7. Concentration (+22)
8. Spellcraft (+25)
9. Hide (+18)
10. Move Silently (+18)

Feats

1

- Sasori
- Claw
- Second Claw
- Rend
- Hard Shell
- Improved Hard Shell

2

- Spellcaster



3

- Enlightened
- Bloodied

4

- Hearty

5

- Scorpion Lord (+2 Con, +7 Natural Armor, Vermin Traits)

6

- Skill Focus (Craft[biological])
- Seasoned

7

- Talented (Unarmed Strike, Hide, Move Silently)

8

- Craft Sasori Object

9

- Self Experimentation (Regeneration, Fire, Acid)
- Fire Resistance

10

- Craft Soul Crystal

11

- Self Experimentation (High Speed Regeneration)

12

- Sasori Mastercrafter
- Fire Subtype

13

- Improved Hard Shell

14

- Improved Hard Shell

15

- Improved Hard Shell
- Improved Hard shell

Talia

Talia was a Mamushi that was another holder of the ancient artifacts from my last campaign. There were seven in total, each with a different Spell-like ability. Talia, being an innocent with an evil upbringing, didn't realize what she was doing was evil when she was hungry, and turned people into chickens to eat. Once the party let her know that was evil, she latched onto them as teachers, and moved in with the main characters.

Height: 8feet long
Weight: 250lbs
Hair: Brown
Eyes: Brown

Level: 16
HP: 190
RR: 1,265
SPV: 8
DR: 16

STR: 18
DEX: 26
CON: 20
INT: 16
WIS: 14
CHA: 14

BASE SKILLS

1. Unarmed Strike (+25)
2. Defense (+29)
3. Flash Step (+19)
4. Reflex (+19)

CORE SKILLS

1. Survival (+15)
2. Sense Motive (+14)
3. Bluff (+14)
4. Tumble (+19)
5. Jump (+16)
6. Spot (+14)
7. Sleight of Hand (+21)
8. Use Magic Device (+14)

Feats

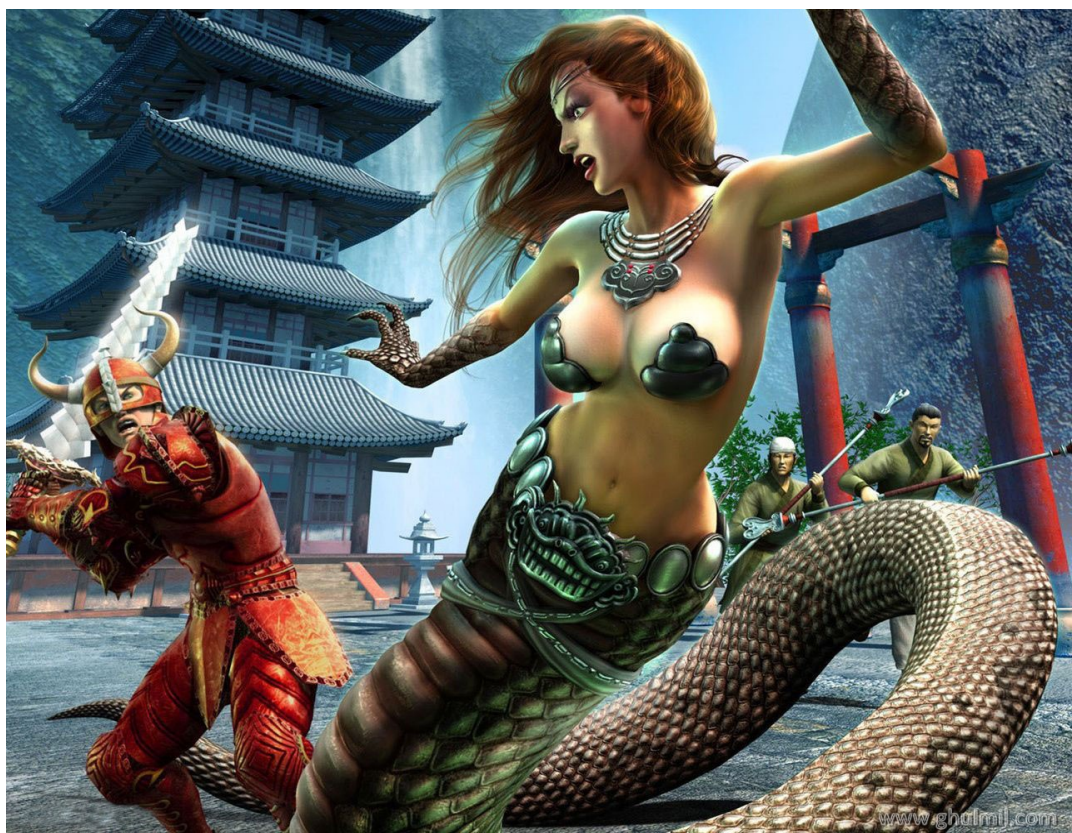
Fan Service: Simpleton

1

- Mamushi (1d6 damage per unarmed strike attack 29 DC Poison)
- Tail Slap (1d8 damage per unarmed strike attack)
- Blooded (+5 HP per level)
- Seasoned (+3 to all Core Skills)
- Weapon Skill Focus (Unarmed Strike)
- Dodge

2

- Spellcaster



3

- Abomination (+2 to Dex, 1/2 Level as Natural Armor, Burrow 15 ft, Suggestion Spell-Like ability)
- Enlightened

4

- Mobility

5

- Speed of Thought

6

- Speed of Battle
- Spring Attack

7

- Speed of Mind

8

- Speed of Power

9

- Speed of Infinity
- Improved Grab

10

- Multiattack

11

- Skill Focus (Intimidate)

12

- Reitsu Striking Aura (+6 to Attack)
- Reitsu Defensive Aura (+6 to Defense)

13

- Double Aura

14

- Reitsu Healing

15

- Set's Devotion
- Improved Channel Divinity

16

- Set's Hope

Yuzu Kurosaki

In the last game I ran, Yuzu had grown up to a beautiful, but still very innocent, 18 year old girl. She developed a massive crush on one of the main characters, and after expressing this crush, began dating him. She developed her Shinigami powers in game, through training similar to her brother's.

Height: 5'4"

Weight: 95lbs

Hair: Brown

Eyes: Brown

Level: 10

HP: 120

SPV: 5

DR: 10

RR: 928

STR: 18

DEX: 17

CON: 18

INT: 18

WIS: 12

CHA: 18

BASE SKILLS

Weapon Attack

Unarmed Strike

Defense

Reflex Save

Fortitude Save

CORE SKILLS

Profession (Housemaid/Cook)

Bluff

Sense Motive

Spellcraft

Swim

Jump

Tumble

Craft (Food)

Intimidate

Balance

Feats

Fan Service: Simpleton

1

- Shinigami

- Blooded

- Talented (Intimidate, Fortitude Save, Balance)

- Alive

- Combat martial Arts

- Defensive Martial Arts

2

- Spellcaster



3

- Shikai
- Enlightened

4

- Improved Combat Martial Arts

5

- Advanced Combat Martial Arts

6

- Weapon Skill Focus (Weapon Attack)
- Expanded Release

7

- Inner Strength

8

- Incredible Defense

9

- Increased Inner Strength
- Expanded Release

10

- Bankai

Shikai

1. Spirit Blast (2d8)
2. Spirit Blast (+2d8)
3. Spirit Blast (+2d8)
4. Rapid Blast
5. Rapid Blast
6. Greater Spirit Blast

Bankai:

1. Spirit Blast (2d8)
2. Spirit Blast (2d8)
3. Spirit Blast (2d8)
4. Spirit Blast (2d8)
5. Spirit Blast (2d8)
6. Rapid Blast
7. Rapid Blast
8. Greater Spirit Blast
9. Alternate Form (Greatsword)
10. Sharpen Metal
- B1. Mystic Regeneration

Karin Kurosaki

Karin Kurosaki also developed a crush on one of the main characters, but backed off to allow her sister to have her first boyfriend coaching the girl through what she needed to do to keep her boyfriend as she was much more experienced in the ways of the world than her sister.

Height: 5'4"

Weight: 90lbs

Hair: Black

Eyes: Brown

Level: 10

HP: 120

SPV: 5

DR: 10

RR: 1,026

STR: 18

DEX: 17

CON: 18

INT: 17

WIS: 13

CHA: 17

BASE SKILLS

Weapon Attack

Unarmed Strike

Defense

Reflex Save

Will Save

Flash Step

CORE SKILLS

Swim

Intimidate

Bluff

Sense Motive

Balance

Tumble

Knowledge (Real World)

Use Magical Device

Use Technological Device

Feats

Fan Service: Dark

Hero

1

- Shinigami

- Alive

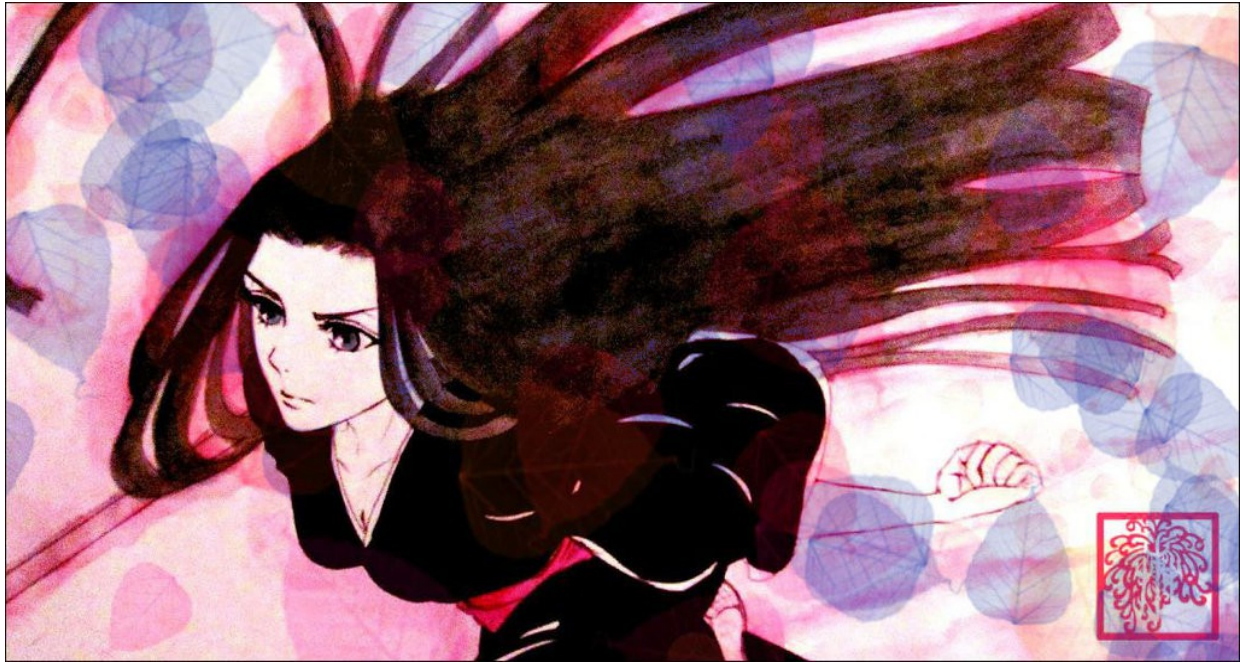
- Blooded

- Living Shinigami

- Spellcaster

- Talented (Will,

Flash Step, Use



Technological Device)

2

- Seasoned

3

- Constant Release

- Expanded Release

4

- Expanded Release

5

- Expanded Release

6

- Reiraku Hunter

- Skill Focus Intimidate

7

- Overbearing Reiatsu

8

- Reiatsu Burst

9

- Improved Reiatsu Burst

- Reiatsu Strike

10

- Incredible Defense

Zanpakutou

1. Spirit Blast (4d8 damage, 80 feet)

2. Spirit Blast (+2d8 Damage)

3. Spirit Blast (+30 Feet)

4. Change Form (Greatsword, 2d6 damage)

5. Sharpen Metal

6. Greater Sharpen Metal

7. Superior Sharpen Metal

Shiin Hatsukoi

Shiin was a friend of Mai Shirayuri and Kotohoshi Pinippu. He was very happy with his position in squad 4, and was generally a soft spoken, outgoing person. The only exception was his seathing hatred of one of the PCs. No one ever knew why he hated him, but it was for a perceived slight that happened at the beginning of the campaign.

Height: 6'5"

Weight: 200lbs

Hair: Brown

Eyes: Blue

Level: 5

HP: 75

RR: 760

SPV: 3

DR: 5/-

Wealth: +10

Reputation: +3

AD: 4

Dam: 2d6+2

Exp:

STR: 14

DEX: 14

CON: 18

INT: 18

WIS: 20

CHA: 18

BASE SKILLS

1. Weapon Attack
2. Defense
3. Will Save
4. Fortitude Save
5. Reflex Saves
6. Flash Steps
7. Unarmed Strikes

CORE SKILLS

1. Swim
2. Sense Motive
3. Intimidate
4. Bluff
5. Escape Artist
6. Treat Injury
7. Spellcraft
8. Knowledge (Kido Lore)

Flaws

- Bad Hands
- Vulnerable



Feats

1

- Shinigami
- Spellcaster
- Specialized (Healing)
- Enlightened
- Blooded
- Talented (Reflex Saves, Flash Steps, Unarmed Strike)

2

- Skill Focus (Treat Injury)

3

- Constant Release
- Supersonic Strike

4

- Improved Reiatu Capacity

5

- Reiatu Healing

Constant Release

1. Healing Attack
2. Increased Power
3. Increased Proficiency
4. Healing Aura

Kashiko Hisage

Another of Mai's friends from my last campaign, Kashiko very much emulated her captain in the fact that she drank a lot and flirted a great deal with just about anybody. She admired her captain very much, and was saddened when her Zanpakutou turned out to be fire based instead of wind based. She was however close friends with the party, especially the one PC that Shiin hated. She was honestly the only woman in Soul Society that didn't think he was a creep.

Height: 5'8"

Weight: 125lbs

Hair: Brown

Eyes: Brown

Level: 5

HP: 75

RR: 480

SPV: 3

DR: 5/-

Wealth: +8

Reputation: 5

AD: 4

Dam: 2d6+4 (Unarmed or Swords)

Exp:

STR: 18

DEX: 14

CON: 18

INT: 16

WIS: 16

CHA: 20

BASE SKILLS

1. Weapon Attack
2. Defense
3. Reflex Saves
4. Will Saves
5. Unarmed Strikes
6. Flash Steps
7. Fortitude Saves

CORE SKILLS

1. Swim
2. Intimidate
3. Bluff
4. Sense Motive
5. Escape Artist
6. Balance
7. Spellcraft
8. Knowledge (Kido Lore)

Flaws

- Shaky
- Vulnerable



Feats

1

- Shinigami
- Alternate Zanpakutou Form (Twin Katanas)
- Blooded
- Endurance
- Diehard
- Heroic Attribute (Constitution)
- Spellcaster

2

- Weapon Skill Focus (Unarmed Strike)
- Talented (Unarmed Strike, Flash Steps, Fortitude Save)

3

- Constant Release
- Supersonic Strike

4

- Expanded Release

5

- Inebriated Metabolism

Constant Release:

Flaw: Summon is really a sentient being instead of being controlled by the user

1. Summon (Wolf)
2. Fire Form
3. Fire Blade
4. Improved Summons (Hit Points)
5. Retain Blade

Jusditz

This was a character played by Jusditz during one of the playtest games we ran. His theme was a Seraphim. We were playing ourselves with Bleach style powers.

Height: 6'2"
Weight: 190lbs
Hair: Brown
Eyes: Brown

Level: 19
HP: 201
RR: 1,650
SPV: -
DR: 19/-
Wealth: +36
Reputation: 17
AD: 6
Dam: 5d6+0 Unarmed
Exp:

STR: 11
DEX: 15
CON: 19
INT: 15
WIS: 17
CHA: 35

BASE SKILLS

1. Weapon Attack
2. Defense
3. Unarmed Strike
4. Will Save

CORE SKILLS

1. Spellcraft
2. Sense Motive
3. Bluff
4. Diplomacy
5. Listen
6. Search
7. Spot
8. Intimidate

Flaws

-
-

Feats

Fan Service: Well Endowed



1

- Hollow (Unarmed, Special: Demon Traits, Cero, Glamorous Cero, Fast Healing, Fast Healing, Enhanced Speed, Energy Resistance Fire)
- Corrupted
- Zenshaba
- Hollow Growth Power: Extra Limb: Wing
- Hollow Growth Power: Extra Limb: Wing
- Blooded

2

- Skill Focus (Intimidate)

3

- Transformation (+6 Cha, +2 Dex, *Spellscore Modifier as Natural Armor, Blooded, Blooded, Extra Limb: Wing, Extra Limb: Wing, Wing Buffet, Wing Buffet*)
- Improved Zenshaba

4

- Hollow Growth Power: Improved Hollow Flight

5

- Hollow Growth Power: Improved Hollow Flight

6

- Transformation (+20 Cha, +4 Dex, *Spellscore Modifier as Natural Armor, Blooded, Blooded, Extra Limb: Wing, Extra Limb: Wing, Wing Buffet, Wing Buffet, Extra Limb: Wing, Extra Limb: Wing, Wing Buffet, Wing Buffet*)
- Heroic Attribute (Charisma)

7

- Powerful Transformations

8

- Transformation (+40 Cha, +8 Dex, *Spellscore Modifier as Natural Armor, Blooded, Blooded, Extra Limb: Wing, Extra Limb: Wing, Wing Buffet, Wing Buffet, Extra Limb: Wing, Extra Limb: Wing, Wing Buffet, Wing Buffet*)

9

- Sealed Form
- Unleashed

10

- Resurreccion

11

- Gran Rey Cero

12

- Vastro Lorde Power: Full Power Zanpakutou
- Greater Zenshaba

13

- Bonus Feat: Leadership
- Reiatu Healing (Reiatu Feat)

14

- Vastro Lorde Power: Dreadful Wounds

15

- Perfection of Form
- Overbearing Reiatu (Reiatu Feat)

16

- Iyashii

17

- Kesutenka

18

- Greater Iyashii
- Reiraku Hunter (Reiatu Feat)

19

- Monstrosity

Zenshaba

1. Dancing Lights
2. Change The Source (Charisma)
3. Blinding Flash
4. Improved Blinding Flash
5. Greater Blinding Flash
6. Superior Blinding Flash
7. Blinding Flash (+5 Feet Radius)
8. Temporal Reconciliation
9. Time Devour
10. Precognition
11. Greater Precognition
12. Superior Precognition
13. Temporal Jump
14. Crack in Time
- B1. Enhanced Bankai Shape (Temporal Reconciliation, Temporal Reconciliation)
- B2. Enhanced Bankai Shape (Quicken Time, Time Schism)
- B3. Enhanced Bankai Shape (Attack Type Specialist (Fortitude), Change Reiatsu Source (Charisma))
- B4. Negate Defenses
- B5. Furious Blade

Iyashii

1. Charm
2. Improved Charm
3. Greater Charm
4. Mass Charm
5. Dominate
6. Improved Dominate

Dionon

This was my personal NPC for my last Bleach Game. He was me, but I'm not giving out my real name. He was a Shougakubou originally, but died when Aizen caused everyone's death in one arc.

Height: 5'9"
Weight: 180lbs
Hair: Brown
Eyes: Blue

Level: 19
HP: 258
RR: 2,310
SPV: 9
DR: 19/-
Wealth: +20
Reputation: 12
AD: 6
Dam: 10d6+5
(Sword)
Exp:

STR: 20
DEX: 18
CON: 25
INT: 17
WIS: 20
CHA: 30

BASE SKILLS

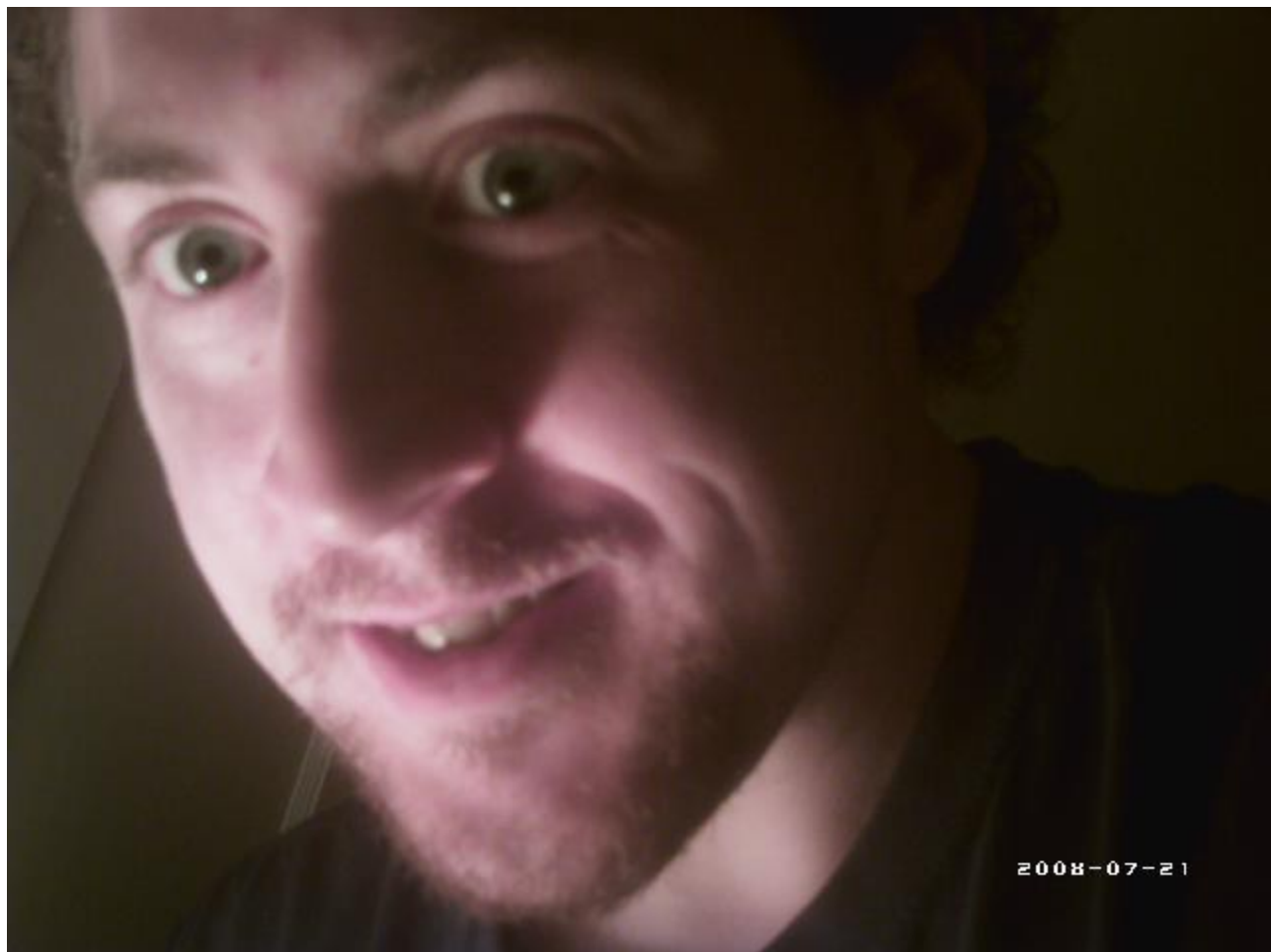
1. Weapon Attack
2. Flash Step
3. Defense
4. Reflex Save
5. Unarmed Strike

CORE SKILLS

1. Bluff
2. Treat Injury
3. Sense Motive
4. Intimidate
5. Swim
6. Knowledge (Seretai)
7. Knowledge (Kido)
8. Concentration
9. Spellcraft

Flaws

-
-



Feats

Fan Service: Sentai

1

- Bonus Feat: Oldblood (Shougakubou)
- Shinigami
- Blooded
- Weapon Skill Focus: Weapon Attack (+4 Weapon Attack)
- Spellcaster (Reiatsu Feat x3)
- Talented (Unarmed Strike, Concentration, Spellcraft)
- Alternate Weapon Form (D20 Modern Katana)

2

- Skill Focus (Intimidate)

3

- Seasoned
- Constant Release

4

- Enlightened (Reiatsu Feat)

5

- Elemental Power (Elemental Attacks Maximized SS MOD/Day)

6

- Bonus Feat: Alternate Release
- Expanded Release
- Expanded Release

7

- Elemental Force (Elemental Damage counts as Force)

8

- Bonus Feat: Variable Release
- Greater Constant Release

9

- Elemental Mastery (Ignore first 19 points of resistance)
- Expanded Release

10

- Reiatsu Healing (Reiatsu Feat)

11

- Reiatsu Healing Aura (Reiatsu Feat)

12

- Reiatsu Defensive Aura (Reiatsu Feat)
- Double Aura (Reiatsu Feat)

13

- Defensive Skill Focus: Defense (+5 Defense)

14

- Advanced Reiatsu Healing (Reiatsu Feat)

15

- Reiraku Hunter (Reiatsu Feat)
- Incredible Defense

16

- Inner Strength (Reiatsu Feat)

17

- Superior Reiatsu Healing (Reiatsu Feat)

18

- Supersonic Strike
- Increased Inner Strength (Reiatsu Feat)

19

- Perfect Reiatsu Healing (Reiatsu Feat)

GREATER CONSTANT RELEASE

1. Healing Attack
2. Flame Blade (+2d6 Fire Damage)
3. Greater Flame Blade (+2d6 Fire Damage)
4. Superior Flame Blade (+2d6 Fire Damage)
5. Restorative Healing
6. Regeneration
7. Igniting Touch (2d6 damage, DC 38)
8. Igniting Touch (+1d6 damage)
9. Igniting Touch (Ignite Non Flammable Objects)
10. Igniting Touch (+1d6 Damage)
11. Igniting Touch (+1d6 Damage)
12. Igniting Touch (+1d6 Damage)
13. Pain Release
14. Pain Release
15. Pain Release
16. Pain Release
17. Pain Release
18. Restorative Healing
19. Restorative Healing
20. Increased Potency
21. Increased Power
22. Chain Healing

ALTERNATE REALEASE

1. Flame Blade
2. Greater Flame Blade
3. Superior Flame Blade
4. Swift Flame Blade
5. Fire Blade
6. Igniting Touch
7. Igniting Touch (Ignite Non Flammable Objects)
8. Igniting Touch (+1d6 Damage)
9. Igniting Touch (+1d6 Damage)
10. Igniting Touch (+1d6 Damage)
11. Igniting Touch (+1d6 Damage)

VARIABLE RELEASE

1. Healing Attack
2. Restorative Healing
3. Regeneration
4. Flame Blade
5. Greater Flame Blade
6. Superior Flame Blade
7. Healing Aura
8. Healing Aura (+5 Fast Healing)
9. Healing Aura (+5 Fast Healing)
10. Healing Aura (+5 Fast Healing)
11. Healing Aura (+5 Fast Healing)
12. Healing Aura (+5 Fast Healing)
13. Pain Release
14. Pain Release
15. Pain Release
16. Pain Release
17. Pain Release
18. Restorative Healing
19. Restorative Healing
20. Increased Potency
21. Increased Power
22. Chain Healing

Odin

Created by Jeroitz, Odin was a character that was based off the mythological God of the same name.

Height: 5'11"
Weight: 175lbs
Hair: Blue
Eyes: Orange

Level: 18
HP: 300
RR: 2,330
DR: 18/-
Wealth: At Need
Reputation: 18
AD: 8
Dam: 7d6
Exp:

STR: 24
DEX: 24
CON: 31
INT: 22
WIS: 11
CHA: 11

BASE SKILLS

1. Weapon Attack
2. Defense
3. Reflex
4. Initiative
5. Will

CORE SKILLS

1. Sense Motive
2. Intimidate
3. Bluff
4. Swim
5. Concentration
6. Treat Injury
7. Spot
8. Listen

Flaws

- Stupid
- Poor Hands

Feats

- Lvl1** Shinigami
Sealed
Alternate Zanpakutou Form
Twin Zanpakutou Mastery
Sealed Zanpakutou Ability
Improved Reiatsu Capacity
Pirate Look
- Lvl2** Blooded



- Lvl3** Improved Reiatu Capacity
Body over Soul (Con)
- Lvl4** Power Of The Soul (+1 Shikai)
- Lvl5** Unleashed
Constant Release
- Lvl6** Power Of The Body (Fast Healing)
Leadership
- Lvl7** Talented
Kentate
- Lvl8** Power Of The Mind (+1 Shikai)
- Lvl9** Greater Constant Release
Perfect Shikai (+1[BW])
- Lvl10** Expanded Release
Multiple Type
- Lvl11** Enduring Release (+1[BW])
- Lvl12** Sealed Zanpakutou Ability
Weapon Skill Focus (Weapon Attack)
Elemental Power
- Lvl13** Perfect Bankai (+4 Shikai)
Sealed Zanpakutou Ability
- Lvl14** Elemental Force
- Lvl15** Weapon Skill Specialization (Weapon Attack)
Hollow Within
Masked Warrior
- Lvl16** Elemental Mastery
- Lvl17** Hero's Comback
Soul Companion
- Lvl18** Cero
Expanded Release

Zantetsuken (Scimitar): 7d6 + 6d6 + 6d6 + 5d6 + 17

- S1. Sharpen Weapon
- S2. Crackling Blade
- S3. Weapon of Heaven
- 1. Greater Crackling Blade
- 2. Superior Crackling Blade
- 3. Swift Crackling Blade
- 4. Lightning Adaptation
- 5. Lightning Adaptation
- 6. Lightning Adaptation
- 7. Lightning Adaptation
- 8. Lightning Adaptation
- 9. Supercharge
- 10. Lightning Bolt
- 11. Thunderstorm
- 12. Black Cloud Duelist
- 13. Legend Of The Storm
- 14. Greater Sharpen Weapon
- 15. Superior Sharpen Weapon
- 16. Swift Sharpen Weapon
- 17. Keen Weapon
- 18. Keen Weapon
- 19. Weighted Weapon
- 20. Weighted Weapon
- 21. Weapon of Heaven
- 22. Weapon of Heaven
- 23. Improved Weapon of Heaven (Mindcrusher)
- 24. Greater Weapon of Heaven (Shadow Striking)

Gungnir (Short Spear): 7d6 + 6d6 + 30

S1. Mighty Projectile

S2. Precise Projectile

S3. Calculated Projectile

1. Ranged Form

2. Improved Ranged Form

3. Greater Ranged Form

4. Superior Ranged Form

5. Perfect Ranged Form

6. Air Swordsman

7. Improved Air Swordsman

8. Greater Air Swordsman

9. Sharpen Weapon

10. Greater Sharpen Weapon

11. Superior Sharpen Weapon

12. Swift Sharpen Weapon

13. Increased Reach

14. Keen Weapon

15. Weighted Weapon

16. Weapon of Heaven

17. Weapon of Heaven

18. Weapon of Heaven

19. Weapon of Heaven

20. Weapon of Heaven

21. Power or Speed

22. Power or Speed

23. Power or Speed

24. Power or Speed

Daisuke Kaneko

Daisuke Kaneko was a bounty character created by Jeroitz. He actually managed to kill a level 30 character. It was the reason I rewrote the Poison type.

Height: 6'2"

Weight: 175lbs

Hair: White

Eyes: Red

Level: 18

HP: 120

RR: 1,450

SPV: -

DR: 18/-

Wealth: At Need

Reputation:

AD: 6

Dam: 5d6+4 (Unarmed), 5d8+4 (Bite)

Exp:

STR: 18

DEX: 16

CON: 20

INT: 16

WIS: 16

CHA: 18

BASE SKILLS

1. Weapon Attack
2. Defense
3. Flash Step
4. Unarmed Strike
5. Reflex
6. Will
7. Fortitude

CORE SKILLS

1. Hide
2. Move Silently
3. Sense Motive
4. Intimidate
5. Swim
6. Spellcraft
7. Knowledge (Seretai)
8. Concentration

Flaws

-
-



Feats

Fan Service: Sentai

1

- Bounto
- Weapon Form
- Talented (Fortitude, Reflex, Will)
- Oldblood (Shinigami)
- Alive
- Hollow Within

2

- Living Shinigami

3

- Bountiful Harvest
- Improved Natural Attack (Bite)

4

- Soul Companion

5

- Reiatrics Healing (Reiatrics Feat)

6

- Gerschenk Der Seele
- Reiraku Hunter (Reiatrics Feat)

7

- Bonus Feat: Increased Flash Step
- Judge Opponent

8

- Berurhen Der Puppe

9

- Improved Critical (Bite)
- Leadership
- Weapon Form Release

10

- Letzte Obfer

11

- Masked Warrior

12

- Improved Hollow Within
- Blood Drain

13

- Power of the Soul (Reiatrics Feat)

14

- +1 Shikai Ability (Reiatrics Feat)

15

- Power of the Body (+1 BW) (Reiatrics Feat)
- Greater Hollow Within

16

- +1 Shikai (Reiatrics Feat)

17

- Power of the Mind (Reiatrics Feat)

18

- Advanced Hollow Within
- Augmented Critical

Weapon Form

1. Excrete Poison
2. Improved Virulence
3. Greater Virulence
4. Venom Cloud
5. Superior Venom Cloud
6. Strange Toxin (Reflex)
7. Strange Toxin (Will)
8. Evil Poison
9. Murderous Flower of Eden
10. Rapid Venom Cloud
11. Rapid Venom Cloud
12. Rapid Venom Cloud
13. Improved Venom Cloud
14. Greater Venom Cloud
15. Evil Poison (Duration)
16. Evil Poison (Duration)
17. Venom Cloud

Weapon Form Release

1. Excrete Poison
2. Improved Virulence
3. Greater Virulence
4. Venom Cloud
5. Superior Venom Cloud
6. Strange Toxin (Reflex)
7. Strange Toxin (Will)
8. Evil Poison
9. Murderous Flower of Eden
10. Rapid Venom Cloud
11. Rapid Venom Cloud
12. Rapid Venom Cloud
13. Improved Venom Cloud
14. Greater Venom Cloud
15. Evil Poison (Duration)
16. Evil Poison (Duration)
17. Venom Cloud
18. Planetary Attraction
19. Increase Gravity
20. Fold Space
21. Zero Shift
22. Increase Gravity
23. Zero Shift
24. Increase Gravity
25. Zero Shift
26. Black Hole
- B1. Dash and Slash
- B2. Tempo
- B3. Expert Strike
- B4. Fire Baptism
- B5. Vital Pierce

Misaki Toshiko

History:

Misaki's parents were killed by a hollow when she was young, even then, she barely survived the attack. After killing her parents, the beast turned on her, however; she was saved by whom she thought was normal person passing by. This person, Maxwell Smith as he called himself, turned out to be a Quincy, a relative of one of the few remaining quincy's after their destruction by the hands of the Shinigami. The attack however, didn't leave her without any scars, while nothing physical, Misaki has poor health, and is prone to get sick very easily.

Throughout the years after the attack, Maxwell trained her in the way of the quincy. She learned quickly, practicing hard in order to destroy the very monsters that killed her family.

Another thing she learned from Max was her ability to steal. Max never really had a normal job that Misaki saw, but he always seemed to have a lot of money on hand. After she had been with him about 2 years, she confronted him on this and he told her what he did for a living. Not only told her but also trained her in the ways of it as well. Though not good at picking people's pockets she found she excelled at hacking.

Over the years, she continued to train with Max, until one day he just disappeared without a trace. Misaki spent months looking for him but to no avail, eventually giving up to continue on with her hunt against hollows.

Brief Description of her personality:

Misaki is a distance fighter, she realized from an early age that she was no good in melee combat, preferring to stay as far as possible away from her target instead of getting in close. While she can fight in close range, she will only use that as a last resort.

Misaki considers herself good, her main goal in life is to kill hollows. However, in order to maintain her life she has no qualms about stealing, her main form of stealing is hacking.

If the situation is looking dire, she will try to talk her way out of it before she resorts to violence, unless there are hollows involved, then she is prone to start shooting first.

Creator Name: Orphen

Height: 5'1"

Weight: 119

Hair: Pink

Eyes: Light Pink

Species: Quincy (Human)

Level: 18

HP: 151

RR: 990

SPV: NA

DR: 18

Wealth: +10

Reputation: +4 (She has +2 for the prestige paths, but she tries to remain inconspicuous)

AD: 6d10 (d10's for being Alive)

Dam: 5d6 + 10 WSP + 2 ESA (+5 damage if within 30ft) Crit x3 Range Line of Sight'

Exp: 136000

STR: 13

DEX: 20

CON: 14

INT: 18

WIS: 24

CHA: 15



BASE SKILLS

1. Ranged Shot (Wis): 45 (27 + 7 Wis + 5 WSF + 4 PW + 2 ER)
2. Will Save (Wis): 34 (27 + 7 Wis)
3. Reflex Save (Dex): 32 (27 + 5 Dex)
4. Flash Step (Dex): 32 (27 + 5 Dex)

CORE SKILLS

1. Computer Use (Int): 31 (27 + 4 Int)
2. Balance (Dex): 32 (27 + 5 Dex)
3. Craft Electronic (Int): 31 (27 + 4 Int)
4. Disable Device (Dex)
5. Hide: 32 (27 + 5 Dex)
6. Move Silently: 32 (27 + 5 Dex)
7. Listen: 34 (27 + 7 Wis)
8. Spot: 34 (27 + 7 Wis)
9. Search: 34 (27 + 7 Wis)
10. Tumble (Dex): 32 (27 + 5 Dex)
11. Concentration (Con) 29 (27 + 2 Con)
12. Diplomacy (Cha): 29 (27 + 2 Cha)
13. Escape Artist (Dex): 32 (27 + 5 Dex)
14. Sense Motive (Wis): 34 (27 + 7 Wis)

Flaws

- Poor Hands (-2 to unarmed strike)
- Meager Fortitude (-3 on Fortitude Rolls)

Feats

Four-Eyes

1. Quincy
2. Blooded
3. Sneak Attack
4. Sneak Attack
5. Talented
6. Talented
7. Point Blank Shot
8. Rapid Shot
9. Specialized Bow
10. Weapon Skill Focus (Ranged Shot)
11. Weapon Skill Specialization (Ranged Shot)
12. Precise Shot
13. Double Shot (Kyuujutsu Master Prestige feat)
14. Composite Bow (Shikai Ability)
15. Trick Shot (Kyuujutsu Master Prestige Feat)
16. Enhanced Spiritual Absorption
17. Rain of Arrows (Kyuujutsu Master Prestige Feat)
18. Primary Weapon (Sniper Prestige Feat)
19. Extended Range (Sniper Prestige Feat)
20. Extended Sneak Attack (Sniper Prestige Feat)
21. Further Range (Sniper Prestige Feat)
22. One Shot One Kill (Sniper Prestige Feat)
23. Improved Flash Step
24. Hirenyaku
25. Senrai Training
26. Web Bow
27. Web Bow
28. Improved Senrai Training
29. Quincy Bankai
30. Composite Bow (Shikai Ability)

31. Composite Bow (Shikai Ability)

Master Shots:

Soul Shot

Anticipatory Shot

Stepping Shot

Pushing Shot

Bow Shikai Abilities:

Assassins Strike x4

Swift Assassins Strike x3

Bow Bankai Abilities:

Assassins Strike x4

Swift Assassins Strike x3

Assassins Onslaught x4

Assassins Blade

Improved Assassins Blade

Elise

History:

Elise was a survivor of the destruction of the Bounts by the Shinigami, using her ability to hide her reiatsu and finding a small corner that she was lucky was overlooked. She spend the next few days hiding out in the cave, scared that she might be found and killed like the rest of the bounts, but nothing happened. She eventually decided it was time for her to venture forth into the world, wanting to know if there was anyone else alive. She spent years alone, searching but never finding, feeding when necessary to keep herself alive.

The years of loneliness took their toll on her, causing her mind to warp, making her think she is supposed to be alone. She struggled with these thoughts for a time before they finally overwhelmed her; when this realization hit, she did the only thing that she thought to make that happen, she devoured her doll.

After that, she took solace in being alone, preferring it to the company of people. Not that she abandoned them completely.

Throughout the many years that followed, she found she had the ability to manipulate people, bending them to her will, making them do things she needed done and then in the end killing them and drinking their blood. She would never stay in one place to long as eventually people would start getting suspicious. This is how she has been living to the present day, accumulating wealth from those she has manipulated or killed.

Personality:

Elise prefers to be alone, living that way for countless years on end. However, she is capable of functioning normally in a group. She is quite skilled in lying and sweet talking her way into people's lives, especially those she sees as useful to her or those she decides she wants to eat. She will first use guile and deceit to trick people into helping her or allowing her to get close to them in order to feed, however she isn't above using her reiatsu to paralyze people with fear in order to get what she wants from them either.

She has a special hatred for Shinigami who she blames for her current state, though she won't outright attack them, finding it entertaining to try to gain their trust first before killing them, but if that doesn't she has no hang ups about killing them outright.

When she gets hungry, Elise's eyes will turn red, she turns more feral and will attack almost anyone in this state.

Creator Name: Orphen

Height: 5'2"

Weight: 123

Hair: Brown

Eyes: Blue (Sometimes red depending on how hungry she is)

Species: Bount

Level: 21

HP: 382

RR: 1,660

SPV: NA

DR: 21

Wealth: 24

Reputation: 14

AD: 7d6

Dam: 5d8 + 10 Dex Crit 17-20 x3

Bonus: 1 con damage crit 1d4 con damage

Every bite gives her Damage x3 more days of life

Exp: 191000

STR: 16

DEX: 30

CON: 16

INT: 18

WIS: 12

CHA: 20



BASE SKILLS:

1. Unarmed Strike (Dex): 39 (24 + 10 Dex + 5 WSF)
2. Reflex Save (Dex): 34 (24 + 10 Dex)
3. Defense (Dex): 38 (24 + 10 Dex + 4 ID)
4. Flash Step (Dex): 44 (24 + 10 Dex + 10 IFS)

CORE SKILLS:

1. Bluff (Cha): 29 (24 + 5 Cha)
2. Diplomacy (Cha): 29 (24 + 5 Cha)
3. Tumble (Dex): 34 (24 + 10 Dex)
4. Sense Motive (Wis): 25 (24 + 1 Wis)
5. Hide (Dex): 34 (24 + 10 Dex)
6. Move Silently (Dex): 34 (24 + 10 Dex)
7. Intimidate (Cha): 35 (24 + 5 Cha + 6 SF)
8. Concentration (Con): 27 (24 + 3 Con)

Flaws

- Weak Will (-3 Will saves)

-

Feats

1. Bount
2. Blooded
3. Intelligent Defense
4. Improved Flash Step
5. Weapon Skill Focus (Bite)
6. Overbearing Reiatsu (Reiatsu feat)
7. Skill Focus: Intimidate
8. Reiraku Hunter (Reiatsu Feat)
9. Improved Natural Attack (Bite)
10. Reiatsu Burst (Reiatsu feat)
11. Frightful Presence (Reiatsu feat)
12. Powerful Reiatsu (Reiatsu feat)
13. Reiatsu Flash (Reiatsu feat)
14. Superior Reiatsu Sense (Reiatsu feat)
15. Improved Critical (Bite)
16. Defensive Skill Focus (Defense)
17. Flash Step Evasion
18. Bountiful Harvest
19. Blood Drain (Cruor Imbido feat)
20. Blooded
21. Augmented Critical (Cruor Imbido feat)
22. Blooded
23. Improved Blood Drain (Cruor Imbido feat)
24. Improved Flash Step Evasion
25. Bountiful Harvest
26. Flash Step Decoy
27. Combat Expertise
28. Increased Flash Step
29. Blurring Step
30. Flash Step Defense
31. Twin Flash Step
32. Weapon Finesse
33. Improved Finesse
34. Epic Blooded

Sythril

History:

Even as a lowly hollow, Sythril was considered one of the strongest, and his hunger for power was almost insatiable. Not being content with his current lot in life, he decided that he would rise in station, so giving up on human souls, he turned to devouring those more powerful above him. His strength allowed him to do that quickly and he quickly rose from Hollow to Adjuchas to Vasto Lorde to Arrancar. Even then that wasn't enough, he had his sights set on loftier goals, he wanted to be an Espada. So when the chance presented itself, he showed the other Espada's that he was strong enough by killing off Espada 9, giving himself a place in their order. But even that wasn't enough for him, he kept fighting and proving he was better, moving himself up in the ranks of the Espada until eventually he made it to Espada 5. He is currently the 5th Espada, but he is always looking for a chance to move up in the ranks, eventually trying to become Espada 0. Sythril currently has 2 Fraccion working directly for him

Personality:

Sythril is very overconfident, thinking that while he may be under those stronger than him, he will eventually be their downfall and be able to rule everyone. He is always looking for an opportunity to advance. He has a violent tendency, and while he doesn't go out of his way to attack those weaker than him, if they show him any slight or show signs of betrayal to him, he has no issues with attack and killing those weaker than himself, showing them no quarter what-so-ever.

Creator Name: orphen

Height: 6ft

Weight: 210

Hair: Blue

Eyes: Blue

Species: Hollow/Arrancar/Espada

Level: 17

HP: 178

RR: 1083

SPV: None

DR: 17

DM (Damage Mitigation): 19

Wealth: 11

Reputation: 22 Infamous

AD: 6d6

Dam: 14d8 +13 STR (1.5xstr for 2 handed) + 6d6 Weapon damage (for Shikai)

Exp: 136001

STR: 28

DEX: 28

CON: 19

INT: 15

WIS: 13

CHA: 17

BASE SKILLS:

1. Unarmed Strike (Dex): 33
2. Weapon Attack (Str): 33
3. Defense (Dex): 28
4. Flash Step (Dex): 29



CORE SKILLS:

1. Tumble (Dex): 28 (19 + 9)
2. Concentration (Con): 23 (19+4)
3. Spot (Wis): 20 (19 + 1)
4. Listen (Wis): 20 (19 + 1)
5. Sense Motive (Wis): 20 (19 + 1)
6. Balance (Dex): 28 (19 + 9)
7. Craft Chemical (Int): 21 (19 + 2)
8. Intimidate (Cha): 28 (19 + 3 + 6)

Flaws

- Unreactive
-

Feats

1. Hollow
2. Blooded
3. Weapon Skill Focus Unarmed Strike
4. Skill Focus: Intimidate
5. Overbearing Reiatsu
6. Hollow Growth Power
7. Devour (Adjuchas)
8. Signature Reiatsu (From Adjuchas feats)
9. Summon Hollow (Adjuchas)
10. Supersonic Strike (From Adjuchas feats)
11. Hollow Swarm (Adjuchas)
12. Advanced Unarmed Strike
13. Hollow Perfection (Vasto Lorde)
14. Hollow Growth Power (Vasto Lorde)
15. Vasto Lorde Ability (Vasto Lorde)
16. Hollow Growth Power (Vasto Lorde)
17. Vasto Lorde Ability (Vasto Lorde)
18. Sealed Form (Arrancar)
19. Resurreccion (Arrancar)
20. Hierro (Arrancar)
21. Sonido (Arrancar)
22. Swift Resurreccion Release (Arrancar)
23. Alternate Zanpakuto Form (Great Sword)
24. Gran Rey Cero (Espada)
25. Weapon Skill Focus: Weapon Attack (Espada)
26. Leadership: Fraccion (Espada)
27. Vasto Lorde Growth Power (Espada)
28. Perfection of Form (Espada)

Hollow Growth Powers (Unsealed):

1. Consumption
2. Precognition
3. Deflection
4. Improved Natural Armor
5. Reflection

Hollow Growth Powers:

1. Regeneration
2. Highspeed Regeneration
3. Cero
4. Glamourous Cero

Vasto Lorde Abilities (Sealed):

1. Dreadful Wounds
2. Aura of Decay

Vasto Lorde Abilities (Unsealed):

1. Inhuman Stamina

Shikai Abilities:

1. Sharpen Weapon
2. Greater Sharpen Weapon
3. Superior Sharpen Weapon
4. Swift Sharpen Weapon

Bankai Abilities:

1. Tempo x2

Hakafu Son-Shantsu

History:

When Hakafu first gained his Zanpakuto, he was never able to communicate with it, so where others thought of it as an extension of themselves, he thought of it as just a tool for war. He trained hard, trying to become stronger and more powerful. Because of strength, he was quickly able to join the court guard squads, though finding that not one style fit his personality he managed to get some training from different squads, picking up on their styles and making them into his own. His current goal is to pass up the current Kenpachi to prove that he is the strongest in the Soul Society

Personality:

Hakafu is generally easy going, but more than eager to test his skills against anyone that wants to challenge him. He tends to drink a lot, saying he prefers to be drunk while fighting, which is how he ended training with Squad 8. However, despite what his drunken demeanor would suggest, he doesn't just charge in head-long, determining whether it would be more beneficial to make a quiet first strike and letting everyone know he is there right away. He is quite good at flash stepping, having trained with Squad 6 for a bit as well.

Creator Name: greathorned32 (posted by orphen)

Height: 6'5"

Weight: 300

Hair: Black

Eyes: Green

Species: Shinigami

Level: 14

HP: 16

RR: 1218

SPV: NA

DR: 16

Wealth: 11

Reputation: 13

AD: 6d6

Dam:

Great Axe: 1d12 + 12 (1.5 x Str Modifier for 2 handed) + 10 WSS Crit: 19-20 x3

Unarmed: 4d6 + 8Str Crit: 20 x2

Exp: 120001

STR: 26

DEX: 24

CON: 24

INT: 13

WIS: 17

CHA: 18

BASE SKILLS:

1. Weapon Attack (Great Axe) (Str): 32 (19+ 8+5WSF)
2. Unarmed Strike (Dex): 26 (19 + 7)
3. Fortitude Save (Con): 26 (19 + 7)
4. Defense (Dex): 31 (19+7+5DSF)
5. Flash Step (Dex): 26 (19 + 7)
6. Reflex Save (Dex): 31 (19+7+5DSF)



CORE SKILLS:

1. Intimidation (Cha): 29
2. Hide (Dex): 26
3. Move Silently (Dex): 26
4. Listen (Wis): 22
5. Spot (Wis): 22
6. Concentration (Con): 26
7. Sense Motive (Wis): 22
8. Bluff (Cha): 23
9. Perform Dance (Cha): 23

Flaws

- Shakey: -2 Ranged Attacks
- Weak Willed: -3 Will Saves

Feats

1. Shinigami
2. Sealed
3. Alternate Zanpakuto Form (Great Axe)
4. Talented
5. Combat Reflexes
6. Blooded
7. Dodge
8. Defensive Skill Focus (Reflex)
9. Mobility
10. Endurance
11. Diehard
12. Heroic Attribute (Con)
13. Inebriated Metabolism (Squad 8)
14. Fire Breath (Squad 8)
15. Hide in Plain Sight (Squad 6)
16. Shadow Leap (Squad 6)
 - a. Flash Step Decoy
 - b. Flash Step Invisibility
17. Supersonic Strike
18. Skill Focus: Intimidate
19. Weapon Skill Focus: Weapon Attack
20. Weapon Skill Specialization: Weapon Attack
21. Power Attack
22. Defensive Skill Focus: Defense
23. Overbearing Reiatsu
24. Reiatsu Burst
25. Improved Critical
26. Signature Reiatsu
27. Improved Reiatsu Burst
28. Terrifying Reiatsu

Kyo

History

Kyo was a bount that survived after the Shinigami attack. She was out at the time of the attack therefore she was spared the horror of dealing with seeing her friends and family slaughtered. She survived with her Doll, which she named Mr. Floppy since its inert form is that of a rabbit with an eye-patch and long ears. When it transforms, it turns into a larger version with wings.

For a time she did whatever it took to survive, killing and draining as much reiatsu as possible to keep her life extend to a point where she could live over 100 years, thinking that as long as she survived, that everything would be ok. She lived for a long time, watching friends get old or die around her, always having to move from one place to another to keep her secret hidden.

Over the years however, all the death began to sadden her, especially if they died prematurely from unnatural causes. She began working on a way to give back life to people that she feels deserves it and heal those that are sick, thus she began moving from town to town as a travelling healer. Learning healing arts, whether mystical or scientific.

Personality

Kyo is a very quiet person, while not preferring to be alone, she doesn't often speak up when she is in a group. She is also very kind and very slow to anger. She will always attempt to heal anyone who is hurt as long as she doesn't deem them evil. She keeps her reiatsu hidden so as not to draw any unwanted attention from hollows or more powerful beings, preferring to keep away from any fights and even if she is in a fight, she prefers to just focus on healing.

She does still have to feed on reiatsu, she has her doll help. She tries to drain the reiatsu from only hollows if at all possible, feeling guilty if she has to feed on anything else. She only feeds when absolutely necessary. She has her doll help her in the process, having it grapple her enemies while she drains the reiatsu from them.

Creator Name: orphen

Height: 5'1"

Weight: 103

Hair: White

Eyes: Grey

Species: Bounto

Level: 12

HP: 97

RR: 1134

SPV: 5 (Uses Cleric spells)

DR: 12

Wealth: 13

Reputation: 14

AD: 5d6

Dam: 3d6 + 1

Exp:

STR: 13

DEX: 21

CON: 13

INT: 15

WIS: 23

CHA: 17

BASE SKILLS:

1. Unarmed Strike (Dex): 20 (15+5)
2. Will Save (Wis): 21 (15+6)
3. Defense (Dex): 20 (15+5)
4. Reflex Save (Dex): 20 (15+5)



5. Fortitude Save (Con): 16 (15+1)

CORE SKILLS:

1. Treat Injury (Wis): 21 (15+6)
2. Bluff (Cha): 18 (15+3)
3. Sense Motive (Wis): 21 (15+6)
4. Concentration (Con): 16 (15+1)
5. Craft Pharmaceutical (Int): 17 (15+2)
6. Knowledge: Earth & Life Science (Int): 17 (15+2)
7. Profession: Healer (Wis): 21 (15+6)
8. Knowledge: Kido Lore (Int): 17 (15+2)
9. Spellcraft (Int): 17 (15+2)
10. Survival (Wis): 21 (15+6)

Flaws

-
-

Feats

1. Bounto
2. Talented
3. Blooded
4. Defensive Skill Focus (Defense)
5. Combat Expertise
6. Lightning Reflexes
7. Skill Focus: Treat Injury
8. SpellCaster (Wisdom Based)
9. Surgery
10. Bountiful Harvest
11. Reiatu Healing
12. Gerschenk Der Seele (Uberbringer des Leben)
13. Reiatu Shield
14. Berurhen DEer Puppe (Uberbringer des Leben)
15. Shrouded Reiatu
16. Letzte Obfer (Uberbringer des Leben)
17. Advanced Reiatu Healing
18. Bountiful Harvest
19. Reiatu Healing Aura
20. Powerful Doll
21. Superior Reiatu Healing

Doll (Mr. Floppy):

Large Construct

HP: 131

Initiative: 11

Speed: 40ft

BA/Grapple: 15/26

Attack: 2 Slams +21 (6d6+14) Sonic Damage

Full Attack: 3 slams + 21 (6d6+14) Sonic Damage

Crit: 17-20 x2

Reach: 10ft

DR: 10

Darkvision: 60ft

Lowlight Vision

Saves:

Fort: +3

Ref: +4

Will: +3

Stats:

Str: 38

Dex: 18

Con: 18

Int: 10

Wis: 11

Cha: 20

Skills:

Unarmed Strike: 15

Fortitude: 28

Defense: 35

Feats:

1. Natural Armor: +2 Defense
2. Second Slam
3. Elemental Affinity (Sonic)
4. Augmented Critical
5. Hearty Construct
6. Hearty Construct
7. Hearty Construct
8. Natural Armor
9. Natural Armor
10. Powerful Doll
11. Powerful Doll
12. Natural Armor
13. Powerful Doll
14. Natural Armor
15. Powerful Doll
16. Blooded
17. Blooded

Doll Powers:

Fly: Gains wings and flies at 20 ft

Improved Slam attack

Improved Grapple

Extra Attack

Improved Critical

Improved Grab

Fast Healing

Muscle: +4 Str

Tough: +4 Con

Fast: +4 Dex

Yuki

History:

When Yuki first gained her zanpakuto it came as the form of 2 weapons. She quickly took to them, learning their abilities. She was very good, easily picking up the fighting style. And it wasn't to long after that she took the exam to join Squad 11. Upon getting in, she excelled, learning quickly her Zanpakuto's name and the shikai ability. Over the years, her power grew and eventually unlocking her Zanpakuto's Bankai. She trained hard and long growing her powers, fighting bigger and stronger hollows. Finally, when there was an opening for a Captain's position, she performed the Captain exam, passing the test.

Peronality:

Yuki is a relatively new captain, trying to make a name for herself in the Seretai. Picking up the training from Squad 11 has put in her a point where she tends to look for fights, though only those she thinks might be a challenge for her. She will lead her team into missions that will push her people to the limit. She has a very upbeat personality, making jokes whenever possible, often times though she doesn't take the situation she is in with enough seriousness, tending to get her into a lot of trouble.

Creator Name: orphen

Height: 5'10"

Weight: 121

Hair: Black

Eyes: Blue

Species: Soul Reaper

Level: 20

HP: 205

RR: 1680

SPV: NA

DR: 20

Wealth: 16

Reputation: 35

AD: 7d6

Dam:

Unarmed: 5d6 + 8Str

Zanpakuto:

Main Hand: 8d6 + 8 Str +12 WSS Crit: 20 x2

Off Hand: 8d6 + 8 Str + 12 WSS Crit: 20 x2

Shikai:

Main Hand: 8d6 + 8 Str + 12 WSS + 4d6 GSW + 7d6 GKZ Crit: 19-20 x3

Off Hand: 8d6 + 8 Str + 12 WSS + 4d6 GSW + 7d6 GKZ Crit: 19-20 x3

Bankai:

Main Hand: 8d6 + 8 Str + 12 WSS + 6d6 GSW + 7d6 GKZ + 6d6 SCF Crit: 17-20 x5

Off Hand: 8d6 + 8 Str + 12 WSS + 6d6 GSW + 7d6 GKZ + 6d6 SCF Crit: 17-20 x5

Exp:190001

STR: 26

DEX: 22

CON: 18

INT: 14

WIS: 14

CHA: 20



BASE SKILLS:

1. Weapon Attack (Str): 38 (24+8+6WSF)
Main Hand: 38
Off Hand: 28
2. Fortitude Save (Str): 32 (24+8)
3. Defense (Dex): 30 (24+6)
4. Flash Step (Dex): (24+6)
5. Initiative (Dex): (24+6)
6. Reflex Save (Dex): (24+6)
7. Unarmed Strike (Dex): (24+6)

CORE SKILLS:

1. Concentration (Con): 28
2. Tumble (Dex): 30
3. Intimidate (Cha): 35
4. Perform Dance (Cha): 29
5. Balance (Dex): 30
6. Jump (Str): 32
7. Swim (Str): 32
8. Escape Artist (Dex): 30

Flaws

- Shaky
-

Feats

1. Shinigami
2. Blooded
3. Talented
4. Alternate Zanpakuto (Twin Katanas)
5. Two Weapon Fighting
6. Weapon Skill Focus Weapon Attack
7. Rage
8. Two Weapon Defense
9. Shikai
10. Skill Focus: Intimidate
11. Two Weapon Fighting
12. Weapon Skill Specialization Weapon Attack
13. Super Sonic Strike
14. Zantezuken
15. Bankai
16. Veteran Warrior (Squad 11)
17. Overbearing Reiatsu (Squad 11)
18. Great Warrior (Squad 11)
19. Reiatsu Burst (Squad 11)
20. Legendary Warrior (Squad 11)
21. Two Weapon Fighting
22. Leadership
23. Perfect Shikai: +1[BW] (Captain)
24. Improved Critical (Captain)
25. Enduring Release: +1[BW] (Captain)
26. Advanced Unarmed Strike (Captain)
27. Perfect Bankai: +1[BW] (Captain)
28. Flash Step Evasion
29. Improved Flash Step Evasion
30. Advanced Reiatsu Burst
31. Reiatsu Strike
32. Frightful Presence

Zanpakuto Name: Zetsumei (Death) Keiteki! (Whistle)

Zanpakuto Ego: 37

Shikai (Weapon/War):

1. Sharpen Weapon
2. Kill Zone
3. Greater Kill Zone
4. Superior Kill Zone
5. Swift Kill Zone
6. War Form
7. Greater Sharpen Weapon
8. Keen Weapon
9. Weighted Weapon
10. Greater Sharpen Weapon

Bankai Abilities:

1. Tempo
2. Tempo
3. Vital Pierce
4. Expert Strike
5. Mystic Regeneration
6. Mystic Regeneration
7. Tempo

Bankai (Weapon/War/Space)

1. Sharpen Weapon
2. Kill Zone
3. Greater Kill Zone
4. Superior Kill Zone
5. Swift Kill Zone
6. War Form
7. Greater Sharpen Weapon
8. Keen Weapon
9. Weighted Weapon
10. Superior Sharpen Weapon
11. Centrifugal Force
12. Greater Centrifugal Force
13. Superior Centrifugal Force
14. Greater War Form
15. Superior War Form
16. Blitzkrieg
17. Keen Weapon
18. Keen Weapon
19. Weighted Weapon
20. Weighted Weapon

Anika Kuro'kine

History

Anika Kuro'kine was born in the time of Egypt, and through a quirk of her reiatsu, has remained young and healthy for thousands of years. Joining the Soul Society eight hundred year before, she quickly mastered dozens of Kido, joining the 5th Division to better master her blade and her Kido. Eventually she joined the Kido Corps to further expand her skill with the Demon Arts, becoming one of the most renowned Kidoists in the Seireitei.

Eventually, she became the leader of the Kido Corps, effectively a Taicho.

Anika's personality is that of a serious senior officer, commanding respect with her very presence. She enjoys humor, but also demands people respect her position if not her, hinting with lethal hints what will occur should they fail to do so.

Level Progression;

Shinigami 4 > 5th Division 4 > Shinigami 1 > Kido Corps 5 > Taicho 5 > 5th Division 1
Pathfinder Feat Progression

Creator Name: A_Shadow_of_Life

Height: 5' 10"

Weight: 130 lbs.

Hair: Black

Eyes: Emerald Green

Species: Shinigami

Level: 20

HP: 185

RR: 2,730 (5,460 in Shikai, 21,450 in Bankai)

SPV: 9 (10?)

DR: 20/-

Wealth: +34

Reputation: +8

AD: 7d6

Dam:

Exp:

STR: 10

DEX: 18

CON: 18

INT: 30 (34 for Kido) (70 in Bankai [74 Kido])

WIS: 18

CHA: 18



BASE SKILLS

1. Weapon Attack +29 (5d6+12, 20/x2) (+39 [5d6+22, 20/x2 in Shikai])
2. Ranged Attack +27
3. Fortitude Save +27
4. Reflex Save +33 (+53 in Bankai)
5. Will Save +27
6. Defense
7. Flash Step +37 (+42 in Bankai)

CORE SKILLS

1. Bluff +37 (+42 to conceal reiatsu) (+57 [+62] in Bankai)
2. Concentration +37 (+57 in Bankai)
3. Knowledge (Kido Lore) +43 (+83 in Bankai)
4. Listen +37 (+71 in Bankai)
5. Intimidate +37 (+57 in Bankai)
6. Profession (Chef) +37 (+67 in Bankai)
7. Spellcraft +43 (+83 in Bankai)
8. Spot +37 (+71 in Bankai)
9. Sense Motive +37 (+81 in Bankai)

Flaws

- Poor Hands (-2 Unarmed Strike attack rolls)
- Frail (-1 HP/Level)

Feats

- 1: Shinigami, Spellcaster*, Enlightened*, Kido Artist, Weapon Skill Focus (Weapon Attack), Talented (Fortitude Save, Will Save, Profession (Chef)), Blooded, Seasoned
- 2: Reiraku Hunter*
- 3: Shikai, Expanded Release
- 4: Weapon Skill Specialization (Weapon Attack)
- 5: Zanjutsu Master, Kido Binding Expert*
- 6: Kido Focus*
- 7: Kido Tie Off*, Leadership
- 8: Kido Concentration*
- 9: Bankai, Kentate
- 10: Item of Power*
- 11: Eishohaki, Superior Reiatsu Sensing*, Reiatsu Shield*
- 12: Hanki*
- 13: Kido Focus (???), Seasoned, Shrouded Reiatsu*
- 14: True Kido Mastery (Kido Spring Attack, Kido Presence)*
- 15: Perfect Shikai (+2 Shikai)*, Kido of Opportunity
- 16: Increased Flash Step, +1 Shikai *
- 17: Enduring Release*, Combat Expertise
- 18: Blurring Step, +1 Shikai *
- 19: Perfect Bankai (+4 Shikai)*, Flash Step Decoy
- 20: Kido Blasting Mastery*

Shikai;

- 16 Abilities
- Change the Source (Melee Attacks [Intelligence])
- Kido Blast
- Moon Power x5
- Drain Reiatsu x6
- Fused Strike
- Greater Fused Strike
- Improved Fused Strike

Bankai;

32 Shikai abilities;

Wall

Improved Wall

Greater Wall

Superior Wall

Cage

Speed (+10 Land Speed)

Improved Speed (+5 Flash Step checks)

Greater Speed

Awareness (+4 Spot, Listen, Sense Motive)

Improved Awareness (+4 Initiative)

Greater Awareness (Uncanny Dodge, Improved Uncanny Dodge)

Superior Awareness (Discern Lies and Detect Thoughts at will, Blindsight 5 ft radius)

Perfect Awareness (Sense Motive or Spot checks vs powerful illusions, otherwise auto True Seeing)

Change the Source (Melee Attacks [Intelligence])

Kido Blast

Kido Range

Kido Cylinder

Kido Enhancer (+2 Kido Save DCs)

Kido Manipulator

Kido Timewarp

Skillful (+10 Sense Motive)

Improved Skillful (Wisdom)

Ability Increase x10 (Intelligence [+40])

6 Bankai abilities;

Mystic Regeneration x4 (80 Reiatsu regenerated each round)

Eternal Guardian (Psychic, Negative)

Shell of the Black Turtle

Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

Akira Toriyama: Writer and Illustrator of the Dragonball Manga

Dire Reverend: Creator of Bleach d20 Classed system 2.0. We borrowed some elements from him as well.
R.I.P.

A_Shadow_of_Life: Character Creator

Orphen: Character Creator

Greathorned32: Character Creator

Behold the Void: This is the guy that created the Zanpakutou System we're using and the classed bleach D20 system

Draxredd: This is the guy that created the original Classless Bleach d20 system

Dionon: This is Me, I created all the content within this booklet that is not copyrighted already or wasn't created by someone else. Feel free to use it as you see fit, as long as I get credit for it.

Jusditz and Jeroitz: Created Characters for this book.

Giants in the Playground and Gleemax community: For constantly inspiring me to create d20 stuff.

Wikipedia contributors (GNU Free documentation license)

The Hypertext D20 SRD (Open Gaming License)

Peter Kisner for the classless d20 inspiration

Deciltor - This is the guy who lent us his organizational talents to bring you an easier to navigate PDF

Deviantart: For having such a great selection of pictures to use.



The Character Compendium

The character compendium is a great place to start making characters for your games. It contains 72 characters, some from the Bleach Manga itself, Alot of unique characters from games run by Jusditz, Jeroitz and Dionon.

Features

- 72 Different Characters Some from the Bleach Manga, Some Unique

The Character Compendium is meant to be used with the Bleach d20 Classless system.

LEAGALISE

Almost all content within is the intellectual property of Brian Korot, AKA Dionon. It may be used by anyone that wishes, and may be changed to fit your campaign. If you are going to publish this in any format, or add to it, please be kind and give me credit, as I am going to be giving credit to those that inspired me to create this supplement for the d20 classless system. All mentions of the Bleach anime and Manga including mentions of the Soul Society, Shinigami and Soul Reapers, are used with fair use from Tite Kubo, Shoen Jump Comics and anyone else I am forgetting to give credit to.

