Rise of the Teenage Mutant Ninja Turtles

Rise... of the...

Teenage Mutant Ninja Turtles!

Teenage Mutant Ninja Turtles!

(Rise of the!) Teenage Mutant Ninja Turtles!

Heroes in a half shell

Turtle Power!

Rising up against evil, paint the city green,

Raph is ready for a fight, Leo's making a scene.

Mikey's (Got!) got mad skills, Donnie (Rocks!) rocks machines.

With each other, they discover their destiny and rise!

Cowabunga!

Rise of the...

Teenage Mutant Ninja Turtles!

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Rise!



Welcome to Rise of the Teenage Mutant Ninja Turtles. And if you are familiar with the other TMNT animated series…prepare to be confused. Raphael is the leader, Leonardo is the Cocky, Michelangelo is way more childish than usual, and Donatello has a bit of a pompous side to him. Yeah, that is very different from the TMNT status quo. Well, buddy prepare yourself it gets weirder mystic weapons, yokai, alternate dimensions, and more. So trust me you are going to need any edge you can get because you are going to be here until the end of the series and the movie. So you are going to need this:

1000 TP

Good Luck and try not to get Shell Shocked.

Location



Roll 1d6 to see where you start.

1. **Sewers**
2. **Molina Tower**
3. **Long Island**
4. **Hidden City**
5. **Foot Shack**
6. **Your Choice**

Origins



Drop-In: Where did you come from? Another Dimension? the Future? Well, you are here now.

Mad Dogs: The Heroes. The Turtles and their allies. And now you are a member of their group.

Foot: The Bad Guys and archnemesis of the Turtles

Perks



General

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

Brains of the Bunch (100 TP): You are a wiz with machines. You can create vehicles and all sorts of gadgets with nearly anything. Let it be garbage, scrap metal, or broken-down vehicles you can make something out of it.

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

Mutant (200 TP): Okay how you became a mutant doesn't really matter but it boils down to 2 things. You were a normal animal that became an anthropomorphic Creature or you were a human that became some anthropomorphic creature or something else entirely. This perk will grant you enhanced intelligence (For your species that is) and the conditioning on par with a human at peak condition. This will include things like flexibility, dexterity, perception, etc.

Master of Disguise (300 TP): It's amazing what a few baggy clothing, a hat, and a pair of sunglasses can accomplish with hiding one's identity and species. Seriously the turtles just put on some baggy clothes, and no one knows that they are mutant turtles. The same applies to you. Just put on some clothes that cover most of your body, a hat, and a pair of sunglasses and no one will be able to figure out who you are. This also grants you some skills in disguising yourself.

Rise (400 TP): Well it's in the title of the show, but what does it mean? Well simply put Destiny seems to be on your side as long as you are working towards a great goal such as defeating a great evil or conquering a country or something like that. It also grants a bit of a plot armor effect; you won't be completely undefeatable, but you will receive a bit of a push towards your survival. This also acts as a Capstone Booster.

Drop In

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

You're better than this (200 TP, Discount for Drop in): 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.

Rage power (400 TP, Discount for Drop in): The strange thing about anger is that it tends to cause more problems. Makes ya aggressive or dangerous. That's fine, you use that anger for strength. If any idiot pisses you off in any way you get power from it. So let those chumps take you lightly. Let 'em' taunt ya. They're the ones that are gonna regret it in the end.

Goongala (600 TP, Discount for Drop in): Those turtles and the foot have their fancy ninja training and martial 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 sports equipment to use. Now you are 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.

> **Boosted:** Now this gets way better. Anything sports-related that you pick up can be used as a weapon to you. That football? Some fireworks can be made to be a bomb. That softball bat? A better bludgeoning weapon than the normal wooden baseball one. Heck, some sports equipment can be used for armor if you know what you're doing.



Mad Dogs

We are a Team (100 TP, Free for Mad Dogs): Teamwork. Well, actually this perk is more than Teamwork. You have this innate sense when a teammate or family member is in danger. You can also enter a trance-like state to figure out what happened to a teammate or family member as well as find out if they are alive or not by meditating.

Stealth (200 TP, Discount for Mad Dogs): Stealth is the key to your survival. I mean you're not exactly human. You have the stealth and parkour skills necessary to stay out of sight and out of mind. Including disguising yourself. Just mind the volume of your voice and you should be fine. Also comes with amazing balance.

Ninja Combatant (400 TP, Discount for Mad Dogs): Let's face it you can't really just sneak way through all of your problems. Especially when the Foot is out there and looking for you. Sometimes you have to fight. Select one weapon that is commonly associated with ninjas you are now an expert with that weapon. In addition, you are also skilled in 3 martial arts in addition to Ninjutsu. You are also an expert with each weapon that turtles use and the weapon you have chosen.

Hamato Ninpō (600 TP, Discount for Mad Dogs): An ancient mystic power derived from a very powerful source of unknown origins that makes the art exclusive to the Hamato Clan called the Hamato essence, a type of life force that is passed down through generations of the clan. Hamato Ninpō gives its users access to the collective power of past Hamato Clan members, bestowing its users with a large amount of mystic energy that grants them various superhuman abilities. These Abilities are Supernatural Strength, Supernatural Agility, Supernatural Speed, Supernatural Leap, and Supernatural Durability.

> **Boosted:** You think that was impressive? Well, get a load of this! Now you can enter a super mode, that enhances your speed, strength, agility, and durability even further. In addition you can manifest weapons from your own life force. Teleportation by cutting a portal for you to go through. Self Duplication as in a Shadow Clone technique, Summoning Technology with a thought…but it will vanish after a few minutes or when you exit your super mode.



Foot

Eagerness and Determination (100 TP, Free for Foot): Through the series Casey has suffered defeat and humiliation many times. Yet she keeps trying to get into the Foot, where most would give up. Not only that she seems very eager for every mission she is being sent on by her superiors, no matter how mundane. You too have that determination.

Wisdom of the Foot (200 TP, Discount for Foot): 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's where this perk comes in. With this, you can teach people at a vastly accelerated rate, from basic street thug 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. 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).

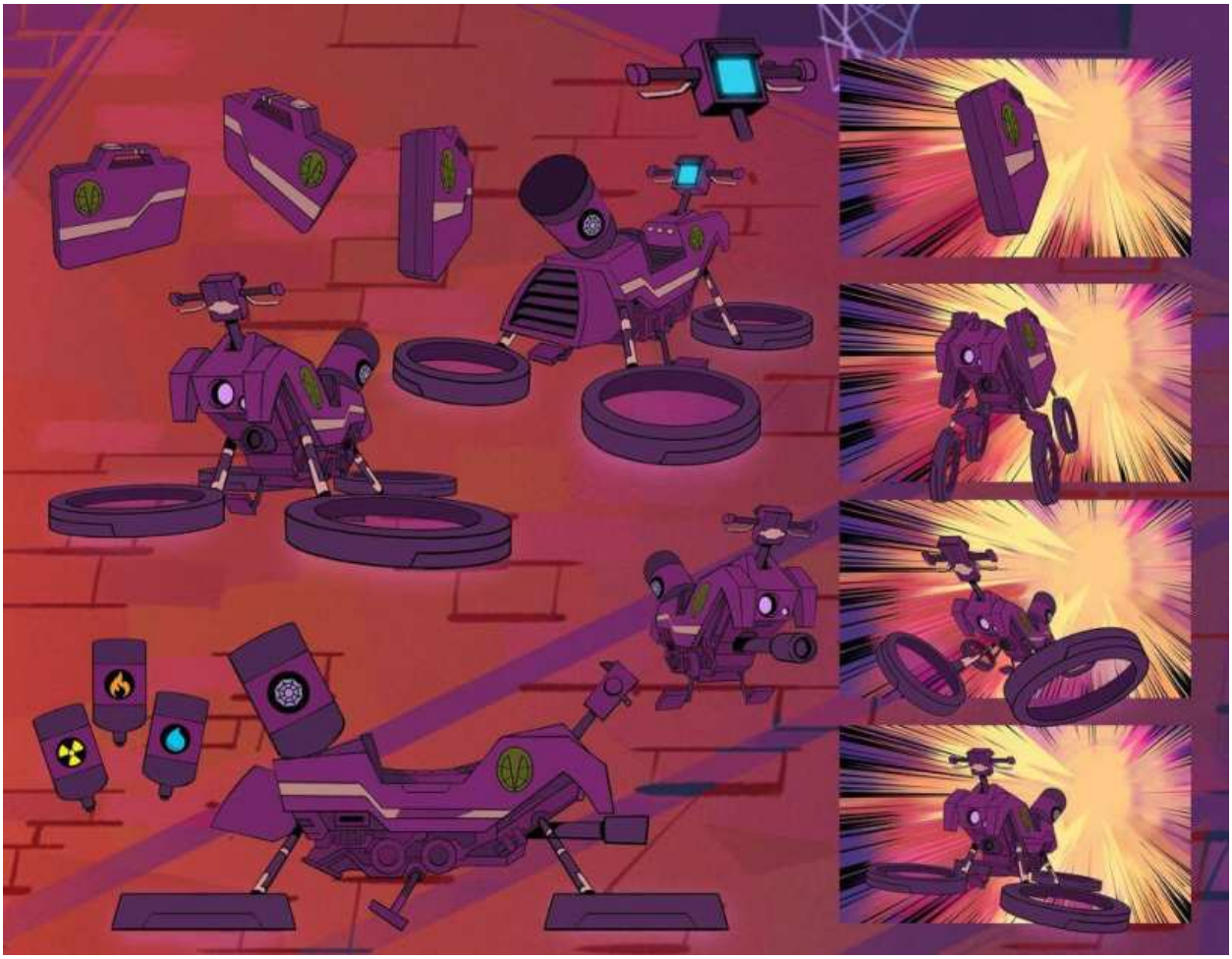
Friends all over (400 TP, discount for Foot Clan Ninja): Where does the Foot get their recruits? From all over, of course. With this perk, you can always find people who are sympathetic to your causes if you go looking. With time and effort, you can sway them completely to your side, turning them into a loyal minion.

Shredder (600 TP, Discount for Foot): Every version of the Ninja Turtles has a shredder but this one? This might be the most dangerous one out of all of them and YOU have some of his abilities. In addition to being an expert warrior with a mastery of four martial arts. It also grants you some superpowers. They include Super Speed, Enhanced Agility, Super Strength, and Fire Breath. Show everyone why they should fear you. For you are the true leader of the Foot: SHREDDER!

> **Boosted:** Well now you can enter a super mode. You get bigger and you are given purple armor made of mystic energy. You look more monstrous, given wings, and all your attributes have been doubled. You can fire energy, fly, als you have terrifying visage as your head is on fire.



Items



General

Basic Gear Package (Free): This includes a month's worth of clothing, an outfit that fits your origin, and one mundane melee weapon of choice.

The Whole Series (Free): This is essentially a collection of DVDs or VHS tapes that includes every episode of Rise of the Teenage Mutant Ninja Turtles. In addition, it also includes a collection of tapes and DVDs that are based on your time here.

Drop In:

Hockey Mask (100, free for Drop In): 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 (200, discount for Drop In): Bats, Hockey sticks, Foot ball 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.

Motorbike (400, discount for Drop In): Well you 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.



Mad Dogs

Ninja Gear and Weapons (100 TP, Free for Mad Dogs): This item includes several things: Mask, outfit, 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. Weapons? Well naturally you will receive a pair of Katana, a Bo Staff, a pair of Sai and a pair of Nunchucks.

Donnie's Inventions (200 TP, Discount for Mad Dogs): Tech Bo, Turtle Tank, and Battle Shells. Let's go over them. The Tech Bo is Donnie's weapon, Instead of a regular Bo staff or a mystic weapon, Donnie created a Bo Staff that has multiple Functions on it. To activate those functions, you have to press the corresponding button or twisting the shaft of the Bo. Those functions are Grappling hook, Dual rockets, Selfie stick, Engine-propelled fist mallet, Mallet, Tennis ball cannon, Turtle Tank tracker, Fire extinguisher, Giant drill head, Chainsaw, Circular saw, Coat rack, Laser gun, Tranquilizer dart gun, Engine-propelled mallet, Concrete mixer, Cane, Laser and ice gun, Small mechanical arm, Feather, Jackhammer, Support, Mystic energy reader, Laser, Small flashlight, Laptop, Extendable boxing glove, Holographic map, Rocket launcher. The Turtle Tank is the main vehicle that the turtles use…yes, I am not kidding. Instead of a van, they get a freaking tank. The Turtle Tank is equipped with a bowling ball launcher, harpoon hooks, a periscope, a cannon, and a soft serve ice cream machine, and stores two of the Shell Hogs (Motorcycles), and a flying taxicab placed on the roof. It also utilizes exterior shields which reports the percentage of damage they have sustained to a monitor on the tank's dashboard. Finally, the battle Shells. Think of them as a combination of a gadget and a backpack. You have three of them. A flight shell, which grants ia rotors and features a detachable hoverboard with the ability to transform into a DJ mixer and into a seat with handlebars to carry a passenger on top of it. It can deploy a powerful laser for you to use offensively against opponents, emit a light capable of speed-aging materials that are activated by a separate handheld button, and record audio. The flight shell can transform into a pair of speakers, or a detachable speaker suspended by a mechanical arm. The Spider Shell…. kind of speaks for itself. Not really, while yes it can help you climb up walls It is basically mechanical arms, similar to Doc Ock's. Each Mechanical Arm can be used as a circular saw. Finally, the rocket shell acts as a jet pack. It features two retractable wings with a tapered leading edge and a straight trailing edge, yellow barricade tape on its wings and body, and three blue lights towards the top. The rocket shell can reach immense speeds and is seemingly capable of flying at higher speeds than his flight shell, but as you may have noticed that's about it.

Mystic Weapons (400 TP, Discount for Mad Dogs): This item includes the three weapons that Raphael, Leonardo, and Michelangelo use in the show. An Odachi that can cut through metal and create portals by cutting the air. Tonfa generates a force field to defend yourself from attacks. You can also create energy constructs in the shape of your body. You can alter the construct in its entirety to giant sizes and also independently alter the size of its appendages to take down physically large or exceptionally powerful opponents. You can add additional limbs to your constructs. A kusari-fundō (Think of a combination of a mace and a yoyo in this case) by spiraling it you can generate a funnel of flame capable of engulfing opponents. It can is capable of latching onto surfaces.



Foot

Ninja Garb (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.

Origami Grunts (200 TP, free for Foot): This item is 12 stacks of papers that when you fold one, it becomes a humanoid paper construct that can fight. But they are fragile but it is effective.

Foot Shack (200 TP, Discount for Foot): It may appear to be a regular shoe store but it hides a secret. There is a secret room that leads to an underground lair. Good for being a base and a s a front business

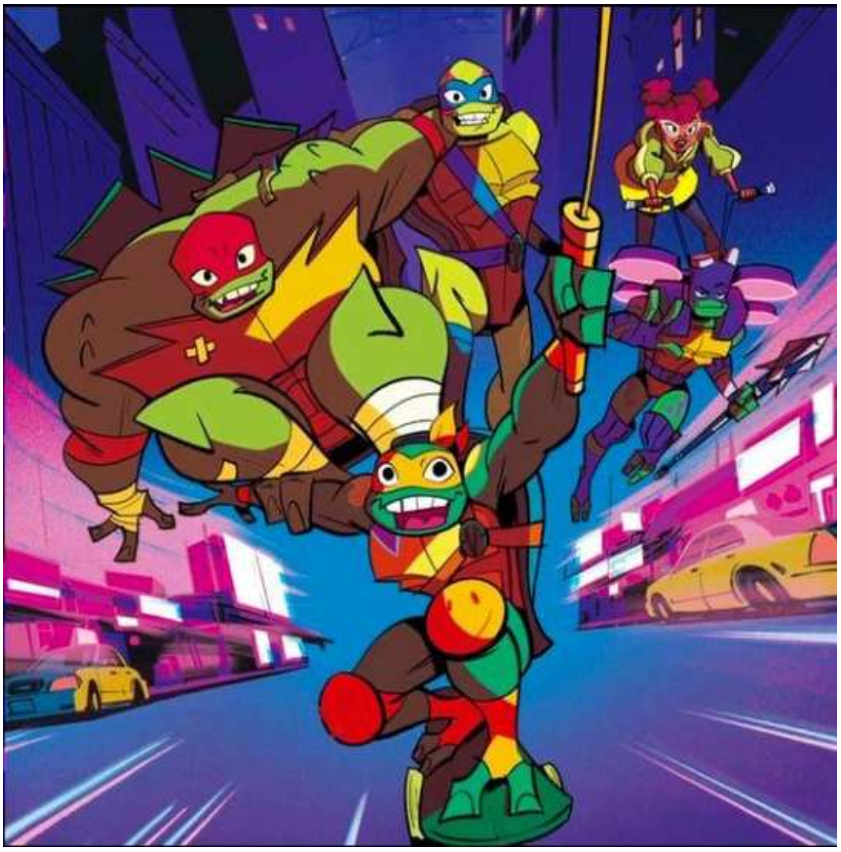


Companions



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 SP for, 200 SP for 8. You can never have to many friends. Each gets 800 CP and a background



Mad Dogs (100 TP): The main characters of the series. Raphael, Michelangelo, Donatello, Leonardo, Splinter, April O' Neil and Mayhem. And for whatever reason they want to come with you. Eh might as well.



Canon Characters (50 TP): This is to purchase anyone else, 50 CP per person. But the Shredder is off limits

Drawbacks



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!!!.

Needs Some Humility (+200): You have an ego problem. You think you're the best, The Strongest, the fastest, hell even the funniest. Yeah, this will get you in trouble. You will be boasting a lot which will get on someone's nerves, and they will challenge you and 9 times out of time they will be a tough opponent

Oh, that's embarrassing (+300): Okay this doesn't seem too bad. I mean the only thing that seems to be hindered is your ability to be able sneak around because your phone will ring at inopportune times…wait that is a problem. Well hope you know how to use this problem to your advantage.

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 Weapon of the Forge, 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.

Foot Problem (+600): 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.

End



Go Home: You have had enough the jump chain and decided to head home

Stay Here: You like it here? Stay then

Continue Onward: Time for the next jump

Notes

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