

MICHELANGELO

"Cowabunga Dude!"



Power Level: 12 Concept: Mutated Turtle Occupation: Ninja Turtle, Party Dude

Str	Dex	Con	Int	Wis	Cha	Melee
14	16	16	15	14	18	+9/+10
+2	+3	+3	+2	+2	+4	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+5	+3	+5	+2	30	+10
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +8, Balance (Dex) +8, Bluff (Cha) +9, Climb (Str) +7, Disguise (Cha) +9, Hide (Dex) +8, Jump (Str) +7, Knowledge (Int)—Trivia +10, Listen (Wis) +7, Move Silently (Dex) +8, Search (Int) +7, Spot (Wis) +7, Swim (Str) +7, Taunt (Cha) +14

Initiative

+7

DEX

Dma Bonus

+2/+8 S/L

Fist & Nunchaku

DEFENSE

18/21

Flat Footed

CHARACTERISTICS

Real Name: Michelangelo
Height: 5' 2"
Weight: 180 lb.
Eyes: Brown
Hair: None
Birthplace: Sewers
Group Affiliation: Teenage Mutant Ninja Turtles
Headquarters: Sewers
Relatives: Master Splinter (Adopted Father), Raphael (brother), Donatello (brother), Leonardo (brother)
Other Aliases: Mikey, Mike
Marital Status: Single
First Appeared: Teenage Mutant Ninja Turtles #1

FEATS

Accurate Attack, Ambidexterity, Attack Focus—Unarmed, Attack Focus—Armed, Blind Fight, Dodge, Improved Initiative, Instant Stand, Lightning Reflexes, Move by Attack, Rapid Strike, Toughness, Two Weapon Fighting, Whirlwind Attack, Amphibious

POWERS

Protection (Shell) +5: Michelangelo has a hard shell that allows him to subtract his power rank from the damage bonus of any attack that affects him before making a Damage saving throw [Source: Mutation; Cost: 2 pp].

WEAKNESSES

Disturbing: Michelangelo's appearance is so strange that he suffers a -5 penalty on Bluff and Diplomacy checks. He cannot pass in normal society without drawing stares and whispered comments, and will have a very difficult time maintaining any sort of dual identity without taking extraordinary measures.

PERSONALITY

Mikey is the quintessential party dude, full of wise cracks and always able to lighten the mood with his jokes and antics. Mikey is lighthearted and much loved by all who know him, he loves surfing, pizza and skateboarding. Whenever things look bad for the brothers Mikey is always there with something up his sleeve to make them laugh and make things not seem so dire after all. He often uses his humour to throw his enemies off balance or to anger them to such an extent that they lose control.

HISTORY

Yo yo yo! I'm the "Party Dude!"
 Heh heh!
 What a goofy thing to be! But it's fun! I dunno, the other guys seem so down sometimes, they need me around just to lighten things up! Life's a beach!
 This is weird... writing about myself! I dunno what to say really! Fun is where it's at! Life is what you make it, so make it a blast! Happiness is a journey, not a destination! Being a Turtle is awesome! What else CAN I say?
 I like games. I like to skate... with a deck, in-line... whatever! Surfing is mondo cool, but I don't get enough chances to do it! That'll change! I like being a ninja. Knowing how to take care of yourself in times of trouble is neat, plus it's just plain fun to jump around and hide in shadows and stuff. It's like being in a movie, 'cept it's real life! Now THAT'S awesome!
 Well... that about sums it up, I guess! I'm outta here! Maybe I'll grab my board and go hang ten!
 COWABUNGA!

MORE HISTORY

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

DEVICES

Weapon (Nunchaku) +6: Michelangelo uses a pair of Nunchaku with, which he is highly capable and able on a successful melee attack roll of inflicting up to power rank plus his Strength bonus of lethal damage against an opponent. [Source: Super Science/Training; Cost: 1 pp].

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MAP

MAP FEATURES

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HEADQUARTERS

NOTES

HERO POINTS

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