

MASTER SPLINTER

"Be calm and at peace my turtles!"



Power Level: 18 **Concept:** Mutated Rat **Occupation:** Ninja Master, Mentor

Str	Dex	Con	Int	Wis	Cha	Melee
14	18	14	14	18	16	+12/+15
+2	+4	+2	+2	+4	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+6(4)	+2	+6	+4	30	+14
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +12, Balance (Dex) +12, Climb (Str) +10, Craft—Cooking (Int) +7, Diplomacy (Cha) +8, Disguise (Cha) +6, Escape Artist (Dex) +9, Hide (Dex) +10, Jump (Str) +10, Knowledge—Culture (Int) +8, Knowledge—History (Int) +7, Language +1 (Japanese), Listen (Wis) +12, Move Silently (Dex) +10, Profession—Teacher (Wis) +9, Search (Int) +10, Sense Motive (Wis) +12, Sleight of Hand (Dex) +9, Spot (Wis) +12, Survival (Wis) +9

Initiative

+8

DEX

Dma Bonus

+8 S/L

Fists and Feet

DEFENSE

20/24

Flat Footed

CHARACTERISTICS

Real Name: Master Splinter
Height: 4' 10"
Weight: 150 lb.
Eyes: Black
Hair: Grey
Birthplace: Sewers
Group Affiliation: Teenage Mutant Ninja Turtles
Headquarters: Sewers
Relatives: (Adopted sons) Leonardo, Donatello, Michelangelo and Raphael
Other Aliases: Sensei, Master, Splinter
Marital Status: Single
First Appeared: Teenage Mutant Ninja Turtles #1

FEATS

Accurate Attack, All Out Attack, Ambidexterity, Assessment, Attack Finesse (Unarmed), Attack Focus—Unarmed, Attack Focus—Armed, Blind Fight, Darkvision, Dodge, Evasion, Expertise, Improved Critical (Unarmed), Improved Disarm, Improved Grapple, Improved Initiative, Improved Pin, Improved Trip, Instant Stand, Leadership, Lightning Reflexes, Move by Attack, Rapid Strike, Stunning Attack, Surprise Strike, Throwing Mastery, Toughness, Trance, Two Weapon Fighting, Whirlwind Attack

POWERS

Strike +6: Master Splinter is very talented in martial arts and is capable of using his opponents strength against them. This allows him to add his Strike power rank as a bonus to his damage bonus with melee attacks doing either Stun or Lethal damage. [*Power Stunt:* Dual Damage; *Source:* Training; *Cost:* 2 pp].

Telepathy +1: Master Splinter has learned how to focus his mind to such a degree that he can attempt to speak mind to mind with a subject, he cannot achieve higher than a DCO effect on the telepathy table. [*Flaws:* Limited—Communication only; *Source:* Training; *Cost:* 1 pp].

HISTORY

My origins have been clouded in mystery... some say that I was once a man, known as Hamato Yoshi. Another tale states that I was once merely a humble pet rat of a man named Hamato Yoshi. For the record allow me to state that both are true... and yet, neither is true. Such is the way of Ninjitsu.

I am Ninja, and have been called Master. I have yet to master my skill, however, and I must continue my practice. Ninjitsu is a lethal combination of physical and metaphysical prowess, and it is not mastered easily. Those who claim to master Ninjitsu are many, those who actually do are few... very few, indeed. Ninjitsu is the way of the shadow warrior, and it brings much darkness into the lives of those who practice its art. Some must walk the path of shadows to shelter those who transverse the light. It is balance we seek.

My days as a warrior are reaching their sunset. I spend much time in meditation now, seeking a new path. Life cycles always anew, and we must strive to harness its whirlwind. In this we find peace and contentment. In contentment, we are rich. I know not what the future holds for my sons and I, but I savor each new day and eagerly await the next. Time passes all too

WEAKNESSES

Disturbing: Splinter'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

Master Splinter is a very honourable person, focused and calm. He never raises his voice or lets his anger show and for the most part he spends his days in careful contemplation or training his adoptive sons the Turtles whom he cares for dearly and seeks to teach them a better more honourable way than the world at large believes in.

MORE HISTORY

quickly for these old bones, but I welcome its passing as the thirsty oak beckons the oncoming storm.
I bid you peace and contentment upon your journey through this veil. I believe in your ability to harness the whirlwind. Practice with diligence, and you shall.

VEHICLE

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

MORE POWERS

DEVICES

MAP

MAP FEATURES

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HEADQUARTERS

NOTES

HERO POINTS

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