

Bloons TD6 Jump

War. War never changes. New weapons, new powers, new enemies. But the same old war, going so long, neither side remembers why it started, and neither side will accept anything less than total destruction of their ancestral enemies. The great war between monkeys and bloons.

You will enter this war as a leader, bringing armies of monkeys or bloons to battle for the next 10 years. Have 1000 CP to start your new career

Origin

Welcome to the battle, we need new leaders as much as we need heroes and soldiers. What were you before becoming a monkey leader?

Drop-In: Ah, just joined straight as a leader, huh? Well I hope you validate the trust of monkeykind.
Primary: A frontline militiamonkey, straight from the frontlines. Your first hand experience in battle will be invaluable.
Military: A service monkey, graduating from officer academy. Lieutenant, hopefully you'll inspire some discipline in the troops.
Magic: From the specialist schools, then? Magic has been a blessing on the battlefield and maybe it'll help you as a commander.
Support: They say it takes five to ten monkeys in support roles for every soldier, and so your background in logistics and administration will be invaluable to us.
Enemy: Wait a minute. You're not a monkey! You're some type of bloon!!! Are you trying to learn our secrets to improve command of the bloons? How did you even get here?! Guards! Guards!

Race

Despite their ancient enmity, there are tales of monkeys and bloons fighting together against other groups of monkeys and bloons and even an ancient story of a MOAB and a dart monkey teaming up to fight an evil baron, so you may choose to join either side independent of race, If you don't mind being hated by both races. Or try to fight for a mixed faction if you take the Traitors drawback.
Your gender is the same as before or you can change it for 50 CP. Your age is young adult for your race.

Monkey: (Free)
A young monkey, from one of the many villages and cities around the world. Due to some treatments by Doctor Monkey you can survive without oxygen.

Bloon: (Free)
A rubber-skinned being, who looks like a balloon, filled with helium and bloontonium. Floats a few feet above the ground, moving about as fast as a running monkey. Most bloons cannot attack monkeys directly, but somehow if enough of them reach a monkey city they can destroy it. If you buy at least 300 CP of Enemy perks or Big Bad Blimp, you can instead be a bigger blimp sized bloon, like a MOAB, BFB or ZOMG. If you buy at least 600 CP of Enemy perks including Big Bad Blimp, you can instead be the size of a BAD or a Boss bloon.

Location

Roll 1d8 to choose the place you'll be defending, or attacking, initially. Or pay 50 CP to choose.

1 Grasslands: A large grassy area dotted with monkey villages and farms, mostly banana farms. Has lots of rivers and lightly forested areas along meadows and parks around town centers.
2 Big City: One of the big monkeyopolis, with large financial districts, firing ranges, scrap yards, and racing tracks.
3 The Islands: A set of naval lands just off the coast. Bloons may attack either the islands or the resorts and beaches of the coast.
4 Snowy Peaks: A mountainous area in the north, home to ice monkeys, filled with pine trees, frozen lakes and winter parks.
5 Sand Desert: An area of intense heat and long stretches of sand broken by frontier towns and oasis, you'll need to protect the grand bazaars and the temple of the Sun God in this region.
6 Haunted Swamp: A swampy area, not many monkeys live around here, but that's no reason to give the loons a strategic base near monkey jungles. Hard to defend area with muddy holes all around, plus a cabin that some say hides a serial killer and a haunted mansion somewhere in the swamp.
7 The Moon: Monkeys were the first to land on the moon, hoping for respite from the great war, but they were soon followed by bloons. Doctor Monkey has found a way to enable all monkeys to survive without breathing so they could colonize the moon; bloons do not need to breathe.
8 Random Map: Lucky you, choose whatever area you want to defend or attack. Besides the above, there are a chocolate factory, underground caves, an active volcano, empty castles, a clockwork lair, and other temples to unnamed gods.

Perks

Drop-in

Aerial View - 100 CP
How would you control a battle without seeing it all? You can now shift your point of view hundreds of feet above a battlefield, with enough acuity to distinguish individual monkeys. From this point of view you can communicate with any allies you can see, they'll feel a poke on their shoulder as you choose to talk to them and hear your commands as if you were talking directly to them. You can affect any ally in the battlefield with your powers as if they were in front of you. Strangely, this aerial view has a skewed perspective, making flying units look closer to the ground and making buildings and large vehicles look almost as small as singular soldiers.

Battle Money - 100 CP
While fighting, especially when commanding groups of fighters, you gain a small amount of temporary money for every enemy you, or those under your command, kill. This money will disappear after the combat ends, but if you win the battle a very small portion of it, about a few hundred bucks for several millions of temporary money, might transform into actual valuables, usually in the form of gold or other untraceable valuables.

Summon Followers - 200 CP
A commander needs soldiers but you can't just bring an army with you everywhere. Even bringing an army to some of the hardest to reach places you'll need to defend might be a logistical nightmare. However, you can bypass all that with the power of capitalism. By spending money you can teleport any soldiers or followers to your location, even choosing where exactly they'll appear and which direction they'll be facing, as long as you can see the end point. You can also bring their vehicles and even entire buildings or fortifications. More powerful things or followers or those summoned from further away cost more.

Pay to Win - 200 CP
To win a battle you must be prepared to fight. Quincy Tzu said that, and it remains true. To help with that you can now spend cash outside of battle to prepare traps, spells, ambushes, even contract non-combat work, then you can instantly summon those things in battle for free. You can buy a trap and use money to summon it already prepared to the battlefield, pay a spellcaster for a spell and have it affect the battlefield or target someone even if the caster is not around to actually cast it, pay a group of mercenaries who aren't part of your regular army in advance so you can summon them later for a raid or ambush before they teleport away, even pay a team of construction workers so you can clear obstacles or build bridges in a battlefield as if a team of workers had worked on it for several days.

Combat Upgrades - 400 CP
The bloons start their operations by sending their weakest first, but soon they send more powerful enemies and larger groups of weaker soldiers. The few soldiers that are initially useful soon begin to waver. But now you can use the power of money to temporarily empower your soldiers. Depending on how much money you spend, you can upgrade their equipment, make them stronger and faster, give them years of training in an instant and even help them find new insights in science and magic. The more powerful they are the more you need to spend to boost them further, and there is a cap on how much you can boost someone with this ability, though it is enough to make an apprentice mage into an archmage if you have enough money. Whatever boosts you buy for them will disappear afterward, but multiple uses might help your soldiers to speed their training out of combat, help scientists or mages breakthrough in their research, and make powers advance if possible.

Knowledge is Power - 400 CP
As you watch your soldiers fight you gain knowledge on their fighting style, soon seeing how to permanently strengthen not only that soldier but all soldiers of a similar type. This a magical effect that initially has small benefits, but in time may make a single soldier dozens of times more powerful. It can increase their physical abilities, their skills, the efficiency of their equipment, improve special abilities, make their special moves or best spells more powerful or quick to cast, make them cheaper to summon or even have more esoteric effects. These effects only work during combat and only if you are participating or directly overseeing it.

Triple Fusion - 600 CP
For those commanders with especially faithful followers, there is the option to spend money and soldiers to create ultimate warriors, paragons of the battlefield. By spending enormous amounts of money you can fuse two or three willing people who have a similar power level into a single one with their combined strength, knowledge and skill and a mix of their personalities, similar pieces of equipment also fuse into improved versions. This works best when combining soldiers of similar fighting styles and equipment as their abilities synergize into improved versions of themselves. You can decide whether they remain fused or not after battle. You can also use this ability to fuse yourself to others, if you can find someone as powerful as yourself.

Hero Class - 600 CP
While every monkey is important in the frontline, something that has really shifted the balance of war are the Heroes, monkeys of unique power and skill. And now you'll join their ranks, gaining a Hero class that improves your basic fighting style and gives you two or three powerful defined moves. It starts as level one and can reach level twenty with experience gained from fighting, or temporarily by sacrificing lots of money instead of experience. You can also open this class to others that are particularly skilled and powerful. If for some reason your fighting style changes, you can reset this class to level one, losing all benefits and activated abilities, but gaining new benefits as you level geared to your new style.

Primary

Throwing Arm - 100 CP
What an arm! Whether it's a dart, boomerang or a ball you can throw stuff with the power and speed of a bullet fired from a gun and you can draw and throw dozens of objects a minute, making an ordinary rifle almost obsolete. You also have better eyesight than normal and are ambidextrous.

Fortification Defender - 100 CP
Whether you work inside a tack shooter or on the bunker underneath a bomb shooter, these buildings need a specialist crew to sight, reload and repair its weapons. You're an expert maintaining those fortifications, making them shoot faster, have longer range and deal more damage when you're inside them. They also become more resistant to damage, not that bloons have ever attacked them directly, but just in case…

Chemical Engineer - 200 CP
Sure the recent rediscovery of alchemy has thrown the science of alchemy in disarray, but that doesn't erase the utility glue has had in the war for ages. You carry that proud tradition and know the secrets to create glue so powerful it can stop even the most powerful bloons in their tracks, glue bombs that can cover entire battlefields, how to build glue traps and even the recent discovery of a powerful and deadly acid that does not eat at your glues. You also know solvents for your clues and neutralizers for your acid. Always remember to keep the battlefield clean, they're usually near monkey cities.

Swordmaster - 200 CP
Swordsmonkeyship has been in decline for a long while as many decried it of little use in the war against bloons. Until the heroine, Sauda, showed everyone the power of true skill. You have followed in her footsteps learning a very fast two sword style capable of slashing through multiple layers of bloons with every strike and even slashing lines of bloons while running at full speed. This style also teaches skills to focus the senses allowing one to fight blind and to detect invisible enemies.

Firestarter - 400 CP
Look at them burn, they burn so prettily. You're a regular pyromaniac, an expert on weapons that produce fire. Well, scratch that, you're more than just that. You're an awesome pyro, your sheer love of fire causing allied fire attacks to become more potent. As your power grows your presence in the battlefields spontaneously adds fire damage to nearby soldiers weapons, allows you to call an area of fire around yourself, call firestorms, makes friendly warriors immune to fire and denies enemies their own immunity to fire. You also can eat spicy foods without problem.

Ice Evolution - 400 CP
Most monkeys prefer cities near the jungles and forests of their ancestors, but monkeys have started cities in all places and no pioneers have succeeded more than those that went to the top of mountains and the polar regions. They have evolved to be extremely well adapted to the cold, not only becoming immune to it, but learning to control it. Now you're descended from one of these ice monkeys. You may or may not have their trademark white fur, but you sure have their powers. At first you can shoot a wave of cold energy that damages and slows opponents and might freeze them for a few seconds and you presence makes allies immune to your cold, but as your powers grow you might freeze them for longer, gain a permanent slowing aura, make those you freeze more susceptible to physical damage, create and throw icicles that deal more damage and explode in a wave of cold and even summon snowstorms.

Giant - 600 CP
Another, more recent mutation of monkeykind is the giant monkey. No one knows if it will proliferate like ice monkeys and supermonkeys, but more monkeys like Pat and you would be a great asset to the war effort. You are more than two times the size of a normal monkey and extremely muscular. You're strong enough to punch through sheet metal or slap so hard it sends bloons flying back, and your grip can crush even enormous blimps, impressive feats considering how hard bloons are to send flying or to crush, and you're tough enough that you can touch bloons without problems. And that's without unleashing your primal rage, which makes you even stronger and faster. Your rage also inspires nearby allies making them stronger and faster too, without impairing mental faculties, as it may do to you.

Fan Club - 600 CP
Super Monkeys are just the coolest, aren't they? So fast, so strong, the way they fly and shoot eye beams… Your adoration for Super Monkeys is so great that for a few minutes each day you can tap into their power, increasing your own strength and speed and also transforming your weaker allies into full Super Monkeys. With some training, and a lot of devotion, you can increase the time of the transformation and the number of transformed allies and even unlock plasma vision and flight for yourself and for your transformed allies.

Military

Strategist - 100 CP
You have a keen mind for tactical and strategic thinking, able to see how to best position your soldiers in the terrain, the best paths to invade an area and how they can be defended. You're also great at judging the fighting abilities of your soldiers and the toughness and vitality of your enemies.

Marksmonkey - 100 CP
It's true that monkeys are great at throwing darts and other things, but a good weapon is still better for destroying bloons. You have great skill with ranged weapons, from bows to sniper rifles, and your aim is nothing short of incredible, as long as you can see it and your weapon can reach it, you will almost certainly hit it. It also helps that your vision is better than other monkeys allowing you to see farther and making it easier to find stealthy bloons. You also have the skill to make your bullets change direction as they hit enemies, effectively bouncing bullets to pop multiple bloons.

Dartling Operator - 200 CP
Bloons might think they're smarter than you, but they can't outsmart dart. And nothing can throw more darts at bloons than a good dartling gun. Machine guns in your hands fire faster and with a lot more accuracy, their barrels spin faster and if mounted into a position they even swivel faster than normal. Your expertise even improves other fast firing guns like rocket pods or automatic shotguns.

Tank Monkey - 200 CP
Churchill says the new armor division is soon to change the course of war. Noone else is sure why, since neither the armor nor the mobility of a tank is particularly useful against bloons. But apparently you agree with him, and your belief in the power of armored vehicles seems to make any ground combat vehicle you drive, like a tank, more durable, faster and it even improves its weapons. Machine guns shoot faster and farther and cannons have a lot more armor penetration. Weirdly, cannon shells or missiles your vehicle shoots somehow explode multiple times.

Sea Monkey - 400 CP
The bloons have no trouble floating over water to attack islands or lakes, thus monkeys need to maintain a strong navy. And you have been well trained in the operation of ships and submarines. You can act either as a captain or a crewmember in a variety of positions, either in the navy, as a pirate or in a merchant ship. Your love for boats is so great that just working on them improves their capabilities, Whenever you work in a boat or submarine, as captain or as part of the crew, their speed and maneuverability increase, their hull becomes tougher, their sensors and targeting systems improve and the money they make, either through commerce or piracy, increases.

Flying Monkey - 400 CP
It takes a lot of courage to share airspace with bloons without the nigh invulnerability of a Super Monkey. But you have a lot of courage, along with a lot of skill piloting both airplanes and helicopters. In fact you can probably fly a rocket to the moon if necessary. The sheer bravado of a flying monkey also makes any flying vehicle you work in, either as pilot or as crew, fly faster, turn better, and doubles the amount of projectiles they shoot, each machine gun shooting two bullets at once, each missile being duplicated as it fires.

Explosives Expert - 600 CP
Darts? Arrows? Laser beams? Bah, the best way to kill multiple bloons is and always will be explosions. Missiles and bombs, rockets and shells, from bazookas and tanks and mortars and planes and boats. Blow them all up! Your explosive munitions and explosive powers have longer range, larger blast radius and pack more destructive power. A few times per battle with a forceful command you can cause explosive shooters to fire several times faster and deal a lot more damage per explosive for a few minutes. As your love of explosions grows you'll find that even things that are conceptually immune to explosions now are merely resistant to them.

Inspiring Commander - 600 CP
You do have an aura around you commander, don't you? A charisma that makes monkeys want to follow you in battle, an air of authority that makes you seem an expert at whatever you speak. You also have an aura that improves the abilities and gear of any allies near you that share your fighting style. Any combat perks you have give small bonuses to allies near you that use the same combat style, and any perks that passively improve your gear or vehicles you drive improve similar equipment for your allies. The reach of this aura starts small but improves as a battle goes on.

Magic

Alchemist - 100 CP
The mixing of magic and science has brought many gifts, acid bombs, potions of strength and speed, acids that can be applied to weapons to deal extra damage to enemies without damaging the weapon, potions that even turn rubber or metal into gold. You are now an accomplished alchemist knowing how to make acidic dips, perishing potions and temporary acid pools, and you may continue studying to learn more powerful potions.

Magic Merchant - 100 CP
You are a skilled merchant with a penchant for finding magical items. You can easily notice magical or rare items and appraise the worth of any item you see. Whenever you set up shop you can spend magical energy to restock consumables or to slowly upgrade them. To protect your shop you've learned to magically direct and power crossbow towers.

Saru Chunin - 200 CP
Trained in the hidden ninja villages, experts in stealth, throwing shurikens and dirty low like sabotage and flashbangs, which somehow still work on the bloons. Your knowledge of stealth not only makes you better at hiding but also at noticing those attempting to hide from you, and even at forcing them to break stealth. Your tactical abilities give you an easier time trying to slow, stun, distract and apply other status effects to your enemy. Finally, your sheer hatred against your enemies infuses any weapon you throw with speed and seeking magic, allowing them to curve and change direction mid-flight to hunt your enemies.

Psychic Vibrations - 200 CP
You have great psionic powers allowing you to feel bloons from a great distance, even through walls and those bloons attempting to be stealthy. You can use telekinesis to grip an enemy in place and use psychic vibrations to destroy them. You can also shoot waves of mental energy to stun or confuse enemies. You can split your focus to do multiple mental attacks, or focus to affect even those that are immune to telekinesis or energy attacks.

Jungle's Wrath - 400 CP
Even nature sides with the monkeys, empowering druids in the fight against bloons. As a druid you can grow and throw oak darts from your hands, summon vines with sharp thorns to grab your enemies, attack enemies with lightning and control the wind to push enemies. You can summon the spirits of animals, such as wolves, both to attack your enemies and to empower you with nature's rage, making you more powerful the longer you fight and the more enemies there are around you.

Sun Priest - 400 CP
The monkeys worship the Sun God and the Sun God protects his faithful. You are one such blessed, gifted with the ability to shoot powerful bolts of divine light that seek enemies and have great range and damage. You can also summon balls of light that seek your enemies to shoot at them with energy beams. A darker side of your power is that you can sacrifice others to temporarily enhance your sun powers.

Grand Magician - 600 CP
Magic is a powerful force to harness against the bloon menace and your power as a mage is above most. You are a powerful and knowledgeable mage, the equivalent of an archmage if you want to be a generalist or you can specialize in a field of magic. Notable specializations include fire magic, necromancy and voodoo curses, but you may find other specializations that are not common in the battlefield. You also have the skill and knowledge to create magical items and rituals. Given time and tutoring you may increase your magical abilities further or learn new specializations.

Super Family - 600 CP
Descended from the original Super Monkey, you have impressive natural abilities, you are several times stronger and faster than a normal monkey, capable of flying at high speeds and tough enough to be almost invulnerable. That toughness makes Super Monkeys perfect candidates for cyborg programs and to become avatars of the sun god. Not only that, you can learn to activate super senses, to shoot energy from your eyes, first lasers and later even plasma blasts, and you can learn to teleport yourself and create portals.

Support

War Economics - 100 CP
An army does not march in an empty stomach, the vehicles don't work without fuel, and weapons are useless without ammo. And that all takes money. You know two things, how to run a farm with efficiency to feed the war effort and how to generate a good profit both as a merchant or a banker. Any financial or mercantile institution you run has a lot more success and increased profit, and any ability you have to generate money through perks or magic generates just a little bit more.

Mayor - 100 CP
I heard you did some good work leading a monkey village. Increasing commerce, militia training, and city growing, leaving behind you a thriving monkeyopolis. Somehow, this translates to the ability to summon temporary Dart Monkeys to a battlefield for free and a general discount whenever you buy military equipment with money, or use powers that you must pay with money or fuel.

Spactory Worker - 200 CP
You've worked in a spike factory for years, from actual factory worker to manager and even working on R&D. You've learned a lot not only about spikes, but about making all kinds of traps, road impediments, environmental hazards and similar things deadlier, faster to set up and harder for enemies to spot.

Militia Trainer - 200 CP
Well done sir, I can see the monkeys you've trained all seem to become elite soldiers. Their abilities and weapons have higher ranges, their strength and speed increases to peak of their species, their senses become sharper and their ability to find hidden enemies increases, and with just some time you can bring a complete noob to the level of an elite fighter, though it is less effective the more powerful the person you try to train is.

Engineering Degree - 400 CP
Despite the utility of magic in the battlefield, you still feel that science and engineering are the backbone of the army. As an engineer you know how to build and service all kinds of weapons, vehicles, even factories. If necessary to work near the frontlines, you can use tools like weapons with surprising efficiency, pilot multiple armed drones at once, quickly deploy powerful temporary sentry guns, create traps that suck in and crush enemies, create a foam that reveals invisible enemies and blocks regeneration of those covered in it, and use electricity to overclock allies giving them superspeed for a short time. Some people would say that last one seems like magic, but they usually stop after you hit them with a wench a couple times.

Beast Handler - 400 CP
Beast Handlers use a power similar to druidism to command and empower creatures to fight for them. You can spread this power to multiple animals or focus to make a single animal more powerful, you can also have multiple Beast Handlers focus on a single beast to make it several times stronger. The more powerful an animal is the more you can empower it, but if an animal is too weak for how much power you can give it, don't worry, you can also use some energy to temporarily evolve it into a stronger animal, or devolve it into a stronger extinct animal, depending on the case. This new form must be somewhat related to the original, a bird into a bird, a reptile into a reptile or a fish into a fish for instance.

Cobra Agent - 600 CP
Working in the MIB, Monkey Information Bureau, has taught you several impressive tricks. You have great counter espionage skills, especially for noticing people sneaking around. By analyzing an enemy you can achieve a state where your attacks can temporarily block their regeneration and bypass any immunities, acting as if your opponent only has great resistances instead. If you can communicate your analysis to your allies you can give them these same effects and allow them to notice any opponents you can see.

Code Monkey - 600 CP
Some think hacking could not possibly be useful in a war against bloons, do they even have computers? Somehow you make it work anyway, you are an excellent programmer and hacker, and your code is both functional and elegant no matter what your last manager said. Your computer skills also affect the real world, passively generating cash in your accounts, protecting the city you're defending not only from computer viruses but also from physical damage, and tired of hearing that soda makes people fat, you even learned to biohack, which can be used to strengthen allies, weaken enemies and keep you slim despite your love of snacks and energy drinks.

Enemy

Pathways - 100 CP
While this war has been going for ages untold, there still remains some honor between bloons and monkeys. The bloons remain in their path instead of flying whichever way, and the monkeys do not stand directly in the path or erect impassable obstacles. Like them, whenever you make an agreement for a fight with rules, those rules become unbreakable. Your opponent might try to bend the rules, setting traps in the path or setting multiple paths in one battlefield, but they will not be capable of breaking them as long as you do not do so first.

Speed Floating - 100 CP
You're quick on your… feet? Thread? Bottom part? Whatever. The point is that you move fast. About three times faster than most beings of your species.

Bloon Immunities - 200 CP
The war has been long and the arms race has affected both monkeys and bloons, with bloons finding ways to become tougher and tougher. The peak of their training and technology is to turn some bloons outright immune to some effects. Choose one: explosions; freezing and cold damage; fire, energy attacks like plasma and lightning, and magical attacks; piercing physical attacks. You are immune to that type of damage. You can buy this perk again for more immunities after the first, for 100 CP each, undiscounted. If you buy this perk three or more times you gain immunity to stunning, slowing and knockback effects. If you buy all four you're also immune to attacks to the soul and to hostile polymorph effects.

Thick Skin - 200 CP
Many bloons have taken to exercise to develop more strength and toughness. Your skin is twice as tough as normal rubber. At will you can change your skin to a ceramic-like substance, increasing your resistance to damage five-fold, but reducing your speed and agility.

Regenerating Heart - 400 CP
Heart-shaped bloons aren't just cuter than other bloons, they also can regenerate quickly. You now share the power of heart shaped bloons, even if you're not heart shaped. You are a lot cuter than normal. Oh, and you gain a powerful healing factor that allows you to go from near dead to fully healed in a matter of minutes.

Stealth Mastery - 400 CP
Did you know, monkeys are unable to see things painted with camo patterns, unless they train specifically against it? Well, now you know this and many other secrets and techniques of stealth, making you as good as one of the monkey spies and ninjas, if not better. More importantly, you possess a bloon ability that makes you intangible to attacks from those that cannot perceive you or have not noticed you sneaking around. Area attacks, random shrapnel or ricochets, flailing a sword in your general direction, none of it works unless the enemy can notice you first, this intangibility even works against energy attacks and magic. Just be careful you don't step on something sharp, objects that can't notice you, not being aware in the first place, can't be fooled.

Big Bad Blimp - 600 CP
You're no ordinary bloon or even blimp, you're a boss bloon, or maybe boss in training. Not only you gain a large amount of health and vitality, but choose a motif, such as an element or school of magic, based on that motif you gain a number of powers, which may include a stunning and damaging attack, the ability to summon or conjure bloons, an ability to buff nearby an allies and a powerful ability that triggers automatically whenever you lose ten percent of your health. You also gain a cool title that will strike fear and respect on anyone who knows about you.

Multitudes - 600 CP
When a bloon dies it leaves behind his spawn to carry on the mission and since you're a bloon, you should have this ability too. Once per jump, or once every ten years, when you would die instead you split into two copies of yourself with minor modifications in appearance and a little less than half your power. When these copies would die they can also split into two copies with less than half the power of that copy, and again until the copies have about a tenth of your power, where they cannot split anymore and can die. As long as one copy survives to the beginning of the next jump, or for ten full years, you are restored to full power and it does not count as having died at any point.

Items

You gain 2 discounts for each price tier. Discounted 100 CP items are free. You can import items if they're of the same type, a melee weapon into a melee weapon, a computer or phone into a computer, etc.

100 CP

Basic weapon
If you're going to war, you'll need a weapon. Choose a throwing or projectile weapon. If it's a thrown weapon, such as darts or boomerangs you have hundreds of copies of that weapon. If a projectile weapon such as a crossbow, bow or a gun, you gain a basic version of that weapon and thousands of ammo. Any ammo used or weapon lost or broken is replaced after a week.

Materials Kit
A large crate containing materials, bottles of chemicals, and assorted electronic pieces, enough for an engineer, alchemist or wizard to be well supplied through multiple battles, including glue sprayers, nail guns and spell reagents. You receive a new one whenever it is used up.

Mysterious Eggs
A crate holding about a dozen eggs for particularly powerful extinct birds and dinosaurs. Despite their age they are ready to be hatched and produce living and healthy specimens. At the beginning of each jump you'll get another crate containing eggs for similar extinct species of that setting.

Ownership Certificate I
This certificate makes you the proud owner of a vehicle or building with a tier one upgrade. Vehicles include tanks, submarines, ships, helicopters and planes, buildings include a small monkey village including a training camp for you monkeys, a banana farm of several acres capable of producing a good quantity of money regularly, a spike factory that not only creates spike packs for you but can also throw them into selected spaces hundreds of feet away, tack shooting sentry towers that can attack in a circle around themselves, and underground bunkers from where one can manage a cannon. Vehicles also come with small buildings to serve as base, such as small docks for subs and ships, small landing strips for planes, helipads for helicopters or garages for tanks. All vehicles and buildings come with enough followers to crew them, the village having hundreds of civilian monkeys. Followers are replaced with new monkeys whenever one leaves or dies. Those followers are civilians and will not fight on their own, even the crews of vehicles will need a captain to direct them into the fight. You can buy this item multiple times, costing 50 CP after the first.

200 CP

Near Infinite Ammo Crate
Carrying around hundreds of copies of a weapon or thousands of rounds for your gun can be a pain in the back, so the monkey engineers and monkey wizards have come together to create this, a giant cargo container that is bigger on the inside, it can hold immense amounts of weapons and ammo, even thousands of rounds ammo for large ships and planes, and teleport that ammo directly to your hand, to the chamber of your gun, or to your vehicle's weapons.

Death Glaives
Seven enchanted throwing glaives, they are enchanted for sharpness and to always return to hand after thrown. They spin faster the farther they are thrown and slow down on coming back for easy catching. When thrown into an enemy if they cut through him, they'll try to turn and hit other enemies before coming back, but if an enemy does not die at first they stick to them still spinning, cutting like a buzzsaw. You can set three of them to spin in a circle around you automatically attacking any enemies that come around you.

High Power Gadget
This tablet doesn't look like much, it is in fact an extremely powerful computer, one of the most powerful in the setting, with massive bandwidth and exceptionally fast internet connection that can connect even in the moon. It is a powerful hacking tool pre-filled with many programs by Benjamin, including the basics for bio-hacking.
Alternatively you can buy a remote and a drone squad, the remote is nothing special besides allowing you to control multiple drones at once, but these drones are bleeding edge military grade, with about ten base drones with lots of sensors and mounted machine guns and an UCAV armed with homing missiles.
You can buy this a second time to get the other options. If you do so you can fuse both into a single gadget with the abilities of a computer and controls for the drones, maybe a handheld game console.

Ownership Certificate II
This certificate makes you the proud owner of a vehicle or building with two tier two upgrades. This works like Ownership Certificate I but includes much more powerful vehicles and buildings like larger villages with an Intelligence Bureau and good commercial districts, specialized spike factories with better target and longer range to set up spike piles, bunkers connected to more powerful cannon batteries or missile silos. You can buy this item multiple times, each costing 100 CP after the first.

400 CP

Enchanted Blades
A pair of enchanted blades, such as a pair of swords or axes, sharp enough to cut metal, they can create temporary duplicates and allow the wielder to teleport short distances. These swords also deal extra damage to enemies that have their movement impaired are suffering from damage over time, such as being poisoned or being set on fire and they also deal extra damage to enemies who have enhanced toughness, regeneration or stealth.

Mage's Staff
A staff designed specifically for you, it amplifies the range and damage of your magic. It also allows you to set an attack spell on it, either allowing you to cast that spell faster and for less mana or allowing the staff to automatically cast the spell in your stead.

Worn Hero's Cape
This cape is torn and ragged, but it belonged to a powerful supermonkey that flew around the world fighting bloons. It has been enchanted to awaken some of the spirit of that supermonkey in any who wears it, giving them the powers of a young supermonkey. It needs a few days to recharge, but with time you'll be able to turn many monkeys into supermonkeys. It is more effective on weaker monkeys, using its enchantment on someone who already is as powerful as a supermonkey will only give them a small boost to speed and strength.

Ownership Certificate III
This certificate makes you the proud owner of a vehicle or building with a tier five and a tier two upgrade.
This works like Ownership Certificate I but includes much more powerful vehicles, buildings and even a few mech suits. These are powerful vehicles such as the Ultra Juggernaut catapult, the Flying Fortress and Sky Shredder planes or the Pirate Lord ship, vehicles that also come with auxiliaries like the Carrier Comanche helicopter that comes with three other helicopters in his wing, or the Carrier Flagship that carries multiple war planes, and mechs like the Ray of Doom, a powerful disintegrator rat with a seat for the operator and four spider legs for deployment or the M.A.D biped mech with giant missile launcher instead of hands. There are buildings like MOAB Eliminator missile silos, Bomb Blitz cannon barrages, Inferno Ring fire shooting scout towers, banksa that can produce lots of money at very fast rates, large monkey metropolis instead of villages, and powerful spike factories capable of throwing supermines miles away. And the Bloon Exclusion Zone, a tower with six rotating grapeshot cannons You can buy this item multiple times, each costing 200 CP after the first.

600 CP

Tech Terror
You have been given a full bionic overhaul, that usually only supermonkeys are tough enough to accept. Metallic bones, reinforced muscles, retractable full body covering metal armor, arms that can turn into gigantic energy guns, a full suit of sensors and a wired brain to increase your mental speed and reflexes. Enough to turn a normal monkey into the equivalent of a supermonkey or make a supermonkey as powerful as an avatar of the sun god.

Contested Relic
This strange statuette gives four powers to you and your followers, chosen from below. You can re-choose which powers it gives with a day-long ritual.
. Hero Boost - Gives a boost in experience gain
. Air and Sea - Gives a power boost to any air based units or aquatic units in your army, whether it's a vehicle or someone with superpowers for flight or underwater breathing.
. Restoration - Gives a boost to regeneration and any city which you protect is slowly rebuilt by magic.
. Camo Flogged - Attacks deal extra damage to enemies that are invisible or in stealth
. Broken Heart - Attacks deal extra damage to enemies with regeneration and the regeneration of enemies hurt with this power is slowed.
. Durable Shots - The range and speed of all projectiles, including thrown weapons, energy beams and magic blasts, is greatly increased.
. Mana Bulwark - Generates a weak magical forcefield.
. Clash - Attacks deal extra damage against enemies who are bigger than you.
. Royal Treatment - Attacks penetrate resistance against their damage types or treat immunities as if they were high resistances to their damage type
. Marching Boots - Increases movement speed and also troop coordination, allowing you to increase the number of troops in a battlefield without tactical problems.

Genie's Bottle
A golden decorative bottle containing a genie. While the genie does not have enough power to simply grant wishes, the genie is as skilled in magic as an archmage and once summoned he will work for you for several hours. The genie is willing to fight, is a very powerful combat mage and if killed in battle will simply return to the bottle to be summoned again.

Ownership Certificate IV
This certificate makes you the proud owner of a paragon level vehicle, mech or building. Possible options include the Goliath Doomship airplane, the Navarch of the Sea ship, The Apex Plasma mech or the Master Builder mech. You can buy this item multiple times, each costing 300 CP after the first.

Companions

Co-Op Mode
Import or create companions for 50 CP each or pay 200 CP to import or create up to 8 companions at once. Created or imported companions gain an origin and race of your choice and 800 CP to spend, they cannot buy companions or get drawbacks.

Odyssey
Want to take a hero, boss bloon or random soldier you've befriended on an odyssey around the multiverse? Pay 50 CP and they'll be guaranteed to give up on the war to follow you.

Insta Army
Here are some troops for you to start on top of whatever you the government assigns to you. Every other month a troop helicopter will come to your base bringing new recruits to replace any monkeys or bloons that have died. These troops are loyal to you and will follow you to other jumps. You can only take bloons or monkeys, matching on your own faction. If you take Battles and decide to join the combined faction you can mix and match, getting half the informed monkeys, rounded up, and half the RBE of bloons
For 100 CP you can bring 4 unupgraded soldiers and one soldier with one upgrade with you, or 2.000 RBE worth of yellow, green, blue and red bloons.
For 200 CP you start with 6 unupgraded soldiers, two soldiers with two level one upgrades and one soldier with one level three and one level one upgrades, or 10.000 RBE worth of bloons, including black, white, purples and pinks, and about 10% percent of them can be regrow, camo, lead or ceramic.
For 400 CP you start with 8 soldiers with two level one upgrades, 4 soldiers with two level two upgrades, 2 soldiers with one level four and one level two upgrades, or 25.000 RBE worth of bloons, about 30% can have special abilities including fortified camo bloons, camo regrow bloons and fortified regrowth bloons, or be MOABs and BFBs
For 600 CP you start with 12 soldiers with two level one upgrades, 8 soldiers with two level two upgrades, 4 soldiers with one level four and one level two upgrades and 2 soldiers with one level five upgrade and one level two upgrade, or 100.000 RBE worth of bloons, up to 70% of them can have abilities including bloons that stack camo regrow and fortified, or be ZOMGs and DDTs.

Drawbacks

No Monkey Knowledge +100 CP
You lose all memory from before this jump. If you are a drop-in or bloon your first memories are of waking up at the start of the jump.

Deflation +100 CP
All of your monkeys or bloons are a little bit weaker, monkeys generally dealing less damage or bloons that have HP having less.

Impoppable +100 CP
Times are hard for everybody and even the army has money problems, now all the logistic and monetary needs of your army increases by 20%. If you're a bloon leader the monkeys gain 20% more money and can build their defenses 20% faster.

Traitors +100 CP
There is a third faction now, a group of monkeys and bloons working together in harmony, those traitorous heretics even talk about peace. Both pure factions hate them. Now the war is a three way brawl.
You can choose to join this third faction or stay in your original faction. While joining the harmony faction greatly increases your tactical and strategic options, it also means any other drawback you buy with variants depending if you're a monkey commander or bloon leader, you gain both versions of the drawback with lesser effects.

Alternate Rounds +200 CP
The bloons are usually fairly predictable, usually a smart monkey can tell which types of bloons will be on each wave and what kind of defense they need to mount. Not anymore. Now the bloons will randomize what they send in each wave, even introducing stronger types of bloons earlier and sending higher numbers of bloons. Not only this makes strategizing harder, but each individual wave will be harder than they'd normally be.
If you're a bloon commander instead the monkeys have apparently got several breakthroughs, introducing new types of soldiers, heroes, vehicles and defenses to stop your army. And it only seems to happen to your army, other bloon groups don't get that. Maybe you're the test bed for prototypes?

Apopalypse +200 CP
When the bloons attack, they would normally send waves of increasing number and power, up until all the bloons in a region are dead, with a small amount of time between waves which allows monkeys to prepare themselves. With this drawback waves will come one after the other with no pause, a new wave starting as soon as the last bloon of the last wave enters the field. If you're a bloon commander, instead you'll have to wait double the time between waves, allowing the monkeys more time to prepare themselves, gather more money, and build more defenses.

Contested Territories +200 CP
Some splinter factions of monkeys, or bloons, have decided to use the eternal war to separate from the greater government and started to conquer territory for themselves. Your ancient enemies will ignore them for the time being as this traitor faction is more focused on taking territory from you.

No Income +200 CP
All the money you gain from items or powers will be directed to the war efforts and you'll be given only the necessary stipend to pay and move your troops, even money from your city taxes or your banana plantations will be redirected to the government. You can still use temporary money such as the provided by Battle Money.

Boss Mode +400 CP
Every fight you have will involve either a boss bloon or four monkey heroes, depending on if you're fighting for the side of monkeykind or bloonkind. Boss bloons now can kill monkeys.

No Hearts Lost +400 CP
The cities under your protection are much weaker and easier to destroy than they should normally be. And you cannot increase their protection besides defending them on the battlefield. If you're a bloon, the cities you're sent to destroy are much more durable and their monkey defenders much stronger and more numerous.

No Selling +400 CP
You lose access to all items from outside this jump. Trying to use magic or science from outside this jump to create items will automatically fail.

Only Towers +400 CP
You and your companions cannot fight the bloons directly, you'll have to depend on your soldiers and your tactical and strategic skills. If you're a bloon you cannot destroy monkey cities directly or fight off the monkey defenders, you have to send bloons until they overrun the monkeys.

No Continues +600 CP
You'll be required to defend areas from the bloon menace and if any of the cities or villages under your protection are destroyed you'll fail your chain. If you're a bloon you'll be designated monkey areas to destroy and you'll have to destroy each of them, if your offensive is defeated even once you'll fail your chain.

No Powers +600 CP
You lose all access to all powers and perks from outside this jump.

Ending

Ten years of war must wear out the soul even if the war is quite colorful and cute. What will you do now?

Stay: Keep the war going until your side is victorious.
Go Home: Take your experience back to a place where monkeys and balloons do not hate each other.
Keep Going: There are other wars, other battles, other places to conquer.

Notes

If you have questions about upgrades, RBE, paragons or other game mechanics but don't want to learn a new game, here's the wiki link
https://bloons.fandom.com/wiki/Bloons_TD_6

Bloons exercising to become fortified or ceramic is actually a thing from Ninja Kiwi's videos, not my OC.

At the time of writing there are no paragons for most buildings or vehicles, so feel free to wank something on the same level as other paragons. Since Apex Plasma and Master Builders suddenly have mechs, you can also wank mech or vehicle paragon versions of some other towers if you want.

Tech Terror actually makes you as strong as an Anti-Bloon, but Tech Terror is a better name, so I used that.

If you take Contested Territories with Traitors and you join the harmony faction, this can lead to a splinter harmony faction, and it becomes a BTD Battles toggle.

If you do a CHIMPS run, taking the drawbacks No Continues, No Hearts Lost, No Income, No Monkey Knowledge, No Powers and No Selling; you gain a special reward: A photo album containing pictures of you with your friends, cool or funny moments and other things you might want to remember from this jump and each jump before, as if taken by an invisible omniscient and really skilled photographer, each photo with a shiny black border. The album has infinite capacity despite looking like a slim book, updates itself at the end of each jump going forward and if you think of a person, place or moment when opening it it always opens on the right page with photos of what you're thinking about.