Back to the sewers

Hit that catchy theme song

It's Ninja Time!

In the city, on the scene, underground, and in between,

There's a mean, green team of heroes that you've never seen!

And when the villains and turtles fight, (Let's GO!)

It's gonna be one shell of a sight!

You know the turtles got your back!

(BACK!) Back to the Sewer!

Teenage Mutant Ninja Turtles!

Back! (BACK!) Back to the Sewer!

Teenage Mutant Ninja Turtles!

(Roll call!)

Leonardo!

Donatello!

Raphael, Michelangelo!

(I love bein' a turtle!)

There's a mean, green team of heroes that you've never seen!

And they're doin' everything they can (Let's GO!)

To stop evil Shredder's plan!

Oh yeah, the turtles are back!

(BACK!) Back to the Sewer!

Teenage Mutant Ninja Turtles!

Back! (BACK!) Back to the Sewer!

Teenage Mutant Ninja Turtles! (BACK!)

Teenage Mutant Ninja Turtles!

Teenage Mutant Ninja Turtles! (BACK!) Back to the Sewer!



Welcome to the Final season of the 2003 TMNT series, TMNT Back to the Sewer. Well the Plot of this season is the Master Splinter has be scattered across cyber space and the turtles have put him back together again. But the Shredder is back as a digital construct and they need to recover the pieces of splinter and prevent the Shredder from escaping cyber space. And all of this take within a single year. Yeah needless to say you are going to need this:

1000 TP

Good Luck and try not to get Shell Shocked.

Location

1. Sewers
2. TCRI
3. Foot Strong Hold
4. Casey's house
5. Antique Shop
6.Free Choice

Origins

Turtles: Back from the future and to the sewers. The Turtles are back to kick some shell.

Foot: Even without the shredder the foot still lives.

Former Scientist: Used to be a Scientist but then you decided to change your career path.

Vigilante: The Cops don't do enough to get rid of the filth so you decided to do it yourself

Purple Dragons: You would think that the Purple Dragons would be finished by now. Guess not. Sure they are not as great as they used to be. But they are still a threat

Perks



General

Know the Lingo (Free): There are strange words and phrases that exist in this time period. You know what they mean and what they are used for in conversations. Helps you blend in. Works in future jumps too.

Parkour (Free): You could just disguise yourself and drive a vehicle and try to blend in…but where's the flair in that? With this you know how to do parkour turn a daily walk into a acrobatic spectacle. Also help you sneak throughout the city by traversing the rooftops.

Wise guy (100 TP): People know you have a bit of snark. This essentially give you the ability to come up with the perfect snarky comment to someone when you want to.

Throw the First Punch (100 TP): Choose one martial art. You are skilled in that martial art.

Cybernaught (200 TP): The gimmick to this season of TMNT is cyberspace. You know the ins and outs of cyberspace and can utilize the same tech and gear that the turtles use while in cyberspace. You can even enter cyberspace without the need of a cyber portal.

Turtles

Back to the Sewer (100 TP, Free for Turtles): While being the future was a blast for the turtles, they really cared about getting back home. That being said it's a miracle that they were able go back to living in the 21st century. Back to basics. Not many can do this. Most would have been unable to go back to those simpler times. But you can. When you have to go back to using savage or outdated tech you are able to do so in instant. With no repercussions.

Got Your Back (200 TP, Discount for Turtles): Team Work. Well actually this perk is more than Team Work. You have this innate sense when a team mate or family member is in danger. You can also enter a trance like state to figure what happened to a team mate or family member as well as find out if they are alive or not by meditating.

On The Scene (400 TP, Discount for Turtles): Or rather not on the scene. This perk has two effects to it. First you are really good at stealth and disguising yourself form the public eye. Second when you want to make yourself known, you know how to do so with style. Basically, one moment you are a shadow none know who you are, where you are, or what you are. The next you make a grand standing appearance under a different persona. Good for being a super hero, like Turtle Titan.

Turtles Fight (600 TP, Discount for Turtles): Well, this is the World Teenage Mutant Ninja Turtles. Which means combat. And you are a member of their team which means you know how to fight. But unlike the other combat focused perks found in a TMNT jump; this one is a bit special. First the obvious you are an expert at the weapons that turtles use in the show. Secondly pick any hobby you do, that hobby can be translated into combat skill. You like Video Games? You can mimic some of the moves and attacks from a fighting game. Like Extreme Sports? Those tricks you can do ona skate board can be used for attacks and dodges. The only limit is your imagination. Additional hobbies can apply as you continue in your chain. One hobby can be added per jump.



Former Scientist

Shop Clerk (100 TP, Free for Former Scientist): You are skilled in the ways of business. You know how to manage and operate a shop of your own. You also know how to manages your taxes. Hey not all problems can be solved with marital arts. Taxes are no joke, Jumper. Even the Joker fears the IRS.

Archeology (200 TP, Discount for Former Scientist): When it comes to artifacts, fossils and even ancient texts. You know your stuff. You can analyze an artifact and can discern the age and heritage of the artifact.

He's Changed (400 TP, Discount for Former Scientist): You know in shows when something is off about a character but no one can put their finger on what it is until last minute? You don't have that problem. You can tell that something is off just by a few minor differences. Let it be someone being able to do a new technique a change in hairstyle or tastes of music. If you can get so much of a hint of something is wrong about someone you can use that hint to come to a conclusion of what is wrong about them. In addition you can convince others into believing your hunch.

Wild Fighter (600 TP, Discount for Former Scientist): Somehow you know how to fight in a very…interesting way. Most of it is improvised but you are able to fight as if you are a tribal warrior. That is to say you have a mean of defending yourself regardless if you are in civilization or far from civilization. You can create makeshift weapons out anything you can get your hands on. In addition, you have some skills in Silat and Coreeda.



Vigilante

Motorcycle Expert (100 TP, Free for Vigilante): You know how to ride/drive at motorcycle like pro.

You're better than this (200 TP, Discount for Vigilante): Not every person that's a part of a gang is bad. You know this despite your…aggressive nature. The hard part is figuring out who's the really bad guys and who's just in a desperate situation. It like a radar to you, you just need to follow it is all.

Sorry Teach (400 TP, Discount for Vigilante): You know what sucks? Mind Control. Some bozos out there can bend people to their will through some hypnosis or magic Mumbo jumbo. Won't work on you though! NO, ITS NOT BECAUSE YOUR STUPID OR BRAINLESS!! Its because you are too stubborn to be controlled. Basically, you are VERY resistant to mind control, like it would take an arch mage to mind control you. What's better is that you can break out of being mind controlled by sheer will and when you do break out. Some of the skills of the person who tried to control you goes to you.

Goongala! (600 TP, Discount for Vigilante): Those turtles and the foot have their fancy ninja training and martials arts. HA! Chumps all of them! Let em' spin around in the air like some prissy ballerina. You don't need any of that. You're Anon the Jumper. You got baseball bats, hockey sticks, hockey pucks and plenty of other sport equipment to use. Now you an expert at improvised weaponry and sports. And for the sake of keeping with the theme you know some skills in the martial arts of Jailhouse Rock and 52 Blocks.



Foot

Athletes Foot (100 TP, free for Foot Clan Ninja): Ninja's are capable of some incredible feats, able to leap across rooftops, hide in shadows, and strike down the unaware with equal ease. With this perk, you have the build and conditioning to do the things any 'average ninja' might have. To actual gain the abilities of a ninja you have to gain through training. That being said this not on the amazing level that the elite are on.

Wisdom of the Foot (200 TP, discount for Foot Clan Ninja): Once you have loyal minions/slaves/servants/whatever, what good are they if they don't know what to do the things that would make them profitable? Utterly useless, but that where this perk comes in. With this, you can teach people at a vastly accelerated rate, basic street tough to competent ninja in only a few months, only able to put on a band aid to decent surgeon in less than a year, on that level. Just this perk on its own won't get you up to 'main character' status, but you won't be a push-over or someone to be overlooked either. As a bonus after this jump, if you spend a year in intense training and tutoring an individual, they will gain this perk (even this part).

Rise Like a Tidal Wave and Come Crashing Down (400 TP, discount for Foot Clan Ninja): Despite the Shredder's death the foot seemed to make a comeback. But how? Well, someone comes in and takes over to continue the Shredder's work. You are similar in this vein. You can take a long thought dead organization and bring it back to life. You can recruit and train new members to replace the old ones… depending on how well you do they can even be better than the old members

Shredder has RETURNED! (600 TP, discount for Foot Clan Ninja): Or at least in theory and spirit…sort of. You are now on the same level of combat skills and technique as the Shredder. In this case three of them. Chrell, Cyber Shredder and the bonus boss from the Video game. Your skill in ninjutsu and hand to hand combat are out of this world. You specialize in swords but any weapon will do really. You can also enter a state of mind where your mind empowers your body, making you unarmed strike stronger. Whatever you use these abilities for jumper, I pity those who would stand against you.



Purple Dragons

Punkish Tactics (100 TP, Discount for Purple Dragons): Lockpicking, pickpocketing, extortion. All the skills that a street thug needs to survive on the streets. You know how to a punkish thug here in this setting.

Surprisingly Competent Fighter (200 TP, Discount for Purple Dragons): The Purple Dragons is a gang of relatively normal thugs. So how do they keep up with the likes of the Turtles or the Foot? Well, they are actually good fighters just not as good as the Turtles. The dragons are experts of improvised weaponry and street brawling. Might not be much but it is enough taking care of the cops or someone who has any ideas to be a hero. This also applies to you…and we'll throw in a bit of Karate and Jailhouse Rock.

Tech Savviness (400 TP, Discount for Purple Dragons): Despite being a normal street gang, they have a tendency to get their hands on some high quality, futuristic pieces of technology. Tech that would normally take an expert to handle, but somehow every Purple Dragon knows how to use these high-tech weapons and devices. This fact extends you. After all it just another weapon or doo dad to use to steal stuff.

Criminal Mastermind (600 TP, Discount for Purple Dragons): Crime pays if you can get away with it. And you most certainly can get away with it. You are a criminal mastermind. When you come up with a heist you tend to have the knowledge that can make sure that you get away with all the valuables without getting noticed by the cops. Basically you are now on par with the payday crew. In both the loud and quiet approach of doing a heist. Stealth, marksmanship, Melee Combat you have it all. Be careful though some freaks have been spotted lately



Items



General

Iconic Clothing (Free): Clothes that helps you gives you an identity. Unique in design, it allows you to pop out in a crowd…at least to your allies. To your enemies you may stand out or blend in its really up to you.

Emergency Weapon (Free): A knife, a pistol, and a police baton. May not seem like much but its enough to keep you safe from the usual thug that might be out on the streets.

Night Vision Goggles (100 TP): A pair of goggles that will allow you to see in the dark.

Green Mantle's Cape (300 TP): Okay maybe not THE Green Mantle's Cape but it works the same as the original.

Turtles

Ninja Gear and Weapons (100 TP, Free for Turtles): This item includes several things: Mask, outfit, inventions that Donnie has made for his brothers, and weapons. Mask? This a cloth that just covers your eyes, yet it tends to turn your eyes white when you get serious or do something awesome. So yeah, it might be worth your attention. Outfit? This is actually a traditional ninja garb and a set of street clothes to be used as a disguise while your top side. Gear? This includes Grappling hook, Communicators, a Shell Cell, a ton of shurikens, Shoko Claws. All these wonderful items were created by Donatello to aid his brothers during their patrols, adventures, and other things that goes on with the TMNT. Weapons? Well naturally you will receive a pair of Katana, a Bo Staff, a pair of Sai and a pair of Nunchucks. It will also if you have the "**If All Else Fails, then it's Time to Kick Butt**" perk you will be given the weapon you have chosen in that perk. You are now fully kitted and ready to take on the world.

Turtle Vehicles (200 TP, Discount for Turtles): Hey it helps to get around faster if got yourself a set of wheels. This is every vehicle that the turtles used from season 1 to 5. This includes: Battle Shell, Shell Cycle, Turtle Taxi, Shell Sub, Shell Sled, and Sewer Slider.

Lair (400 TP, Discount for Turtles): A large underground area with enough bed rooms to house you and each of your companions. It also has an elevator of sort that will take you topside to a garage that no one is using besides you.



Former Scientist

Science Coat (100 TP, Free for Former Scientist): A Lab Coat that has the added bonus of not only makes you look smart but it so that no chemicals accidentally spill on you.

Personal Weapon (200 TP, Discount for Former Scientist): Taser, Pepper spray, and a Bat. Not much but good enough for you to crack some skulls.

Antique Shop (400 TP, Discount for Former Scientist): This actual a shop and a home. The shop part of this complex is an antique shop that will allow to sell various of wares that you might have, and its on the ground floor. Meanwhile the home part is on the second floor. The Home includes a kitchen, a living room with a TV, and a bedroom.



Vigilante

Hockey Mask (100 TP, Free for Vigilante): This mask is not only useful for protecting your face it can also be used for intimidation! After all, if it worked for Jason it can work for you. You have a choice between at traditional one or the one more on par with Casey's current hockey mask which looks more like a skull.

Sports Gear and Motorcycle (200 TP, Discount for Vigilante): Bats, Hockey sticks, Football armor, golf clubs, hockey pucks and much more. All included in this item option. May not seem like much but it can be used as weapons if you're creative enough. In addition, you get a motorcycle. Well, you're gonna have get around the city somehow. A car? Nah to predictable how about something more… unconventional? Like this here bike. May not look like much but it seems to never run out of fuel and can drive up to some pretty high speeds. Yeah, it's pretty cool.

Farm House (400 TP, Discount for Vigilante): A nice cozy place to just relax. It's out of the way enough that many won't immediately find you if you chose to hide there for a while and inconspicuous enough for most to see it as an ordinary house.



Foot

Ninja Foot Gear (100 TP, Free for Foot): This Dark garb has but one purpose conceals your identity. Which it does and nothing much else. At least it looks cool.

Foot Mansion (200 TP, Discount for Foot): A large estate that can house you and several others. With all the enmities needed. It also comes with an armory, a dojo, and garage.

Cyber Suit (400 TP, Discount for Foot): A cross between power armor and ninja garments. Wearing this will increase your general strength, speed, and of course durability. It also built in weapons. As a special addition its design and color scheme will depend on your preference.



Purple Dragons

Punkish Gear (100 TP, Free for Purple Dragons): Jacket, dark colored shirt, and some jeans. May not seem like much but these clothes can hide a rifle in them no problem. It would be like it was never there to begin with until you take it out of course. So basically you want to carry more weapons without them being visible to the public eye…this the item you need

Hide Out (200 TP, Discount for Purple Dragons): An abandon warehouse that you have modified and customized to be your base of operations. Capable of holding loads of weapons and "questionable items". Also most people won't even inspect the place. Win-Win.

High Tech Weaponry (400 TP, Discount for Purple Dragons): Military Grade Bang Bang. First are an assortment of hand guns that fire lasers. Then we have rifles that can fire projectiles that can blast through steel. And Finally a rocket launcher with a clip…meaning you don't have to reload after every shot. All capable of doing serious damage. You have 12 crates filled of these weapons.



Companions



Import (50-200 TP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 SP to import one companion. 200 SP to bring them all. Each gets 800 TP and a background.

Create (50-200 TP): Same as above but you make new companions that you'll come across in this jump. 50 TP for, 200 TP for 8. You can never have to many friends. Each gets 800 TP and a background



Venus de Milo (100 TP): A female turtle that was mutated the same way as the other turtles were mutated but where Leo, Raph, Donnie, and Mikey were raised by Splinter; she was raised by a mysterious group called the Guardians. However, she has more of a spiritual view on things compared to the other turtles, as a result she is aware of things like magic and chi.



Mona Lisa (100 TP): A mutated Lizard that was found by Casey Jones at a young age, thus they became siblings. She is just as much as a hot head as result of this upbring. She also has brown hair for some reason. Anyways she is also an expert at improvised weaponry but she also carries a gun. Despite this she is good at hand-to-hand combat.



Nari (100 TP): Nari is a turtle like the others that Splinter and his sons found roughly a week before the events of the show. She keeps mentioning a group that she calls “Talons” and might be connected to some trauma that she has.



Clover (100 TP): Another Mutant Turtle but this one has been keeping low profile for a long while. She's not really good at fighting but she is good at diplomacy but when push comes to shove she can use this whip weapon she owns.



The Turtles (100 TP): Here they are! The main gang. Leonardo, Donatello, Raphael, and Michelangelo. These guys are a lean green team, and if you are able to survive the jump fighting alongside them, they may warm up to you. Just be careful choosing to companion them may make you a target for the Shredder



Casey Jones (100 TP): The Masked Vigilante that uses sports equipment to take on punks on the streets



April O'Neil (100 TP): Smart, mature, and long-suffering tech genius and secret keeper of the Turtles



Canon Characters (50 TP): This is to purchase anyone else, 50 CP per person. But the ninja tribunal, and EVERY version of the Shredder (That is not Karai) is off limits

Scenario



Restore Splinter (Must have the “Turtles” origin and have “The Turtles” Purchased as companions): This one is simple help the turtles reconstruct their father. Explore cyberspace to find the bits of splinter. Once you found all of them you are done because the rest is up to Donnie

Reward – Cyber expert: You know the ins and outs to cyberspace and the internet as a whole. As a result you can basically hack into any website server

Reward – Splinter: Well you and his sons are going to explore the dimensions and you did save him. So he would be honored to join him

Drawbacks

Continuity (+0): Been to this setting before. Maybe from another TMNT jump? Well whatever changes that has happened in those jumps will affect the state of this world. Especially if you have been to the **TMNT 2003 and Lost Episodes** jump and **TMNT Fast Forward** Jump.

Hot Headed (+100): I think you need to chill out. You tend to be easy to anger and take fighting to far. But with time you can put a leash on it.

Goof Off (+100): FOCUS!!! Geeze! There is time to clown around but that is not every hour of the freaking day! Hopefully you before you do something that will jeopardize the missions you are on at the moment.

Overthinker (+200): As a wise muscular guy once said: "JUST DO IT!" You tend think about every single possible outcome before acting this tends waste too much time. Not just missions either you do this for every single thing you do even deciding what to eat you do this! JUST DO IT!!!.

Dang Dragons (+300): WHAT THE HELL?! How on earth are there this many purple dragons?! Okay now it seems the entire city has bunch of purple dragons occupying small neighbor hoods. This will impede your ability to move about the city. They WILL try to get in your way and looking for a fight or money from you. In order to clear them out you have to take down the leaders of each sect. Easier said then done.

Foot Problem (+400 TP): The Foot have upped their game. It feels like everyday they will have been aiding whatever foe you are going up against at the time. Even worse, they'll attack you themselves in large numbers. Do be prepared to show off your Matrix level fighting skills or else you will be overwhelmed.

Public Menace (+400 TP): No matter what you do the public throughout your time will distrust you. You will eventually earn their trust but expect the Police and Civilians to try to make things your life much harder during time here.

You rely too much on those things! (+500 TP): You rely too much on the items that in your warehouse. So lets see how well you fair without them. Outside of whatever weapon you imported into the "Ninja Weapons of the Future" item, all item in your warehouse is now sealed away for the duration of the jump.

There are no Shortcuts! (+500 TP): Perks, powers, system? PALOR TRICKS I SAY! One does not become a master with such things. Only blood, sweat, and tears will do. There are no shortcuts. Therefor any perks that are not from this jump have been confiscated and sealed away for the duration of the jump.

BOX OF TROUBLES!!! (+700 TP): WHAT THE HELL?! Okay what is happening?! Apparently, every show, series, and anime that was shown on the FOXBOX has now merged with this setting. More bad guys to deal with as well as trying to prevent everyone from fighting each other

End

Well, your time here is up. So, what now?

Go Home: You had enough of the jump chain

Stay Here: You grown to like it here and want to stay

Continue Onward: Time to hit the road and head to the next jump

Notes

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