

# MICHELANGELO

MICHELANGELO (SECRET) 

SOLO 

BUDDY 

TEAM 



*Booyakasha!*

*Conoscitore Di Pizza*

*Not The Sharpest Weapon On The Rack*

 4 OR  8  
+1PP

PP



## GO NINJA GO NINJA GO!

ENHANCED DURABILITY  8      ENHANCED REFLEXES  8      ENHANCED STAMINA  8

GOURMET SENSE  6      PSYCHIC RESISTANCE  8

**SFX:** *Second Chance.* Spend 1 PP to reroll when using any **GO NINJA GO NINJA GO** power.

**SFX:** *On The Scent.* Add a D6 and step up the Effect Die by +1 when using **GOURMET SENSE** to create Assets.

**SFX:** *Turtle May Care.* Shutdown **ENHANCED DURABILITY** to step up or double **ENHANCED REFLEXES** for one action. Recover **ENHANCED DURABILITY** by activating an Opportunity or during a Transition Scene.

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

## NUNCHUCK NINJITSU

ENHANCED DURABILITY  8      WEAPONS  8

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

**SFX:** *Bounceback.* 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:** *Overly Confident.* Step down Enhanced Durability by -1 for one action in order to double Weapons for that action.

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

ACROBATIC MASTER  10      COMBAT EXPERT  8      COVERT EXPERT  8

PSYCH MASTER  10      VEHICLE EXPERT  8

## LABEL MAKER

- 1 XP** when you encounter a new enemy and come up with a 'perfect' name for that enemy.
- 3 XP** when you first use Psych Master to try and befriend the enemy you named.
- 10 XP** when you either get the foe you named to switch sides at a pivotal moment, or you take down that enemy upon realizing that, at least for now, the enemy will not turn.

## THAT'S TOTALLY AWESOME

- 1 XP** when you go off on a bizarre tangent during a teammate's analysis of the current problem.
- 3 XP** when you pause in combat long enough to marvel at something that has happened, no matter how mediocre, and you activate one of your Limits to narratively show that the pause left you exposed to your foe.
- 10 XP** when you either persuade a teammate to lighten up and see the coolness of all things, even for a moment, as the dust settles on the Act, or you become jaded to the world and take a more serious approach to the world.

PHYSICAL

MENTAL

EMOTIONAL

XP



## HISTORY

Michelangelo 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 Mikey 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 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. Mikey and his brothers were named after great Renaissance artists from a book Splinter fished out of the storm drain.

## PERSONALITY

Mikey is the youngest of all the turtles, making him the least mature, however, it was confirmed that his maturity slowly increases as the episodes go on. He is labeled as "The Wild One" and "The Party Dude" as he is the most "fun" out of all the turtles. He is also very social, and wants the outside world (humans) to accept him and his brothers. He is also impulsive, because of a severe case of ADD. He is the first of the turtles to taste pizza and is very proud of his talent for naming things. In battle his weapon of choice is a pair of nunchakus, and a kusarigama. He might seem unintelligent to his apparent disregard for thinking things through, but he is actually intelligent. Unfortunately he also isn't always the most considerate of the ninja turtles like when he tried to use Raph's fear of Cockroach Terminator to get Raph to let him read his comics, or when he pranks his brothers. But he also has an honest heart and is more willing than the other turtles to accept outsiders like Karai/Miwa and Leatherhead.

## ABILITIES AND RESOURCES

Michelangelo 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.

Mikey is the least serious of the group, but despite his reputation as a slacker and screwup he is actually the most personable member of the team. He can make friends with nearly anyone and always sees the best in those not obviously evil. Mikey is no slouch on the battlefield, though, as he is the most acrobatic of the group, and a master of the nunchucks.

Apart from his sensei, Master Splinter, and his brothers Donnie, Leo, and Raphael, Mikey has developed a number of staunch allies, such as his good buddy Leatherhead. He's especially close with his local pizza carrier, although they have never met face to face.

