Teenage Mutant Ninja Turtles



Alignment : Chaotic (Michelangelo , Rafael ) , Lawful (Donatelo , Leonardo) Good

Race : Turtle , Mutant

Class : Swordsman (Leonardo , Rafaelo ) , Rogue

\* Each Turtle has a total of 50HP his own Stacks effect only him , each one is tied to an Ability (his death makes it unusable ) , Rafael is tied to 2 and 6 , they all have the Turtle Shell and Ninja Stealth and the same Ultimate if equiped. They each take one common Turn . The Turtles are not immune to AoE. Only if they all die is the battle lost , Rafael in Servant form does not count for this or does splinnter .

1. Leonardo - make 2x 20 damage Hits First attacks . Melee

2. Rafael - Deals 2x 10 damage Hits First attack , or Negate up to two Melee attacks and if you do Seal them . Melee or Counter

3. Michaelangelo - Deals 2x 5 damage Hits First , or Seal any two weapon abilities from up to two targets . Melee

4. Donatelo - Deals 25 damage to a target if it makes a Melee attack you Hit First , also Predict 2 on all enemies even if they can not be Predicted (regardless if the attack succeeds even if it is Negated) . Melee , Shield

5. Turtle Shell - Attacks made from Stealth against a Ninja Turtle (any) have 25 of their damagr Absorbed . Passive

6. Lone Wolf - Rafael breaks out on his own , prefering more cruel tactics he becomes a 50/ 25 Servant , and is no longer a Hero . He can not use the Rafael ability. Summoning

\*Alt : Ninja Stealth - All Turtles and Splinnter are Stealthed for this and the next Turn , untill they Attack . If any Turtle attacks or Splinnter does , all Turtles and Splinnter loose Stealth . This will work even on Servant Rafaelo . Shield

Ulti : Master Splinter - Each Turtle must use its unique Attack at least once against one (and the same ) enemy target . If it survives the last of these four attacks , regardless if they hit (or are Negated ). Master splinnter comes to the scene , this is a Triggered Passive Summoning , he is a 60/60 Servant who Hits First ignoring regular Servant Attack speeds (so total Base Speed of 3+1).Triggered , Passive , Summoning