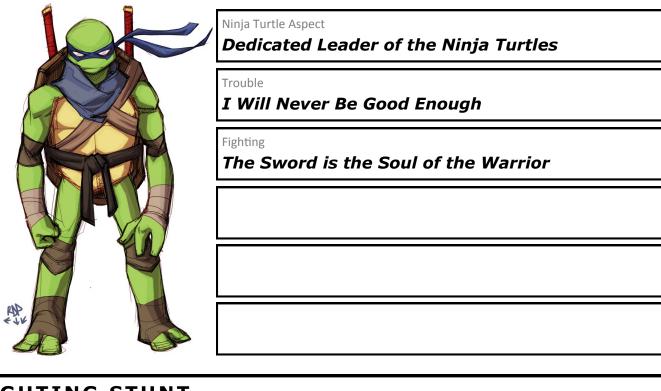
# <u>BEONARDO</u>



FIGHTING STUNT
Katanas: Weapon:1
<b>Meditation:</b> When you take time to centre yourself and create an advantage named <i>Focused</i> , gain +3 instead of +2 when you invoke it in the coming fight.
Patient: Gain +1 to your next attack when you succeed on defence.
<b>Responsible:</b> When one of your brothers in the same zone as you is attacked, gain a +1 to defend when you interpose yourself to become the target of the attack.
OTHER STUNTS

STRESS	CONSEQUENCES
Physical 🔲 🗌	2 Mild
Mental 🔲 🗌	
REFRESH	Moderate
	<b>6</b> Severe

### BAPHAEL



Ninja Turtle Aspect  A Teenage Rebel Ninja Turtle			
Trouble  Anger Issu	ies		
Fighting First in the	Fray		

#### FIGHTING STUNT

**Sais:** When you succeed with style on an attack and reduce your damage by 1 shift to get a boost, you can create a **Disarmed** situation aspect with a free invocation instead of a boost.

**Intimidation:** Gain +1 to create an advantage when threatening others, either explicitly or implicitly (e.g. spinning your sais).

Tough: Armour:1.

**Protective:** Gain +1 to attack an enemy who successfully attacked one of your brothers and caused that brother to take stress or a consequence that is still marked on their sheet.

#### **OTHER STUNTS**

STRESS	CONSEQUENCES
Physical 🔲 🗌	2 Mild
Mental 🔲 🗌	
REFRESH	Moderate
	<b>6</b> Severe

## DONATELLO



Ninja Turtle Aspect  The Smartest Ninja Turtle In The Room				
Trouble  Wants To	Fix Every	thing		
Fighting  Speak Sc	ftly and Ca	arry a Big	Stick	

#### FIGHTING STUNT

**Bo staff:** Gain +1 on your next defend roll when you succeed on defence.

**Redirection:** Gain +1 to create an advantage when you use an enemy's momentum or mass against it (e.g. using your bo staff to trip enemies).

**Clever:** Gain +1 to overcome actions that rely on scientific knowledge.

**Supportive:** When you fight shell-to-shell with one or more of your brothers in the same zone, you can take a -1 penalty to attack rolls to grant them a +1 to all defend rolls against physical attacks.

#### **OTHER STUNTS**

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### MICHELANGELO



Ninja Turtle Aspect  I Love Being a Ninja Turtle	
Trouble  Big Goofball	
Fighting The Nunchuck Is Quicker Than The Eye	

#### FIGHTING STUNT

**Nunchucks:** When you succeed with style on defence, you may deal a 2-shift physical hit instead of gaining a boost.

**Misdirection:** Gain +1 to create advantages when confounding your enemies by moving swiftly and unpredictably (e.g. backflips).

**Vexing:** Your opponent does not gain a boost when you tie on a defence action.

**Useful:** Your brothers gain +3 instead of +2 when using free invocations on any aspects you create as part of a teamwork action.

### **OTHER STUNTS**

STRESS	CONSEQUENCES
Physical 🔲 🗌	2 Mild
Mental 🔲	
REFRESH	Moderate
	<b>6</b> Severe