Tobirama



Alignment : Lawful Neutral Race : Human Class : Ninja

1. Water Style : Water Pressure - spits out a stream of solid water dealing 20 damage splitt between any number of targets . Ranged

2. Water Style : Water Dragon -deals 40 damage . Ranged

3. Water Style : Water Wall - hits first absorbs 20 damage from an attack. Shield

4. Water Style : Shockwave - deals 35 damage to all enemies , can only be used once . Ranged

5. Kunai Mark - throws a Kunai dealing 10 damage , regardless if it dealt damage or hits place a Mark on the target. Ranged

6.Hiraijin- Giri - Choose a Marked character you ignore all of its attacks this turn then make a 20 damage melee attack against him. Melee

Ultimate : Impure World Reincarnation , - 6. + 5. + 4. Tobirama summons any Servants or Heros that died this game as his own puppet at full hp (Tobirama may target any Corpses with this ability) .Servants and heroes summoned by Impure World Reincarnation can not die unless Tobirama is killed , in which case they die instantly. **Summoning**

Alt Ultimate : Paper Bomb Stream - Combo :5.+6.+3. throws a paper bomb which multiplies itself - deal 20 damage to all characters who are not Flying then , if this attack dealt any damage at all repeat it . Continue doing this untill it does not deal damage or all hit characters are dead .Ranged

Alt : Tenkyu - Surprise ! , deals 15 damage to a target. Ranged

Alt : Shadow Clone Jutsu - summons 2x 10/10 Shadow clones. Summoning

Alt : 4 Kage Sealing 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**