

NAME: Leonardo
PLAYER:

VALUE	CHAR	COST	BASE	PTS
17	Strength	x1	10	7
20	Dexterity	x3	10	30
18	Constitution	x2	10	16
17	Body	x2	10	14
16	Intelligence	x1	10	6
16	Ego	x2	10	12
17	Presence	x1	10	7
12	Comeliness	x1/2	10	1
6	Physical Defex	x1	3	3
7	Energy Defens	x1	4	3
5	Speed	x10	3.0	20
10	Recovery	x2	7	6
42	Endurance	x1/2	36	3
38	Stun	x1	35	3
Characteristics Cost:				131

STR Roll: 12-	Run	3"
DEX Roll: 13-	Swim	4"
INT Roll: 12-	Jump	3"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
DNPC, "April O'Neal", normal, useful skills, appear 14-		15
Distinctive, "Humanoid turtle", concealable, extreme		20
Hunted, "Foot Clan", as powerful, harsh, appear 14-		20
Psych Lim, "Perfectionist", common, strong		15
Psych Lim, "Impatient", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Vigilante", occur 8-		5
Rivalry, "Sparrow Hawks", professional		5
Watched, "Splinter", as powerful, non-combat influence, harsh, appear 11-		10

Disadvantages Total : 120
Experience Spent + 0
Total Points = 220



PTS	POWERS	END
7	4/4 Armor, "Shell", 12- Activation(-3/4)	
-6	3" Running	1
2	4" Swimming	1
	==Skills==	
3	Acrobatics 13-	
3	Breakfall 13-	
3	Climbing 13-	
4	Fast Strike	
2	KS: History of Japan 11-	
2	KS: History of war 11-	
2	KS: Ninjitsu 11-	
2	KS: Popular fiction 11-	
16	2 Levels, all combat	
3	Legsweep	
3	Lockpicking 13-	
4	Martial Disarm	
4	Martial Dodge	
4	Martial Escape	
3	Martial Throw	
2	PS: Artist 11-	
2	PS: Carpenter 11-	
3	Stealth 13-	
3	Tactics 12-	
3	Tracking 12-	
1	TF, Small (Cars)	
3	WF, Pistols, Common Melee	
1	Weapon Groups, Swords/Blades	
	==Equipment==	
10	1D6+1 HKA, "Swords", vs physical defense, OAF (-1)	2

89 : **Powers Total**
131 + **Characteristic Total**
220 = **Total Cost**

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Fast Strike	1/2	+2	+0	5D6
Legsweep	1/2	+2	-1	4D6
Martial Disarm	1/2	-1	+1	27 STR
Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	32 STR
Martial Throw	1/2	+0	+1	3D6 + v/5

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 20 SPD: 5 ECV: 5
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 10/ 4 ED/rED 11/ 4
END: 42 STUN: 38 BODY: 17

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
Last updated October 3rd, 2016 by Mathew R. Ignash.
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Teenage Mutant Ninja Turples and Other Strangeness p97
Name: Leonardo
Species: Turtle (mutant)
Gender: Male
Team: Teenage Mutant Ninja Turtles

