

LEONARDO

LEONARDO (SECRET)



SOLO	
BUDDY	
TEAM	



Disciplined

Honor Of A Samurai

OR
+1PP

We Work As A Team

PP

NINJA TURTLE LEADER

ENHANCED DURABILITY



ENHANCED REFLEXES



ENHANCED STAMINA



MYSTIC SENSE



PSYCHIC RESISTANCE



SFX: *Focus.* If a pool contains a **NINJA TURTLE LEADER** power, you may replace two dice of the same size with one die +1 step larger.

SFX: *Meditation.* Add Psychic Resistance to your dice pool when helping yourself or others recover Emotional Stress. Spend 1 PP to recover your own or another's Emotional Stress or step back your own or another's Emotional Trauma by -1.

Limit: *Exhausted.* Shutdown any **NINJA TURTLE LEADER** power to gain 1 PP. Recover power by activating an Opportunity or during a Transition Scene.

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KATANA NINJITSU

ENHANCED DURABILITY



WEAPONS



SFX: *Area Attack.* Add a D6 and keep an additional Effect Die for each additional target.

SFX: *Riposte.* On a reaction against a Physical Stress attack action, inflict Physical Stress with your Effect Die at no PP cost or spend a PP to step up the damage by +1.

SFX: *Unleashed.* Step up or double any **KATANA NINJITSU** power for one action. If the action fails, add a die to the Doom Pool equal to the normal rating of the power die.

Limit: *Gear.* Shutdown **KATANA NINJITSU** and gain 1 PP. Take an action versus the Doom Pool to recover.

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ACROBATIC EXPERT



COMBAT EXPERT



COVERT MASTER



CRIME EXPERT



MENACE EXPERT



PSYCH EXPERT



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SPLINTER'S PRIZE STUDENT

1 XP when you make a tactical decision based on what you think Splinter would want you to do.

3 XP when you choose to go against Splinter's wishes because what you think is right goes against his orders.

10 XP when you either repent your actions and fall in line with Master Splinter's wishes or you convince Master Splinter that you were in the right all along.

KEEP THE FAMILY TOGETHER

1 XP when you give an order that one or more of your brothers will not follow but you refuse to back down.

3 XP when your feud with your brother(s) results in a schism that separates the family.

10 XP when you either use your leadership skills to resolve the family dispute and bring your brothers and yourself back into harmony, or you surrender the mantle of leadership so that in your humility you can achieve that same end.

XP

HISTORY

Leonardo and his brothers were once ordinary turtles: when they were infants, they were adopted from a pet store by Hamato Yoshi. When their soon to be father walked passed a strange man, a Kraangdroid, he felt something odd about him and followed. Unfortunately, Yoshi gave away his position when he accidentally stepped on a brown rat's tail. The Kraang found him and attempted to kill him, but Yoshi fought back hard. In the end, the Kraang dropped the canister of Mutagen they were holding, causing the turtles and Yoshi to mutate. Yoshi, having to have stepped on that rat, thus mutated into a humanoid brown rat by the name of "Splinter", while Leo and his brothers, after coming in contact with Splinter when he was human, mutated into humanoid turtles. Splinter knew they would never be accepted in their urban society, so he took them to the sewers, made a home down there, and made the four turtles his children. Knowing the world would be dangerous and there would be a time where they want to explore the outside world, Splinter trained the boys in the art of Ninjitsu. Leo and his brothers were named after great Renaissance artists from a book Splinter fished out of the storm drain.

PERSONALITY

Leonardo is the most serious, mature and focused of the team. Being the designated leader of the group, Leonardo is very enthusiastic about his role. He is also a big science-fiction fan (or "nerd" as referred to by his brother Raphael). His favorite series is Space Heroes, while his favorite character from the show is Captain Ryan. Leonardo has a habit of memorizing Captain Ryan's best lines from the show and sometimes repeating them during battle.

Leonardo is so caught up with that he relies on Ryan's character than on his own intuition, which often bothers (especially Raphael) to his leadership.

For the most part, he tries to be the mature and responsible sibling, but there are occasional times where he can be as childish as his brothers, such as teasing Donatello for losing to a mutant monkey and trying to be like an unrealistic TV character, although Leonardo often tries to comfort his brothers when they are scared or upset, mostly Michelangelo. His attempts to appear strong can also backfire as he makes rather cliché or ridiculous statements while trying to intimidate his enemies, such as introducing the team as the 'Mighty Mutants' or 'Turtles of Justice', while trying to appear heroic, or telling a scientist experimenting on a monkey that they'd had enough of him 'monkeying around'. Raphael often expresses his lack of patience for these quips.

ABILITIES AND RESOURCES

Leonardo has the same physical enhancements that come 'natural' to his turtle brethren; his half-shell makes him durable, and his mutated musculature makes him fast, strong, and able to go the distance.

Leonardo is a natural leader, albeit one with limited experience in the field. He has trained in the martial arts and specializes in the use of the katana, the ancient weapon of the samurai. He is also adept with throwing stars, as well as the various tools that his brother Donnie has provided him for their missions, such as smoke bombs and grappling hooks. Master Splinter has also taught him in the ways of deep meditation, allowing him focus the other turtles lack as well as a keen insight into more spiritual realms that would otherwise be outside his experience.

Apart from his sensei, Master Splinter, and his brothers Donnie, Leo, and Mikey, Leo has developed a number of staunch allies, not the least of which is Splinter's daughter, Karai. Leo can count on April O'Neil and Casey Jones in any situation.

