

# LEONARDO



Ninja Turtle Aspect

***Dedicated Leader of the Ninja Turtles***

Trouble

***I Will Never Be Good Enough***

Fighting

***The Sword is the Soul of the Warrior***

## FIGHTING STUNT

**Katanas:** Weapon:1

**Meditation:** When you take time to centre yourself and create an advantage named ***Focused***, 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.

**Responsible:** 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

Physical

Mental

## REFRESH

## CONSEQUENCES

**2** Mild

**4** Moderate

**6** Severe

# RAPHAEL



Ninja Turtle Aspect

**A Teenage Rebel Ninja Turtle**

Trouble

**Anger Issues**

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

Physical

Mental

### REFRESH

### CONSEQUENCES

2

Mild

4

Moderate

6

Severe

# DONATELLO



Ninja Turtle Aspect

**The Smartest Ninja Turtle In The Room**

Trouble

**Wants To Fix Everything**

Fighting

**Speak Softly and Carry 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

## STRESS

Physical

Mental

## REFRESH

## CONSEQUENCES

**2** Mild

**4** Moderate

**6** Severe

# 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

Physical

Mental

## REFRESH

## CONSEQUENCES

**2** Mild

**4** Moderate

**6** Severe