Hashirama Senju



Alignment : Neutral Good Race : Human Class : Ninja,Sage

,,*Anyone who tries to harm it(Konoha) , whatever they are my friends,siblings or my own children , I wont forgive them*.,,

1. Regeneration - Heal 30 HP on Hashirama. Shield

2. Sage Mode-deals 10 damage more with all attacks , also can see and attack Invisible characters . Mode

3.Wood Release Summoning :

a)Wood Release : Wooden Human - summons a 50/50 Servant,when it attacks you may choose that it defends you instead absorbing up to 50 damage from a single source.If the damage is then 0 or below negate the ability entierly.Only 1x per game. Summoning

b)Wood Release Wooden Dragon - summons a 0/30 Servant,then choose a single character as long as the Dragon is alive the character can not select other enemies as targets,also at the start of each new Round of combat if the Dragon is still alive Seal one random of the targets basic abilities. Only 1x per game. Summoning

c) Wood Release : Wood Clone - summons 4x 10/10 clones or Hashirama. Summoning

4. Wood Release : Hotei (Laughing Hand of the Budha) - all enemies are stunned during this Action if they are not Flying,this ability is considered to be invisible.Only 1x per game. Ranged attack

5. Wood Release Advent of a World of Flowering Trees- Hits First,all non-Flying opponents are effected before they take an action until 3 Actions counting this one,have passed.They roll a 1d6 on a 1 or 2 result they must skip their Action.Can only be used once per game.Ranged Attack

6. Wood Release Nativity of the World Trees - deals 30 damage to all enemies,all enemy servants are stunned.This ability can not be ignored.Flying enemies are immune to this ability.Ranged attack

Ultimate : Wood Release The True 1000-handed Budha



3 of any Wood Release used in the same Round starting from Round 2, also must be in sage mode in order to use this ability. Summons a 60/80 Budha Servant Hashirama may not be targeted with attacks while the Budhsa is alive.When he attacks he does not make a regular attack but instead choose one of the abilities below :

a) 1000 Arms - the Budha hits all enemies with a 60 damage melee attack.Flying enemies are unaffected by this ability. Melee

b) Bliss Bringing Hands - end the control of any characters over another character via ability(example hypnosis,summoning back Undead like Lich King...),the control of the character returns to his original owner. If the Wooden human Servant is alive and attacks,instead of dealing damage he may apply the effects of this ability on the target of his attack. Melee

c) Sage Art Gate of the Great God - Hashirama must be in Sage Mode to use this ability,make up to 6 attacks against any number of targets,if any of them hit Seal one ability of your choice from the target per succesfull Hit.Then if the target was a Servant or has not remaining non-Sealed abilities the target is stunned permanently. All the ,,attacks,, become 0/30 Servants that are Gates and can not attack. If destroyed their individual abilities they kept sealed are reactivated and the target is unstuned if he was stunned by this ability. This ability can only be used 1x per game.

Ranged Attacks,Summoning



*Sage Mode Hashirama*

Alternate Abilities:

Four Red Yang Formation - requires up to 3 allied heroes in order to perform this technique,this is considered to be 1 action for all of them. Choose a single target,it and all of its Servants are stunned permanently unless they can Fly in which case this ability ends instantly for the Flying enemy. Hashirama and the Hero casters must skip their actions to maintain this ability,they decide at the start of each Turn before actions are taken wheter they want to or not. Shield

Rashomon -You have three Rashomons per game.You can use one or all of them when you use this ability.Per Rashomon used in a single turn Hashirama and all of his allies absorb 100 damage from all sources during this turn,negating all attacks that do not break their total Absorbtion. **Shield**

**Contract Seal - If this hits a single enemy character,dessumon all Servants and Heroes he currently summoned during this game. He can not summon untill the end of this Round. Melee**