



Teenage Mutant Ninja Turtles (NES) 1.0 By Burkess

Welcome to New York. Home of the Teenage Mutant Ninja Turtles. Shortly after you arrive, Shredder will send his goons to kidnap April and then begin his quest to take over the city.

You'll need these.

1000 Turtle Points.

Locations:

1. New York City.
 2. Somewhere else on Earth.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Turtle Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be

purchased multiple times. Doing so provides an additive bonus.

HUD Screen: Free! You can tell how healthy you are, how much gear you're carrying, and so on. Lots of handy little data about your life can be called to mind and displayed at your request.

Splinter's Training: Free! You've been trained by Splinter and are the equal of the ninja turtles in strength and ninja skill.

Weapon Selection: First Purchase Free! Choose any weapon. You gain the same amount of talent and skill that the ninja turtles possess in your choice.

Mutant Species: First Purchase Free! Pick an animal that exists on Earth: you're a mutated version of one of those, just like the ninja turtles.

Power, Speed, Range: First Purchase Free! Range is an effect that adds extra feet of length to your attacks. Speed makes your attacks faster. Power increases the amount of damage you inflict. Each purchase gives you one of these.

Brains: You're a genius and even without a proper education can understand advanced scientific concepts and build wondrous devices. Your scientific or engineering knowledge in one area partially carries over to another. Being a good mechanic would mean you'd know stuff about chemistry.

Leadership: You understand what motivates other people and how best to navigate arguments between them by reminding everyone of what they're fighting for. You have the ability to set your own ego aside and make completely unbiased judgments.

Ferocity: Your attacks inflict damage as if you were always in a deep rage and using most of your strength for each swing.

I Can Turn Back To Human Form: You can undo any mutation or transformation with an act of will. It also works on others.

Wisecracks: In any situation, you know the best words to say to defuse tension and make people laugh. And also cheer them up. And infuriate people.

Pizza Scavenger: Items of interest to you will be placed where you can find them during your travels. It includes things that can help you, such as weapons and food, as well as things you may want. The more valuable items will often be guarded by enemies or hidden in far off places.

Area Refresh: Enables you to “respawn” a room or area. It causes all the previously defeated enemies and items that were present to reappear. Truly unique items, of which there are few or only one of won’t reappear, but everything else will.

Turtle Power!: Screaming out a battle cry gives you and your allies a solid minute of improved performance relative to how much this phrase means to you. For something that makes up the core of your identity, it allows you to fight better than you ever have before.

Healthy Appetite: Your body converts consumed calories into energy immediately, causing food and drinks to heal you. A whole pepperoni pizza can entirely restore your health. It also allows you to eat even when you aren’t hungry and gain only increased energy. This is shared with anyone you provide food to or eats with you.

Tricky Dual Wielding: You can decrease the size of any object you’re holding and then reassert its true size at will. This would enable you to dual wield two full sized katanas and nullify the downsides of doing so.

Bomb Defusal: Simply touching a bomb or thing capable of exploding renders it inert.

Turtle Parent: Those you raise and care for will absorb what you’re teaching them and your beliefs through osmosis. The act of spending time around you will cause them to learn the things you want them to learn.

Enemy Change: You can place an effect on an area. When all of the guards there have been defeated or incapacitated, they’ll be swapped out with new enemies from your forces, who will immediately attack.

Master Of Disguise: Even your most hastily constructed costumes will pass a quick inspection, and the ones you spend time and effort on are far greater than they should be.

Ninja Stealth: You passively map an area upon entering it and will quickly grow familiar with it as if you’ve spent years there as a resident. You’ve learned the secrets of stealth from ninjas and have a mastery of parkour and breaking into places.

Power Bonus: When you drop below half your total health, you gain a large bonus in attack power that makes you far more dangerous. This lasts until you recover above half health.

Foot Clan Allies: Members of the Foot Clan will emerge from unobserved locations to rush to your aid. Defeated Foot Clan members will eventually respawn. They follow your orders and defer to you for guidance.

Shredder: You're at the physical pinnacle for your species and have a natural talent for the ninja arts that places you above other ninja. You have a cunning intellect that allows you to pick your opponents apart and capitalize on their weaknesses in battle.

Getting Saved: In the event of your capture, your allies will be informed of it and given information they can use to launch a rescue attempt. Your enemies are more likely to choose to use you as bait for allies and keep you alive.

Investigative Reporting: When newsworthy events are going to happen, you'll be there. If there's a scoop to be found, you'll be alerted to it, so you can investigate. You can smell a cover-up a mile away, and your intuition informs you if something isn't what it's stated to be.

Rescue Your Turtles: Your allies will be captured alive and put in places where you can rescue them rather than them getting killed. Executions will be delayed until you're prepared to launch a rescue attempt.

Select Your Turtle: With their consent, you can take control of someone else's body and pilot it, while also existing in your own body. This doesn't split your attention, it creates a separate instance of yourself that's hive-mind linked to your main self. Both versions of you can devote all of your focus to controlling your respective bodies.

Minion Recruitment: Passively, you attract those whose ideals are similar to yours or could be persuaded to think how you do. If you help them, they'll feel indebted to you and will join you. You'll collect quite a lot of people this way, and a good portion of them will have excellent potential for learning combat skills.

Finding Corruption: Knowledge of how to find corruption and who is most likely to have skeletons in their closets. As well as who will fold to blackmail and take bribes.

We Have Taken Splinter: You instinctively know the moments where someone is at their weakest and when they'll be unguarded. You'll also be informed upon when the kidnapping has been noticed, so you can then deliver a personalized message to the victim's friends via video recordings or live feeds.

Items:

Your Weapon: Free! You have a special weapon that's been designed specifically for you. It's a non-magical weapon that could be created on Earth, or multiples of them if you want to dual wield or something. Unbreakable and unnaturally swift.

Turtle Shell and Mask: Free! This is an armored shell that a non turtle could wear to fit in with the ninja turtles. It also has a mask too that fits over your eyes. People won't connect your real identity to your hero identity when you're wearing it.

Respawning Pizza Box: Free! The box spawns more pizza every time it's opened and closed, along with drinks, such as water and soda. It's everything you need to have a pizza party whenever you want.

Mutant Serum: This serum mutates those it comes into contact with. If used on an animal, they'll end up like the Teenage Mutant Ninja Turtles. By pouring this somewhere outside your warehouse, it will cause 1% of all animals in the setting you're in to become mutants, with the number growing and equalizing at 15%.

Road Roller: An enhanced road roller. It takes a lot of effort for even the ninja turtles to damage it. It's able to crush people as durable as the ninja turtles if it runs them over.

Sewer Hideout: A hideout that's perfect for raising children in and also training in martial arts. It grows larger to accommodate anyone new who moves to live here. It never has a smell and remains sanitary.

Sewer Network: This is a network of sewers that human sized people can comfortably walk and fight each other within. You can access it through any manhole cover. It expands into any existing sewer networks and creates tunnels leading to them.

The Foot Phone: This phone allows you to contact a mercenary organization that specializes in providing goons, robots, vehicles, and monsters in exchange for cash. It comes with an updating catalog of creatures from previous jumps, so you can hire some of them as well.

Simply offer the cash to the phone, and you'll have your delivery of goons within an hour. All waiting to do your bidding.

Maniac's Chainsaw: A special chainsaw that will never harm the user, have the chains get tangled, or stop unless you will it to. It excels when used for jumping attacks.

Aquatic Doom Package: This is a collection of rapidly growing and spreading plants that will cause your victims horrible agony. There's Evil Seaweed which grabs your victims and drowns them. Electric Plants, that electrocute anyone who comes into contact with them.

You've got some bombs, spinning blades, and gates of electricity that can be set to open and close at an interval. Comes with enough gallons of water to create your own underwater level.

Party Wagon And Missiles: An armored truck that can fit many people and also fire missiles. Doesn't need gas or maintenance. The missiles can clear road blocks.

Communication Devices: These enable you to stay in contact with multiple people across vast distances and also do video calls.

Shredder's Armor And Gun: The armor worn by Shredder, personalized in appearance and design to fit your liking. It comes with a gun that can turn mutated creatures back into non mutants.

The Technodrome: This is a replica of the Technodrome. It's a mobile weapon of incredible power.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Turtle tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when Shredder is beaten or the ninja turtles lose. Unless a drawback says you can't, in which case you have to settle the other one first.

Continuity Toggle: Free! You can decide on a case by case basis what elements of this universe and its crossovers exist here. Do the events of the Injustice comics happen here? Can you go and meet Archie? It's up to you.

Be The Main Character: You take over the body and role of one of the main characters. You have to defeat the Shredder.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Purchase Lockout: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Shredder Hates You: A week before you arrive, Shredder received a detailed dossier on you, your tactics and general abilities. He'll spend this time preparing to confront you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Too Much Information, Dude: The Ninja Turtles will learn 5 secrets about you that would be the most inconvenient or uncomfortable for them to know about.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Turtle points as you spent. They don't like you and want to defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?