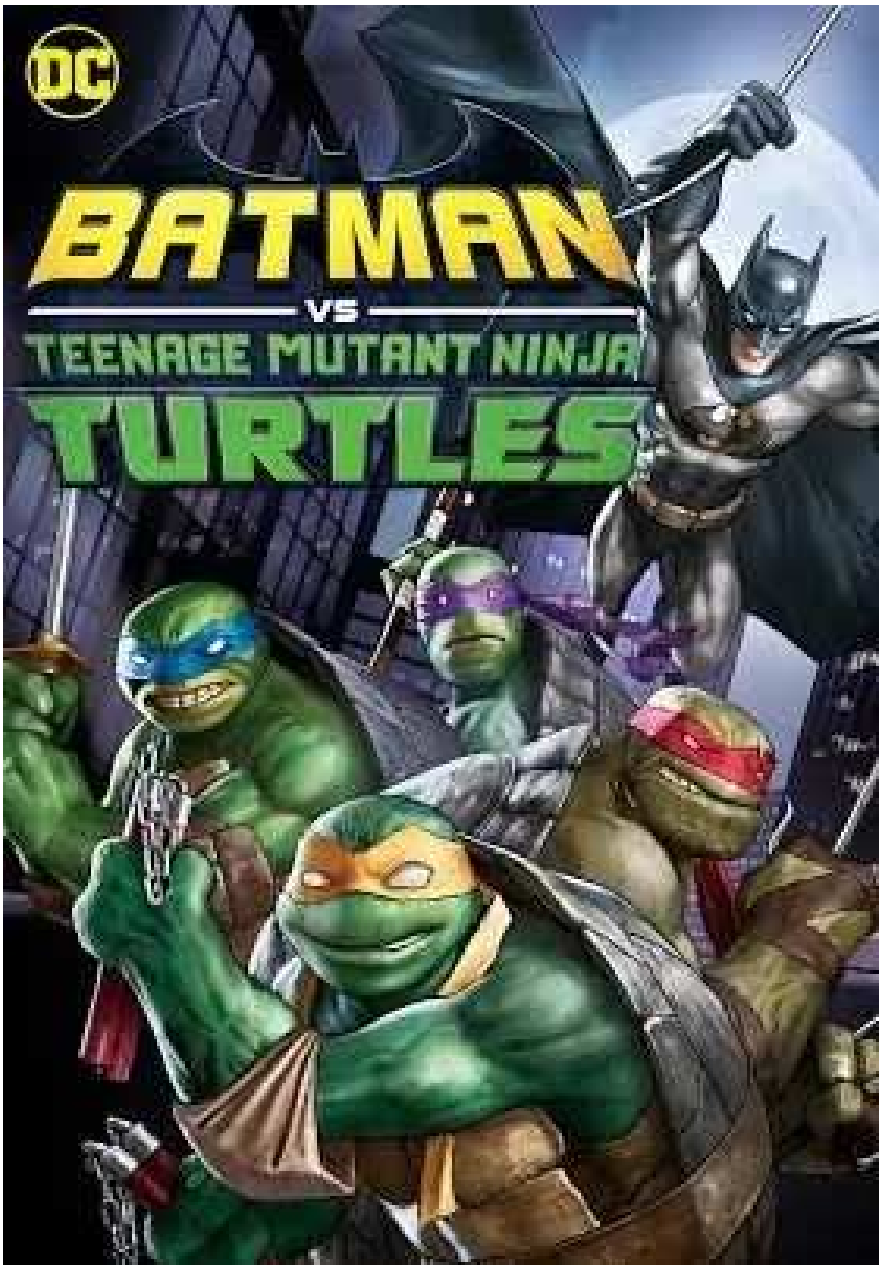
Batman VS TMNT Jumpchain



Kowabunga, dude! Welcome to Gotham, a city home to the legendary hero Batman, a host of supercriminals, and soon, a family of teenage mutant ninja turtles. The Foot Clan, a nefarious and ancient group of ninja, have recently come to Gotham seeking an alliance with a powerful but unknown supervillain. The brothers Leonardo, Donatello, Michelangelo, and Raphael have followed the Foot Clan in hopes of stopping their villainous scheme. Inevitably, they will cross paths with Gotham's own hero, the Caped Crusader. From there, they'll have to discover who the Foot Clan is working with, investigate their villainous plans, and put a stop to the scheme once and for all. You are now a part of this exciting story, arriving in central Gotham a week before the Foot Clan's first technology heist. But what role will you play in the events to come?

Origins

[Free] Batfamily: Despite his dark and brooding appearance, the Caped Crusader does not work alone. Wayne Manor plays home to a wide and rotating cast of colorful heroes who assist in Batman's fight against crime. You can now count yourself as one of Batman's allies, whether you're a former Batgirl or Robin, a part-time hero, or a new vigilante entirely.

[Free] Foot Clan: You are ninja. Specifically, you follow Shredder, the leader of the Foot Clan. Your training in the ninja arts and exploitation of advanced science would be legendary if you weren't, you know, ninja. Normally native to NYC, you've come to Gotham with your clan to pursue a mysterious partnership. The Foot Clan stands to gain much through this alliance. Perhaps you'll be the one to ensure they succeed.

[Free] Gotham Syndicate: Gotham is full of industry and opportunity, and where such things exist, crime is sure to follow. You are a member of Gotham's sizable underbelly. Whether you work for one of the numerous supervillains that make Gotham their home or are striking out to make a name for yourself, you have plenty of chances to seize your own fate. Just keep an eye out for Gotham's Dark Knight.

[200] Turtle: You might not be an *actual* turtle, but you certainly grew up with four of New York's most famous reptiles. You began your life as a common city animal, but exposure to a highly mutagenic chemical transformed you into a humanoid animal hybrid capable of intelligent thought. You were found by others like you, and raised by Master Splinter alongside Leo, Donny, Raph, and Mikey. Together, you fight to make your city a safer place.

Anyone can be a hero or a villain in this world. You may choose your gender freely. Alternatively, you can roll for your gender to gain **an extra +100cp**. **Roll 1d4**; 1-2 is male, 3-4 is female.

Your Age is determined by your Origin. Members of the Batfamily can choose an age between 10 and 30. Turtles are 16, like your brothers. Members of the Foot Clan or the Gotham Syndicate can choose any age between 20 and 80.

Perks

<u>General Perks</u>

[Free to All] Riepl and Warner: A Jumper's lifestyle deserves art and music to match! Your adventures have a soundtrack by Kevin Riepl himself, with sinister tones, triumphant action pieces, and everything in between. You may decide if this music plays aloud, in your head, or not at all. Whatever your choice, it will never impede your actions or journey. You also may choose to apply this setting's unique and colorful art style to future worlds you visit, toggling it on or off at the start of each jump.

[100] Ninja Vanish! (Free for Turtles, Foot Clan, Batfamily): Even among the ninja, you're incredibly stealthy. Blend into shadows, vanish before the smoke clears, or disappear the moment someone turns their back. Silently take down an opponent without alerting their buddies. Even in bright costumes you can weave your way through foes. Oh, and you're also pretty good with thrown weapons. Whether they're shurikens, batarangs, smoke bombs, or even arrows, you're an expert at hitting your mark.

[100] Wheelman: When vigilantes hit the streets to fight crime, they don't always do it on foot. With this purchase, you gain an immense amount of skill when it comes to controlling and maneuvering land vehicles. Whether you're sliding under trucks and weaving through T-rex legs on a motorcycle, driving through a rocket barrage, or using the Batmobile to nonlethally knock down henchmen, you excel behind the wheel. These skills extend to any land vehicle you can personally operate.

[200] Heroic Potential: Whether the result of genetic editing or a great lineage, you have some amazing genes. Regardless of your age or body, your physical potential is in the top percentile. This perk would push even an undisciplined person into the realm of professional athletes, but focused training would let you reach the peak of human potential. Wield the strength of an olympian, the flexibility of a gymnast, and the reflexes of the Batman himself. Your genome has also bolstered your immune system, granting your resistances and recovery times at the edge of the bell curve.

Of course, there are plenty of fringe benefits to having such excellent genes. You cut a striking figure, whether you have Shredder's rippling muscles, Barbara or Talia's curves, Damian's boyish charm, or your own personalized appearance. You have a dulcet voice, you only scar if it would improve your appearance, and your body has natural grace and beauty that doesn't diminish with age. You won't need a Lazarus Pit to keep these good looks!

Batfamily

[100] Heroically Unimpeded: Superheroes are too busy looking cool to worry about wardrobe woes or sensible limitations. Like a seasoned crimefighter, you can avoid many of the practical problems that come with vigilante justice. Change into your costume in a flash. Fight crime in a cape that would trip or slow down anyone else. Ignore the practicality of having a comic book figure. Heroes don't have time for all of that. In addition, you have a strong sense of dramatic timing. Nail those intimidating one-liners and dramatic entrances!

[200] Pennyworth: Wayne Manor doesn't run itself; one legend of a man keeps Batman's whole operation running. Like Alfred, you can cook a gourmet meal, stay on top of a mansion's worth of housework, and still have plenty of time in the day to get more important things done. You also have substantial training in social etiquette, and a sarcastic wit that can even check the mighty Batman.

[400] Oracle: At the end of the day, solving crimes takes a lot of investigating. Now, you are on par with some of Gotham's best detectives. You can canvas a crime scene, uncover clues, and follow up on leads like few others. Cold cases have a real chance of being closed when you put your mind to it. You're also a terrific sleuth online, on par with Oracle herself. Whether you're hacking your way into a closed system or trawling the world wide web for useful information, you can hunt down your leads and dig up the dirt you need to crack your case.

[600] The Detective: When people think of what makes Batman special, some point to his vast wealth while others will think of his deep drive for justice. But the ones that truly know him understand Batman's greatest asset; his mind. Like the caped crusader, your mind has become your strongest weapon. Your mind absorbs new information like a sponge, letting you learn new skills in a fraction of the time and retaining those details with photographic accuracy. Given time, you can craft plans for any contingency, and yet you're still flexible enough to think on your feet when the plan goes awry. Analyze that DNA evidence or your opponent's fighting style mid-battle with equal ease, remain open-minded to new possibilities, and back up your goals with the iron willpower necessary to see them achieved.

Turtles

[100] Sistine Smile: New York can be a stressful place, and Gotham is downright dour. Bring some humor with you, wherever you go! You have a snappy wit and great comedic timing, letting you drop jokes whether you're chatting with friends or in the middle of a fight. Get on your enemy's nerves. You're also more likely to encounter comedic situations, setting you up for perfect punchlines!

[200] Trustworthy: It's hard to win the hearts and minds of the people when you have to wear a trench coat to go outside. It certainly doesn't help when they call you a freaky toad creature. But stay the course, you'll prove them wrong. Despite your strange appearance, you can quickly make your intentions known and win the public's trust through your actions. People might be startled initially, but they'll accept you if you spend enough time keeping their streets safe.

[400] Punching Up: You wouldn't think that four teenagers, even *mutant ninja* teenagers, could make a difference in a city as big as New York. And yet, they rise to the occasion. Like a certain family of ninja you excel at fighting out of your weight class and leaving a significant impact on your community. With a smart plan and a tight-knit team, you and your friends could shatter long-standing criminal empires and clean up the streets. Some challenges may be too great...for now. You are a youngster, after all. But as you and your abilities mature, those insurmountable obstacles will be fewer and farther between.

[600] Renaissance: It wasn't a fluke that you were named for the great maestros of the Renaissance. You have a spark of life that sets you apart from your peers. Choose one of the following benefits to receive.

- **Blue:** You are an exceptional leader. When you lead the charge, the team fights better. When you fight to help the team, *you* fight better. You may still have the personality quirks of youth, but time will prove you to be one of the best leaders of your generation. With this leadership comes insight and understanding. You have a deep sense of empathy, and can connect with people much easier.
- **Purple:** Yours is a brilliant mind. Donatello was the first to locate the Batcave, and concocted the anti-ooze in a single night when the situation demanded it. Without Donny's creativity and innovation, the Turtles would be lost, and now you share these traits. You're also quite a bit more open minded than your peers, and have a naturally inquisitive outlook.
- **Red:** Your heart stands strong against all challenges, and your resolve can weather any storm. Like Raphael, you're a bit bigger, a bit tougher, and a whole lot more stubborn than those around you. When a fight needs to be fought, you'll have no qualms stepping up. You also look pretty cool to those around you.
- **Orange:** Where others break through the walls life puts in front of them, you go around. Like Michaelangelo, you are lighthearted, optimistic, and can bring levity to any situation. In return, life has rewarded your outlook with an abundance of luck. Stumble into solutions, avoid figurative and literal pitfalls, and stay confident that everything will turn out alright. You are also notably more agile than your peers, and would make a terrific skateboarder with only modest effort.

Foot Clan

[100] Who Wants To Talk?: No one, apparently. Whether through fear or trust, you've earned the loyalty of your followers. Those who fight for you will guard sensitive information about your plans carefully, making leaks nonexistent and interrogation extremely costly. It will take significant time and torture to extract information from your underlings.

[200] Makeshift Mechanic: The noble Foot Clan isn't really liquid right now, but that hasn't stopped them from pursuing their plans with unwavering zeal...even if it means scavenging for parts. Whether the pieces for your doomsday machine come from the scrapyard or the trash pile, you know how to stretch scavenged components to fit the role you need and construct high-grade scientific devices from second-hand materials. Sure you may not have a magnetic confinement field, but you can probably improvise one from that busted MRI machine…

[400] Weird Science: Years of dedicated research have led you to the forefront of your scientific field. Now, your experiments and technology are starting to push into the realm of comic books! Choose one field of scientific or engineering research. You now have a doctorate-level degree in that field, diploma and all, and are capable of using that knowledge to construct fantastic devices and effects. You could be a cryogenist and develop a freeze ray, a theoretical engineer researching new energy sources, or a geneticist creating mutagens with instant transformative effects. Expect job offers from both sides of the law.

[600] Don't Count Him Out: You may have been beaten before, but you always seem to come back. Like the Shredder, you have a remarkable talent for avoiding death. You might be defeated, your armies scattered, your body broken or transformed, but you'll be alive. More often than not, luck and circumstance will put you in situations where your enemies "didn't see the body" and decide "no one could have survived that." They'll eventually catch on if they see you come back enough times, and they might double-tap you next time to be sure, but they'll have to *watch* you die to make it stick.

Gotham Syndicate

[100] That's Doctor To You: You might not be some mad scientist, but you still had to do a lot of learning to get where you are now! You have not only an undergraduate degree, but also a doctorate in a mundane specialty of your choice. You could be a physician, psychologist, or even a college professor. You didn't go eleven years of schooling just to be called nurse!

[200] Master Thief: A city as industrious and wealthy as Gotham is filled with juicy targets for the criminally inclined. You might not even *need* an experimental cloud seeder, but the people that do will pay a pretty penny for your "acquisition services." Whether you're a solo act like Catwoman, or a crew leader like Penguin, you have the skills to pull off a big heist, know where to fence your stolen treasures, and know who might pay the most for your efforts. Rob 'em blind, Jumper!

[400] Collaborators: However powerful you may be, you're eventually going to need help with your plans. Thankfully, you excel at finding people who are capable and willing to cooperate towards mutual goals. This relationship may be give-and-take, and *no one* will work for free, but this will perk will ensure that you can accomplish more together than you could alone. This purchase also helps you determine who you can double-cross without serious repercussions, and which associates will come back to haunt you later.

[600] Demon's Head: Few could lead the League of Assassins like Ra's al Ghul. Leaders of such drive, vision, and charisma don't come around very often...except for today, apparently. Like the Demon's Head, you have a personality of mythic proportions, inspiring followers from across the world to further your dreams and forge a new world order in your image. An unimaginative Jumper with this perk would make an excellent cult leader. A more creative Jumper, however, could change the world.

Powers

[100/200/300] Martial Artist: It wouldn't be a ninja-themed jump without some good old martial arts! For **100cp**, you have the skill of the average Foot Clan soldier. You're proficient in a martial art of your choice, and could reliably fight a group of unskilled combatants by yourself. For **200cp**, you're on the level of Robin, Batgirl, or one of the Turtles. You've dabbled in several styles and even mastered a few. You can sweep through several untrained fighters and fight off a few Foot Clan soldiers on your own. For **300cp**, you've reached a level few ever attain. You've mastered dozens of styles and perhaps have even created your own. You could wade through entire gangs of thugs, hand all four of the Turtles their shells at once, or even match blows with masters like Batman and Shredder. With time and training, you could count yourself as one of the best martial artists in the world.

[200] Qi Manipulation: Every living thing, whether it be the smallest mouse, the average human, or a wildly-altered mutant has a life force made of qi. This energy flows through us, moving and pooling in currents and reservoirs throughout your body. Those who study this energy can manipulate these currents in their opponents, striking pressure points to stun, immobilize, and knock out their foes. Now, you too have been thoroughly trained in the lore and application of qi.

You can also use this energy to enhance your body's own abilities. The Shredder used qi to fall three stories and land as gracefully as a dancer. Further applications, like bolstering your strikes and heightening your reflexes, may be possible with intensive study. Masters of these techniques can alternatively focus their qi inward, healing grievous trauma and expelling poisons within themselves. After a decade of intensive study, those who purchase this power will unlock the capstone of these techniques; fabled Sato Oshi Strike. Beware, however. This technique consumes all of your qi reserves, and can be as deadly to the user as it is to their target.

[200/400] Mutant Hybrid (First purchase free to Turtles): Something has changed you, Jumper, and while you might not be a monster, your appearance certainly *is* monstrous. Contact with TCRI's mutagen has transformed you into a mutant animal-hybrid. The specific animal is yours to choose, but each creature will grant you some of their advantageous animal traits. The Turtles grew durable outer shells and amphibious features while Mr. Freeze was transformed into a gigantic polar bear with colossal strength and a durable hide. Heck, Joker even got venomous fangs when he transformed into a cobra. Whatever unique traits you gain, a few things remain the same. You can expect to be larger, stronger, and stranger-looking than you were before.

For twice the price, you've tapped into a primal mutation. You're easily two to three stories tall, and could wind up with traits from outside the existing animal kingdom. Be the kaiju you've always wanted to be! You also gain something none of the other mutants ever experienced; control. With a few minutes of concentration, you can shift between a human form, your mutant form, and the gigantic primal form. Now you're truly a monster!

Items

General Items:

[Free] Pizza Express: There's always a place for pizza, just like there's a pizza for any person. Whether you like deep dish or thin crust, gourmet or greasy, meat lovers or veggie, sometimes you just want to sit back with a hot pie. Should you ever need it, you'll find the business card to Pizza Express in your pocket. This specialized chain caters to the varied tastes of Jumpers, serving a multitude of styles across the multiverse. They even have salads, spaghetti, and calzones. You know, if you think you're too good for pizza. Just call the number on the card. Delivery in 30 minutes, or it's free!

Batfamily

[100] Costume: What would a crimefighter be without their costume? Heck, even some of the villains prefer a colorful getup. An initial purchase will give you a costume customized to your preferred aesthetics, whether you want to look like a bat or a walking blender. This costume will clean and repair itself overnight and include some basic protections against wear and tear. For an additional **100cp**, you can add some bells and whistles. Add in some integrated weapons, upgrade your armor against blades and bullets, and even throw in some extra functions like Batman's glide-cape.

[200] Utility Belt: Batman might not *need* his utility belt to serve up justice, but it certainly makes the process much easier. You now have an arsenal to match the Dark Knight's, all contained in a compact, wearable setup. You've got bolos and grappling guns. You've got smoke bombs, flash bombs, and *real* bombs. You've got throwing stars and handcuffs. You've even got a fingerprinting kit and a few other investigative instruments. Always pack the right tool for the right job!

[400] Batmobile: Even Batman can't walk or swing everywhere. For destinations that are a little farther, the Dark Knight has a jet-black, jet propelled, gadget-laden race car custom-built to crush crime. Now you are the proud owner of a similarly striking vehicle. Though it's exact specifications are up to you, this marvel of engineering comes standard equipped with caltrops, smoke screens, flares, an afterburner, and armor strong enough to shrug off small arms fire. Big enough to seat two, this car will make a magnificent chariot on your crusade for justice.

Of course, some people prefer something a bit more subtle. For **half the price**, you can instead receive a zippy motorcycle like the one used by Batgirl. Lightning quick, this motorcycle makes up in maneuverability what it loses in armor. Sure, it doesn't have as many gadgets, but maybe you just need a fast set of wheels.

[600] Batcave: Even the Caped Crusader needs a place to hang his hat. With this purchase you receive a replica of Batman's lair, the Batcave. This subterranean space comes equipped with a laboratory, a workshop, a fully stocked medbay, a trophy gallery, and a duplicate of the almighty Bat Computer. This custom-built machine matches or exceeds the specifications of this world's best supercomputers, and can process exabytes of data to aid you in your endeavors. Any tech geeks are sure to drool over your setup.

As an added bonus, your Batcave will be just as difficult to locate as the original. Wherever you choose to place it, this cave will always serve as a headquarters-in-hiding, offering you the secrecy you need. It's not foolproof, but it would take a very brilliant mind piecing together lots of data to find this place.

Turtles

[100] Tools of Old: Some use fancy gadgets to fight crime. You walk a different path. Choose one kind of martial arts weapon to receive. This weapon is of exceptional quality, and will be replaced in one day should it be broken. You also receive a personal stock of basic smoke bombs and throwing stars which replenish at the same rate.

[200] T-Phone: When you live in a sewer, you can't exactly buy a regular smartphone. Thankfully, Donnatello has you covered. You receive a custom-built T-Phone, one of the multifunction smart devices that serve as the Turtles' communicators. With an exceptionally long range and a receiver strong enough to get reception in a sewer, you couldn't ask for a better commlink. The Turtle-themed case is optional.

[400] Retro-Mutagen: In your line of work, exposure to TCRI's mutagen is pretty likely. Thankfully, you've got a chemical brew that can counter the mutagen's effects. So long as it is administered in the first 12 hours, this chemical agent will undo any physical transformations caused by chemicals, genetic mutations, or even magical spells. Your current sample is stored in a very durable vial, and you also receive the recipe to produce more. If used, your dose of "anti-ooze" will refill in 24 hours. At least this one doesn't have a 40% chance of killing you.

[600] Battle Wagon: The Turtles didn't walk from New York to Gotham, they rode in style. This converted RV is even more armored than the Batmobile, able to bullrush barricades and take an RPG to the head without slowing down. Inside you'll find family-sized accommodations, a mobile motorcycle garage, and a weaponized sewer-lid launcher. This van has the fuel-efficiency for a cross-country trip and can be easily repaired with any non specialized parts you might find at a junkyard.

Footclan

[100] The Red Mark: This is the standard uniform for a soldier of the Foot Clan. It's not very protective, but it's dark colors do make sneaking through shadows quite easy. It's also quite stretchy and rip-resistant, accommodating the wearer through even large-scale transformations.

Of course, you may want something unique to set you apart from the masses. For **twice the price**, this purchase also comes with a single modernized ninja weapon. This could be a compound bow with high-explosive arrows, deployable razor blade armor, or even a high-frequency vibrating sword. Be a ninja for the modern era.

[200] Ninja Army: The Foot Clan's strength is in numbers. None but the Shredder ever fight alone. You now have fifty loyal ninja, ready to fight for your cause. These warriors will die for your cause if need be, and have the equivalent skill of a standard Foot Clan soldier. Should any of them fall in battle, they will be replaced in one month's time. This army will follow you to future worlds, and can be imported into a jump when needed. Command the many, be the night.

[400] Ooze: Now you're playing with science. Like the mutagen responsible for creating the Ninja Turtles, this chemical causes irresistible physical changes in the subject within a minute of injection or surface contact. These changes will vary wildly between individuals, but all will be transformed into larger, stronger, more animalistic versions of themselves. After 12 hours, these genetic changes are permanent. If applied to an animal, this mutagen will similarly change them into a humanoid animal hybrid while also increasing their intelligence to sapient levels. You receive several liters of ooze, enough to dose a small army of ninja or contaminate a city district's water supply. If expended, these canisters will refill in three months time. Wield the power of change, Jumper.

[600] Cloud Seeder: What's this now? This cutting edge piece of technology is a genuine experimental Wayne-Tec cloud seeder. It's perfect for creating a toxic rainstorm and exposing the entire major metropolitan area to any chemical cocktail you wish. This works best in areas of high population-density. Of course, if you're not a maniacal supervillain, you could also use this like an actual cloud seeder. So long as you have a way to get it into the air, you can create localized weather patterns, from light drizzles to historic thunderstorms. End droughts and extend crop yields with this miracle of modern technology.

Gotham Syndicate

[100] Themed Equipment: Everyone's got a gimmick in Gotham. Like the Penguin's gang, you have a small cache of weapons that line up with your preferred theme. You could have guns that look like umbrellas, flamethrowers shaped like condiment bottles, anything to outfit your gang with your intended look. For **double the price**, you also get a custom piece for yourself. Maybe you want your umbrella to be a sword, a cannon, and a miniature helicopter all in one. Maybe you want a gag mallet that doubles as a rocket launcher. Man, why do villains always get the craziest toys?

[200] Joker Venom: This crazy concoction comes from none other than Gotham's least favorite clown. When injected or aerosolized, this chemical compound reliably drives its subject insane, often resulting in a mindless, violent frenzy. If not treated within 12 hours, the effects of this compound become irreversible. You receive a liter of this horrid brew, along with two recipes; one for the formula, and one for the antidote. Be sure to leave 'em laughing.

[400] Ace Chemicals: Well this doesn't look ominous or anything. This abandoned factory is still home to plenty of resources perfect for your average supervillain. Fortified and out of the way, this local industrial lot is perfect for hiding out and planning schemes. There's also plenty of raw resources left over here, in case you need materials for your latest plot. While this purchase defaults to a chemical plant, you may instead adjust the theme to any large-scale industrial property. This could be an abandoned airport, a steel mill, or another decrepit property ripe for the plundering.

[600] Lazarus Pit: Where did you get this?! This subterranean hot spring is made from an unknown mix of chemicals escaping the Earth's crust and converging at a leyline nexus. Under these exceptionally rare conditions, this pool gains an extraordinary ability. While healthy creatures will die when submerged in the pool, the sick and dying will find themselves restored to full health. Longer immersions can even resurrect the recently deceased and actually de-age the subject. However, trying to submerge a long-dead corpse will only produce a mindless zombie. This pit will not expire like others of its kind, but it will begin to deplete if used excessively. Try to separate your immortality baths by at least a year. As an added bonus, this one won't cause insanity. This is the secret Ra's al Ghul spent multiple lifetimes protecting. Be careful where you put this and who you tell. Hundreds of people have died for this treasure.

Companions

[100] Butler: Snarky, caring, and extremely competent, this aging but spry butler will make the perfect manservant to any Jumper. He comes with the **Pennyworth** perk.

[100] Custom/Import: With each purchase of this option, you may create or import a customized companion. They receive a free background and 500cp to spend on perks, powers, and items.

[200] Canon Companion: Maybe someone here has caught your eye. You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

[300] Scientist: Every Shredder needs a Baxter Stockman to help make their dream a reality. This brilliant egghead is friendly, if a little meek, and is eager to use your Chain as an opportunity for science! They come with the **Weird Science** and **That's Doctor To You!** perks.

[400] Sidekick: If Jumper is going to play the role of hero, then they're going to need a sidekick. This plucky youngster is at least several years your junior, but is eager to learn! They come with the **Punching Up** and **Oracle** perks, as well as the 200cp-level purchase of **Martial Artist**.

[500cp] Brothers: Family has your back, no matter what life throws at you. Whether by blood or bond, these four companions came into your life and hung on tight. Each of these four receive a free background and 400cp to spend on perks, powers, and items. The specifics of their identities and relationship to you is yours to determine, but know you'll be hard pressed to find more loyal and caring jumpmates than them.

[+200] Rogue Gallery: You've bought, erm, I mean "made" plenty of friends through Jumpchain. But have you ever wanted some villains to join you on your adventures through the multiverse? With this purchase, you receive a cast of five antagonists to customize as you see fit. They each receive a free background and 400cp for you to purchase perks and items with. Alternatively, you may pool their collective CP and redistribute it to make a cast of villains with more varied power levels.

In this world and those that follow, these villains will appear and regularly run counter to your efforts. They might join rival factions, hold competing moral beliefs, or simply hold some unknown agenda against you. However they oppose you, and however you defeat them, they will never stay absent for long. Whether they break out of jail, inexplicably come back from the dead, or relapse into a life of villainy, your struggle against them will last long into your Chain. To compensate you for this prolonged conflict, your Benefactor has agreed to grant you an additional stipend of **200cp** for every jump where this rogue gallery is imported. And you'll need them, too. These villains will grow with you, learning more about your tactics and gathering powers of their own. Just like the Dark Knight, you'll always have some familiar faces to square off against. See the Notes section for additional details.

Drawbacks

[+0] Existing Character Toggle: Maybe you don't want to be an original character this time around. Maybe you'd rather be *one* of the Turtles instead of a new addition. Should you choose, you may insert as an existing character in either the TMNT or Batman continuity. This could be a character that's already present, like Donatello or Batgirl, or it could be a recurring character not present in the movie, like Nightwing or Splinter. With this toggle, you will receive an appropriate backstory within the world, as well as proper circumstances to get you involved in the story. The only characters you can't become are Shredder, Batman, Joker, and Ra's al Ghul.

[+100] Headstrong: Like a certain cool but rude guy, you tend to charge headlong into situations. Sometimes this can turn a tense stand-off into a guaranteed fight. Sometimes it can play right into your opponent's hands. Sometimes it just makes you a bit bullish in conversations. Whatever the case, you cut right to the heart of the matter. You don't have time to sit around!

[+100] Suspicious: Look out, it's a Toad monster! Oh wait, that's just you. Whether because of your mannerisms or your appearance, it's hard to get people to trust you. Allies will be reluctant to team up at first, and civilians are a straight coin flip on whether they stare or run away. Your actions can overcome these initial impressions, but team-ups are going to be a lot harder.

[+200] Long Haul: Let's be frank, the events of the movie won't occupy you for ten years. You'll spend a little time getting settled, you'll have your team-up, and then the Turtles and Batman will go their separate ways. Unless you take this option. Now, your decade in Gotham will be filled with your typical comic book shenanigans. Expect to see more schemes, more action, and even more villains from Batman's extensive rogue gallery. This will all culminate in a second joint operation between the Dark Knight and the Teenage Mutant Ninja Turtles. This time you'll head to New York to quash a jokerized-Shredder and a rebuilt Foot Clan supported by any number of villains from the DC lineup. The fate of New York and possibly the world hangs in the balance, and one way or another, you'll be participating in one final showdown.

[+200] Basically A Hostage: Okay, so your stay in Gotham is off to a rough start. Soon after you arrive, you're going to be captured by an enemy faction. If you're a member of the Batfamily or one of the Turtles, you'll be subdued by Shredder or the League of Assassins respectively. If you're one of the Foot Clan or a Gotham Syndicate member, you'll start in either the Turtles' or Batman's custody. Whatever great and terrible powers you have at your disposal, this faction will have methods of containing you. Escaping will be a matter of planning, observation, and enduring whatever your captors have in store for you. For factions aligned with the law, that may just mean solitary confinement, but other groups may have more...*transformative* ideas. Should you fail to escape your starting circumstances, rest assured that you will be rescued before Batman and the Turtles investigate Arkham Asylum. See the Notes section for details.

[+300] No Tricks, No Gadgets! : Shredder won't stand for your Out Of Context advantages! Upon entering this world, you will be reverted to your base form and lose access to all your perks and powers that originate from outside this jump. You will also lose access to your Warehouse, as well as any items you haven't purchased here. Put these points to good use, Jumper. You're going to need all the help you can get.

[+200/+400] Feeble: Not everyone gets a strength boost from their physical transformation. Perhaps, like Baxter Stockman, your physical change has left you significantly weaker. Perhaps you're not a mutant, just a runt of a human. Whatever the case, you're going to be at a significant strength disadvantage during your stay here. With this drawback, even the **Genetic Potential** perk will only bring you up to an average human's strength. This reduction is removed post-jump.

For double the points, it's not just your body that is weak. Your mind wavers easily, whether due to a detrimental mutation or just a lack of combat experience. Fear more easily sways your mind, and a direct threat to your safety will more often than not end with your submission. Do what you have to do to survive, Jumper.

[+300] Know Your Enemy: Your arrival into this world has not gone unnoticed. Both Batman and Ra's al Ghul have received knowledge of your abilities and will begin to develop countermeasures. It doesn't matter which faction you align with. Whether you fight one side, the other, or both, expect them to have custom-tailored countermeasures to your most potent otherworldly powers. You're going to have to get clever, Jumper.

[+300] TV-MA: Is this supposed to be a kids movie? You'd never know that by how much blood and dead extras the animators throw around. Now, the danger has been dialed up to eleven. What was once a relatively safe setting for main characters is now much more bloodthirsty and unforgiving. Blades cut deeper, injuries hurt longer, and even luck tends to bend towards risky situations and violent outcomes. You're going to have to stay on your toes for this one, Jumper. Yes, even you powerful ones. Whatever protections you have in place are going to be drastically less effective for the duration of this jump. You can expect healing factors and danger senses to slow down, and outright immunities will be reduced to just strong resistances. Even the goofiest of Gotham's denizens will present a serious threat, and you can expect to be transformed involuntarily at least once while you're here. You're going to need to be quick, clever, and just as dangerous as the world around you. Bare your fangs, Jumper.

Author Notes

All properties purchased here may either be attached to the Warehouse or imported into future jumps after your time here is complete. Any items you already own may be substituted for similar items in this Jumpdoc, allowing you to upgrade existing items instead of purchasing new ones. Use your best judgement when determining what counts as “similar.”

Below are clarifications on perks limitations, powers, and the additional benefits of combining certain purchases.

Genetic Potential: This perk puts your physical traits well above average at baseline, with the potential to reach human peak and start to push into superhuman should you put the work in. Your abilities will scale to your body, meaning that age and body type will cause some variance. Robin and Batgirl might not be able to throw around 300lb mutant turtles like the fully adult Batman, but Robin could still overpower the average thug as a preteen and Barbara could leap 20 vertical feet as a teenager. Your agility and flexibility will match Dick Grayson or the Turtles at your peak, letting you stand balanced on a guard rail or perform impressive acrobatics. Where reaction time is concerned, you’ll be able to dodge weak gunfire alongside the Turtles and the Batfamily.

Genetic Potential was not intended to be taken with **Mutant Hybrid**. However, combining the two will be both expensive and beneficial. For the sake of balance, treat one purchase of Mutant Hybrid and one purchase of Genetic Potential as two purchases of Mutant Hybrid. Your terrific genes will still grant you a strength and size increase, and you may still choose from creatures outside the standard animal kingdom. However, you do not gain the ability to control your mutation if you purchase this combination instead of the 400cp level power. You will instead be limited to either a greatly-enhanced hybrid form or the giant-sized kaiju form.

If you combine **Genetic Potential** with the 400cp-level purchase of **Mutant Hybrid**, few beings in this world will be able to match your strength. Now, your genetic basis for your transformation could come from *any* animal kingdom in this setting, whether it be the past, the present, or the completely alien. Your strength in every form will be leaps and bounds beyond your peers, and the maximum potential of your primal form will give even the local Kryptonians pause. Your beneficial animal traits will be as numerous as they are potent, and may go well beyond the animals they are based on. Maybe instead of spitting venom or acid, you breathe flames. Perhaps your chameleon-like camouflage now rivals light-bending metahumans. This power isn’t without cost; you’re likely to show a *few* animal hints even in your human form, but your strength will be unrivaled.

Heroically Unimpeded: This perk glosses over many of the more realistic and practical problems your average comic book heroes should be running into. Costumes that chafe, or that take ten minutes to get into, or that just *shouldn't stay on your body* given it's design won't cause issues. Bodies that are overladen with muscle or overly voluptuous won't slow you down or hinder your movement, even when you throw crazy mutations into the mix. Even some of the wrinkles of vigilantes working with law enforcement will be ironed out, though big illegal and immoral acts will still have their consequences. This perk isn't reality-bending, it just brings your adventures more in line with what we've come to expect from our favorite comic books.

Martial Artist: While the 100cp purchase might seem paltry next to some of the masters in this jump, rest assured that it would make you a more competent fighter than 98% of the planet. A 200cp purchase represents solid dedication given the average obligations of life. Barbara had other hobbies, after all. The 300cp purchase represents a life dedicated to the mastery of one's body. You'll be on the level of Shredder, Batman, and Cassandra Cain. The only reason Ras *might* remain out of your league is because of the centuries of experience he has, but a clever fighter can take away those advantages.

Martial Artist + The Detective: Should you purchase both the analytical powers of **The Detective** and the 300cp master-level **Martial Artist** perk, you will receive an additional power; the ability to read body language. Much like Cassandra Cain (and some of DC's other top-tier fighters), you'll be able to predict an opponent's attacks and movements based purely on body language. The investment is expensive, but this combination of powers can make you one of the most powerful fighters present. Cassandra Cain's painful backstory is optional.

Mutant Hybrid: You can select any animal to base your hybrid form on, even those that wouldn't normally be found in a city or sewer, so long as they fall within the current animal kingdom. Primal Mutants can select an animal inspiration from any point in Earth's history and even draw some inspiration from mythology; the DC universe is an unusual place, after all. However, you should limit the beneficial traits of these forms to features that are strictly biological. You could be a dinosaur or a dragon with metal-hard scales, but not a creature with high magic resistance. The primary benefit of Primal Mutations are the increases in strength and size.

As a whole, every mutant seen in the movie is capable of some incredible feats of strength, whether they're throwing the Turtles across rooms or smashing holes in concrete walls. At base level, this is going to put you at the upper levels of **Genetic Potential**. If you're someone like Bane before the transformation, your strength is less of a number and more of a physics problem. Add in the second purchase of **Mutant Hybrid**, and words like "bulldozer" and "unstoppable force" start to apply.

Ninja Army: For the purposes of scaling, consider each soldier in this item to have a 100cp-level purchase of the **Martial Arts** perk and the **Ninja Vanish!** perk. You don't have to import them at the *start* of every jump, but you do have to house and provide for them once they appear.

Ooze: This is a suitcase with three standard canisters of TCRI's mutagen. You have roughly 90 doses split across three canisters. Applying the ooze to a human or animal will transform them into a mutant hybrid, essentially giving them one purchase of the **Mutant Hybrid** perk. Be very careful with this stuff, Jumper. I mean it.

Rogue Gallery: Treat this collection of customized villains like a standing drawback in your Jumpchain. Just like you, they'll continue to develop, grow, and acquire new powers as you journey to new worlds. They'll adapt to each setting, but they'll always be familiar enough for you to recognize. You may choose to *not* import them into a new setting, but you will not receive the extra **200cp** for that jump.

In the style of comic books, these villains will never truly stay dead or locked away or out of mind. Every so often, one of them will pop up and cause trouble. It might not always directly involve you, but you probably *will* be the one best suited to stopping them. If at any time you choose to permanently end their villainy, whether by killing them outright or even befriending them and taking them as a proper companion, you will similarly lose out on the CP stipend. You have five villains split between the 200cp stipend, so use your best judgement when you houserule how much that stipend decreases by each time you talk-no-jutsu your way out of a recurring villain.

Oh, and one more thing. While you technically *can* pool their CP together and make a 2000cp mega-antagonist, I would advise against it. Because until (read *if*) you can sway them from their villany, they *will* be gunning for you. Of course, if you want an archnemesis instead of a handful of weaker foes, you have that freedom. Just don't be surprised when I start cackling.

Basically A Hostage: You have a fair amount of freedom concerning how your jumper is treated in captivity. If you only want them inconvenienced, then the enemy faction might just stick them in a hole and lock the door for a few days. If you like to run your jumpers through the meatgrinder, maybe torture and involuntary transformations are involved. Whatever the case, rescue *will come* before the movie's second act. However, your jumper is going to be miserable *at best* until then, so effecting your own escape is highly encouraged. It will be difficult; you won't be able to just teleport your way out or magic your prison away, but plenty of opportunities will present themselves to a prepared mind. Consider what would make the best story when fanwanking.

There is one constant; if the jumper *is* physically transformed, it will happen shortly before their escape. This way, Jumper will be well within the 12-hour window and have plenty of time to find allies and undo the mutation, should they choose.

Source Material: *Seriously, folks. If you're a fan of TMNT, Batman, or just good animation and funny jokes, give this movie a watch. At worst, it's less than 90 minutes wasted. At best, it's a fun adventure with solid art and writing.*