Eastman and Laird's Teenage Mutant Ninja Turtles Mirage(/Image) Continuity



In March of 1984, two aspiring comic book writers came together to create a parody comic. 3000 copies of this black and white comic were printed and quickly sold and it would spawn multiple successful cartoon shows, movies, an expansive toy line, and several different comic book continuities. This was, of course, the Teenage Mutant Ninja Turtles.

This is the original comic book continuity spawned directly from that comic. While less 'for kids' than most later adaptations, with some very serious and touching moments, it is still a continuity that celebrates and embraces the silly side of comics. They are, after all, mutant turtle ninjas named after Renaissance painters who accidentally wind up being sent to a world of triceratops men by alien brains.

Barring toggles you will be spending 10 years here starting on the day that the turtles leave on their mission to finally kill the Shredder who the entirety of their young lives have been spent training for. Since you don't have more than a decade of training under a wise rat to help you, take these instead:

+1000 CP

Choose your fate, nature, and powers well, and explore this world of ninja, weirdness, and pathos.

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Age and Gender:

This is a story about mutant ninja turtles, your gender doesn't matter compared to that so select whatever you'd like within reason. Age matters a bit more, but again feel free within reason.

Location:

You begin anywhere that fits your background and backstory. I'd suggest somewhere in New York City, but the Triceraton homeworld is nice this time of year.

Species:

There's more than a few species running around here. Which one are you? Becomes an alt-form post jump. Select 1.

Human (Free): You're a standard human. Nothing special about this option. On Earth you'll be part of the majority, and even in the Federation there are others who appear human.

Rat (Free): You are a mutation. A rat that - due to exposure to mutagen - has somehow mutated into a humanoid creature. You're short, around 4 feet tall, and you're somewhat weaker than a human because of that. Though you do benefit from your reduced size as well. Overall you're mostly comparable to a human. If you don't want to be a rat you can be another species of mutant that does not grant you noticeable benefits compared to a human.

Ultrom (Free): You are one of the ultroms. One of, if not the, most advanced civilization shown in these comics. Of course you are also a semi-amphibious creature that resembles a brain with tentacles, and typically relies on an exo-suit for mobility.

Cow (50): You may have come from Moo Mesa. Or maybe you're a mutant cow? You are apparently as strong and tough as a turtle, so somewhat more so than a human although not to the point that you are beyond human reach with just this. You lack a shell, however, and are not as aquatically inclined as a turtle. If you don't want to be a cow you can choose to be another species of mutant animal that offers comparable benefits.

Turtle (100/50): If you took the Ninja background you could be Splinter's 5th son. Short, though not as short as a rat, you are slightly stronger than you would be as a human though there are humans that can match your strength in this world, but your endurance and toughness are more noticeably improved over a human's. More noticeably you function significantly better in the water, and your shell is tough, while it won't protect you completely from bullets it is a decent shield in front and a better one in the back. If you don't want to be a turtle you can be another species of mutant animal that offers comparable benefits, but you may take it for only 50 CP if you choose to be a turtle.

Bat (100): I might have Image-ined this one. Well it seems you are a mutant bat, about the size of a human. Your arms double as wings, so it can be awkward or impossible to fly while using your hands, and you're strong enough to fly while carrying a human, but not otherwise stronger than a turtle, and you lack their armored shell, and toughness. Still

you've got some decent endurance, and are not infected with rabies. If you don't want to be a bat you can be another species of mutant animal that offers comparable benefits.

Merman (100): There are a lot of types of mermen in these comics. All unrelated too. But in general they're slightly physically stronger than the turtles - though not at Triceraton levels - when in the water, human (or slightly weaker) out of it. They move through water more easily even than the turtles, but suffer on land. You are now one of these various watery species.

Styracodon/Triceraton (100): The Styracodons and Triceratons are two species of large, dinosaur men, noticeably taller than humans. Their bulk grants them strength significantly greater than a turtle's, though they are less agile than humans or turtles due to their bulk. You are tough, probably more so than a turtle, though you lack their armored shell. Triceratons have 3 horns, but long term exposure to Earth's atmosphere causes brain damage and physical degeneration without an atmosphere converter (that said they could last more than a year on Earth without one without dying). Styracodons are their cousin species, mostly comparable but with only 1 horn and they appear to breathe an atmosphere comparable to Earth's. If you select to be a Triceraton you will have an atmosphere converter implanted within you during this jump (unlike the purchasable version it will not follow you to future jumps/function in future worlds), and post jump breathe an oxygen atmosphere.

Robot - Civilian Grade (100): You are a robot. Similar to the fugitoid Honeycut you seem to be a basic labor robot. You can be shorter than a turtle or normal human height, but your strength will only be comparable to a human's. You are somewhat harder to damage than a human, though you are not built for combat so sufficient force can damage your internal mechanisms so you are not **that** much harder to damage. Still you do not need to eat, drink, breathe, or sleep, having no metabolism to speak of. Though you will need to recharge from time to time.

Alligator (200): You are a mutant alligator. Roughly as large as a Triceraton - or noticeably bigger than a normal human - you are substantially stronger than one, and possess a thickly scaled hide that while not bullet proof can stop low caliber rounds and reduce the effect of more powerful ones; similar to the front of a turtle's shell. Like a turtle you can hold your breath and swim much more efficiently than a human, and possess superior endurance and stamina. Unlike Leatherhead you do not - barring drawbacks - suffer from difficulty controlling your bestial side. If you don't want to be an alligator you can be another species of mutant animal that offers comparable benefits such as a shark or a komodo dragon.

Leech (600): You are a mutant leech. Roughly the size of a human, you possess strength, toughness, and endurance comparable to a turtle, though you are even more adapted to an aquatic lifestyle. You do possess two other advantages. You can drain power enhancing substances from the blood of others to increase your own power, for example by draining a mutant turtle you could become stronger than a triceraton. Beyond that you can really heal, like slicing you into pieces wouldn't be a guaranteed way to kill you; it might if they did it often enough, and if you're burnt to ashes or disintegrated you won't be coming back.

Robot - War-Prototype (600): You are a being similar to Baxter's war prototype when it appeared in TMNT Vol 2. You are larger than a human, strong enough to throw a person across a New York street and into the building behind it, and it'd take a rocket propelled grenade or similar to be a serious threat to you… and even then it'd probably take more than one clean hit; even having one of your own missiles blow up in its chamber would only take out your arm and shoulder. As a robot you do not need to eat, drink, sleep, or breathe, though you don't have a perpetual motion machine so you theoretically have to be recharged somehow eventually. You still have a brain of some sort - either a living human one or an artificial one - and if it is destroyed you'll die, but your mechanical body is capable of self-repair and evolution. This process is 'slow', but given a few hours you could go from having lost your right shoulder to having regrown a rather withered looking right arm. This could allow for the development of new weapons and tools overtime, though you begin with weapons equivalent to Baxter's; a chaingun in one shoulder, missile launchers in the other, claws, fingertip lasers capable of incinerating a book, arm-mounted blades, a large arm-mounted gun, and a nanite injecting spike. You also possess aiming programming to help calculate range, bullet drop, and the like.

Backgrounds:

What species you are is only part of the story, though. What role you play matters too. Normally you would select one background, but so many characters here are ninja with enough that aren't that you get to pick 2. Maybe you're a Foot mystic who focuses on the non-combat side of the clan serving as a Sage, or an Ultrom Scientist who is a potential Ally to the turtles… or a Scientist working for a Foot owned tech giant. Either way select 2 of the backgrounds below, and you may freely be a drop-in if you would prefer; there's enough of them showing up here already.

Ninja: Whether trained by the Foot, Splinter, one of Komodo's kunoichis, or some other ninja faction, you are a ninja trained in the art of ninjutsu. With time and practice you might obtain the heights seen by Shredder or Splinter.

Sage: Yours is the route of the spirit. Whether as far along as Splinter, or a mere novice like Leonardo, you have something of a Buddha nature, and Zen wisdom to your actions and thoughts, and have begun delving into the more philosophical and mystical side of the ninja.

Scientist: Whether formally educated or not, you have the makings of one. You have a keen mind that looks to the secrets not of the spiritual world, but the physical one. Or maybe just a knack for engineering and gadgetry.

Vigilante: You are a fighter. It's what you are in your heart of hearts and there is no escaping it. You are skilled in a fight, even a natural at it, and it is in battle that you truly shine.

Charmer: Perhaps you'd rather talk than fight, though. You are more of a people person. You have a talent for artistic pursuit, and if you pursue it you could become an expert at goading desired reactions or working as a diplomat.

Foot: You are one of the foot, or a similar criminal organization. Or at least you have taken lessons from them. You could potentially follow in the Shredder's footsteps, maybe even hold the New York branch together after his death. If you don't have larger ambitions.

Ally: You are a person. A person who lives in the world. You may be a future ally of the turtles, or not, but you will share elements in common with many who were such as Casey Jones, Nobody, and Gosei Hattori.

Perks:

Perks associated with either of your backgrounds are discounted 50% and free if normally 100 CP. General perks are not discounted.

Basic Requirements (Free/100/300): Look everyone here knows how to fight, and have a certain minimum physical fitness. Even April picks it up eventually. You are proficient enough in combat, and physically fit enough to be roughly equal to your standard Foot footsoldier. You'll not be able to match their stealth, but in a straight up fight you'll have about a 50/50 chance (with just this).

For 100 CP you're as fit and strong as Casey or one of the turtles, or equivalent for your species. You're not Captain America, but you're pretty close to peak human. And you're well trained in combat. You're roughly as skilled as Casey, Mike, or Don, though they'd still have advantages; such as Casey's berserker tendencies, or the turtles' acrobatics and stealth.

For 300 CP you are skilled enough to beat any of the turtles one on one as a human. You're roughly speaking an equal to Shredder or Splinter in combat technique. You still won't have their other skills or abilities (such as stealth and acrobatic agility), but in a stand up fight you'd have a good chance of coming out ahead.

Mechanic (50): You are good with cars and motorcycles. Not only can you drive one like a professional stunt driver, you can take one apart, build one from the ground up with the right parts, and diagnose problems with a car with ease. You're familiar enough with cars to gauge their oil by smelling the oil tank, without even needing a dipstick to measure it. While you're only at the level of a professional stunt driver, you definitely put most professional car mechanics to shame.

Scrapyard Swordsmith (50): Where do the turtles get their weapons? When Leo has to replace his swords he implies they make them. And now you can too. You have the skills of a master smith, able to make high grade katanas, and able to do it out of scrap metal and the sort of stuff that could be scavenged living in the sewers of NYC.

Tracker (50): You are skilled in following tracks and signs of others' movement. You can identify signs of movement, follow a trail, and vaguely reconstruct a fight from tracks even in a city like New York. You won't always be successful in a place like New York, but you are a highly skilled tracker.

Dinobabe from Another Planet (150): Your beauty and physical appearance is good enough to be in the top 10, even 5% in a city like New York City. Maintaining this appearance is far easier than it should be, though you'll still need to do basic hygiene. The real benefit here is that your beauty transcends species. Any sapient being can appreciate your beauty as well and as easily as if they (and/or you) were human.

I Walk in Perpetual Darkness, Yet See All (150): Your senses, other than sight, are heightened somewhat. It is only when you are denied sight that the true value is revealed; your hearing will be enhanced to a point where you could follow a ninja's movements by their breath, and scent, or count the number of individuals in a place by their heartbeats. You could fight blind as easily and readily as when you can hear. This isn't *quite* to Daredevil levels, but it is close. If you also have … Then Fade Away you will find you are much more quiet. You could manage to disappear from this perk's enhanced senses if you were pressed to retreat, or confuse them somewhat in combat.

Perfect Bargaining Chip (150): People seem to think you will be one. People are far more likely to spare you, assuming that you'll be valuable enough to them in the future in some way to justify the effort of taking you alive. This has its limits, if it's too obvious they can't take you alive or they have no means that could be expected to possibly hold you then they won't have the option of taking you alive, and if you've escaped too often already they will go for the kill.

Sewer Chic (150): The turtles refuse to steal. Despite this Don has fully functional chemistry sets, they have multiple sets of high quality katanas, and in general enough resources to live fairly comfortably from… scavenging dumps and things that people throw away or lose in a way that can't be traced back to them? Now you have similar improbable luck in scavenging things left behind by others. In a city like New York you could live comfortably off of people's trash and lost objects; enough to have a functional tv, computer, and order take out or food deliveries at least semi-regularly. Oh and support your 4 ninja sons while doing it.

You Forgot One Thing – – Our Teamwork (150): You are excellent in making use of team tactics and the advantage of allies. Even with newfound allies, you fight together like you've trained long side by side, not getting in each other's way. And with those you have long experience standing beside your teamwork is a thing of beauty, attacks serving to set up enemies for each other, maneuvers covering each other, and all without a pre-planned strategy.

Sorcerous (400/800): For 400 CP you are the equivalent of Chen, or a Foot mystic. You have a knowledge of magic and sorcery which allows you to perform limited ritual magic. The details on such powers are vague. With time and effort you could create a potion like the kami ninpo damashi, with scientific aid worm colonies that grow into clones of those they consume, with the right circumstances you could possibly begin to siphon skill and ability from someone via rituals involving their astral selves. With preparation and an advantage you might be able to perform a spell that would influence your enemies' minds to weaken them. In general this will not provide any magic that can be used in the midst of combat, but only provides longer ritual magic. With this you are roughly the equal to Cheng from the Image comics.

For 800 CP you are a gifted sorcerer, and could be considered a peer of Savanti Romero or the child witch Lucrezia. With your sorcery you could lift enemies in the air or fling them back, animate the dead as your undead servants, teleport, terrorize mystically potent samurai clans, transform inanimate objects into snakes, take control of the minds of foes, lay spells to strike at your enemies millions of years in the future, and more. If any of the sorcerers within these comics could do it, including the Foot Mystics, you can figure out how, though like Savanti you might need a power boost or outside sacrifices for the largest feats.

Ninja Perks

…And Fade Away (100; Ninja): You are always aware of potential hiding places and escape routes, your senses taking them in and processing them without seeming to need your conscious mind. Similarly your mind seems to naturally take into account what traces you might have left of your presence, and help you remember them when needed. Finally you are of course actually trained in moving silently and hiding in the shadows.

Don't Think Do (200; Ninja): When on a mission a ninja often has little time to think, and not time to hesitate or mull over situations. You are able to react on reflexes and instinct, and will find it easy to think while fighting, dodging, or taking other such trained actions in the face of danger. For major decisions it's still best to take time to plan, but your split-second snap decisions will be better than most people with several seconds, or even a minute, to think.

These Creatures Move too Fast (400; Ninja): You are highly agile and mobile, especially in combat. You can perform all sorts of ninja stunts and leaps, bounding from roof to roof, weaving through attacks, and even as a giant turtle have the agility to shame trained gymnasts. This is more helpful than it might realistically should be when it comes to dodging attacks, and this effect is greatly amplified when it comes to avoiding attacks from guns and other such projectile weapons more powerful and advanced than traditional medieval ones. You have a good chance of dodging multiple hails of machine gun fire point blank without cover, trained snipers, robots with automatic targeting systems, or fellow ninjas with rocket launchers.

More Than Mere Mimicry (600; Ninja): Splinter is a master ninja, most likely superior to Karai and the Shredder, but how did Master Yoshi teach him? He did not. Splinter was simply his pet rat and obtained his skills merely by observing Yoshi. Now, like Splinter, you are able to learn skills through pure observation, and do so at a speed that would shame others. By watching a master ninja practice you could become a true master of ninjutsu within a few years. And this is more than mere mimicry of their movements, Splinter did not only learn the forms of the katas, he learned a mastery of stealth, tactics, thought, discipline, and more.

While this isn't fast enough to copy opponents' skills having only seen them once, or the like, it does help you to recognize the pattern and flow of opponents' fighting styles, and pick up over the course of a battle how they fight and are likely to respond in a fight. Also in general this makes you learn much faster than normal; the turtles were apt students and it took them 15 years to learn enough of Splinter's skills to fight Shredder

and while Splinter might have learned more in that period himself the core was what Splinter picked up watching his master and an unmutated rat has a life expectancy of under 5 years.

Sage Perks:

Buddha Nature (100; Sage): You have obtained some measure of enlightenment, though it is only the start of the path far from a true master. Still this is a touch of wisdom, enough to recognize the things you cannot change, and to help you direct your energies where they can be used to at least some effect. This wisdom gives you hindsight to trace back how present circumstances have come about - especially those resulting from your actions - and will help you recognize the pattern of events that are currently happening around you. You won't be Sherlock Holmes, or even one of his imitators or followers, but you'll be better than your average joe.

Our Path Will Be Revealed (200; Sage): When you run out of clues for your overarching mission, you need simply perform in accordance with your natural role in the world and you will find opportunities and clues towards your true goal falling in your lap. Beat up unrelated muggers and just happen to stumble onto the upper level gangwar's new robot weapon being hijacked by the opposing faction.

Surrender is Something I Shall Never Do (400; Sage): Evil is a choice. A weak choice. For it is always easier to choose evil over good. But you will not. Well you can still choose to be evil, but you have the willpower needed to choose good. In fact your willpower is immense. This strength of will protects you against mental influences; an ancient and immortal psychic might be able to affect your mind, but a telepath who could normally re-write memories whole cloth and trap people in their own minds would be unable to do more than snatch a surface thought if they caught you relaxed and unaware… and you'd feel that.

A Mind Powerful and Disciplined (600; Sage): You have trained not only your body but your spirit. By meditating you are able to connect your lifeforce to the infinite. In this state you are highly sensitive to spiritual and psychic phenomena, able to extend your awareness to the astral plane, and to project your mind outwards mentally viewing areas in your surroundings, or even communicating with other powerful minds. This is not a perfect clairvoyance, but you will be able to sense stirrings of darkness - like a leech that has begun to mutate due to sucking the mutagen from the blood of one of your 'sons' - and other impressions left by the minds of those nearby. You can even gaze at the future, though the images are vague and can be difficult to parse. You could even swap bodies with another if they were willing and had similar levels of mental/spiritual discipline and power; and by combining this with black arts you might even forcibly swap bodies with someone. This provides some resistance to mental assaults, but not at the level of **Surrender is Something I Shall Never Do**, but it provides an even greater awareness of

them. If combined with said perk you will find yourself a natural expert at combat in the astral plane, or other forms of mental/spiritual battles; even reduced into a semi-feral state with your mind wracked by rabies you would be more than a match for one or even two of the Ninja Turtles there.

Scientist Perks

Renaissance (100; Scientist): You are gifted with a mind that excels at STEM related fields: your memory is excellent which helps you to memorize formulae and information; you are gifted in math and its applications; and find it easy to focus on such information. You could easily get straight As in a science, engineering, or technology related class, or excel at a job as an engineer or researcher.

I'm Familiar With Some Computer Systems (200; Scientist): Yes, but… this is new, partially alien AI controls on a supercomput… Oh, ok, never mind. Like Donatello you are an expert on computers. Even with minimal real life experience with them you could figure out how to access a supercomputer and diagnose how to stop or control the murderous mouser robots it controls. Oh you might not have time to finish, and it might help to have one of the programmers helping you, but you can figure out computer systems, hack them, reprogram them, and generally manipulate them with an ease that's not seen outside of fiction.

Know Technology (400; Scientist): You really do. You won't be advancing technology by leaps and bounds - for that you'd want some perk about being an inventor - but like Donatello you are a real Renaissance man when it comes to technology. You can stand in for a carpenter, a plumber, or a repairman for most any technology available in the 1980s-1990s you care to name, and with a bit of time can figure out more advanced technology. Moreover you seem to have an almost intuitive understanding of technology. Need to drive a flying car? It's not that much harder than a normal car, and just because you've never done that before won't stop you from quickly figuring it out. Need to disarm a nuclear bomb of unknown design? You could remove the plutonium and render it merely a conventional bomb quickly enough. In short you are good at figuring out how to use technology without proper instructions, you won't be an instant expert but you can do enough to use it. Finally it only takes you a few moments to figure out the strengths and weaknesses of technological tools; this is quicker the more familiar you are with the technology at hand, but you could quickly realize that these robots must be radio controlled and that if you shut down the power to their controlling CPU they will probably shut down instead of follow through on their last order.

Inventor (600; Scientist): Honeycut, Glurin, Baxter, all of these individuals pushed their species' technology beyond what others had managed. Honeycut invented his own version of the transmat, as well as a helmet to give human minds telekinesis and telepathy. Glurin invented technology to view other multiverses, pushed the transmat into an interdimensional (and on one occasion time) transportation machine. Baxter created a

robotic body that could regenerate like an organic one, and in one Tales had limbs which could hijack bodies of others to seek out and return to its main body through nanomachines. You are like them. This doesn't give you the ability to replicate the technology of this world, but instead you are given the mind needed to create inventions that push far beyond what would normally be possible with your technology base and in the world in question, and even seem to bend physics as we know it. With this you could be the next Da Vinci, Newton, Einstein, or Honeycut.

Vigilante Perks:

'Scuse Me (100; Vigilante): You're good at using weapons. Even unfamiliar weapons. Never fired a pistol before? Yoink one from a guy in the spacers' bar and open fire and while you won't be a superhuman master of it, you'll be firing like a pro. This also gives you a slight increase to any weapon skills you did possess before.

I Live to Lose It (200 Vigilante): Rage can dampen many warriors, but not you. You are excellent at channeling your rage in combat. A bit of anger might be enough for you to overcome a normally more skilled combatant, adding a bit of instinctual edge to your blows and increased strength. This is a small but meaningful advantage.

But if you really lose it and completely give in to your rage you can become a true killing machine. Like Casey against the space lobsters, you won't really be completely aware in this state, but you will be significantly faster, stronger, and better; even guns you use seem to fire more accurately and quicker. Just be careful in this berserker state you might be a danger to friends as well as enemies.

Beaten by a Little Green Freak (400, Vigilante): Well whether you're green or not, those you beat in a confrontation will be more likely to listen to you, and you will find yourself winning their respect. Now this doesn't make them slavishly obedient, but you will find that beating someone is a good way to earn their deep and lasting friendship, and make them consider your point of view. This doesn't necessarily apply to combat; instead it applies to whatever the person holds as a valued skill, or sees as one of their strengths, and is stronger the more they value that skill. Beating up a pacifist won't do much for you, but beating up a vigilante who prides himself on his power in a fight might see you making a friend for life.

Stoopit (600 Vigilante): No one implanted in your mind the suggestion that you're the world's best assault team leader, but you could fool people into believing it. You seem to possess the abilities of an action hero. That is the power to be stupidly reckless, but it somehow seems to work for you. When you act recklessly you find that luck is on your side, enemies miss more than they should, you move and react faster, your timing is impeccable, your aim even with a one-handed chaingun is surprisingly precise and accurate, and you are even stronger. This won't help you if you are trying to be subtle or cautious, but when you throw it all to the wind and go in guns blazing you will find yourself bolstered. And it's not limited to the skills listed and basic abilities of a human if you have more capabilities, though the further beyond human levels the smaller this benefit will be proportionately to your own capabilities. Schwarzenegger accent optional.

Charmer Perks:

Artistically Talented (100, Charmer): You have the skills to be a professional illustrator and/or writer. Novelist, screenwriter, or comic books any or all. Inspiration and getting published is up to you, but you could go pro with this.

Trenchcoat Disguises (200; Charmer): You are able to disguise yourself in a simple and effective manner. This isn't some sort of magical skill to disguise yourself as others, or even make your green skin and shell disappear, but you know how to wear a trenchcoat, or a heavy winter coat, toboggan, and scarf, in such a way that people don't notice that you're a mutant turtle unless they get a close inspection of you. This gives you knowledge of how to remain inconspicuous and unnoticed, and to keep someone from looking too close at your disguise - won't work when walking up and talking to someone but you can usually slip by passer by - and how to look like you belong where you are even when you really don't.

You Can Draw Their Fire (400, Charmer): You're good at knowing how to make yourself a target, how far out from cover you need to go, or what you need to say to get under their skin enough they aim for you instead of your allies. Perhaps there's just something irritating about you, because even with normally thick-skinned and cool-headed opponents you can manage to distract them and turn their focus on you instead of one of your allies.

Natural Turtle Charm (600; Charmer): There's a charisma to you. While not everyone will like you, you make an excellent natural diplomat and when you put effort into making someone like you it is unexpectedly successful. You could charm the pants off of dignitaries; literally. This works best when you cut through formalities, and act (mostly) honest and informal; by creating and presenting a relaxed atmosphere and behavior you cause others to do the same.

Foot Perks:

Criminal Lifestyle (100; Foot): You have the basic knowledge and skills of a professional criminal or gang member. You know how to find a fence, size up the law, move about within a criminal underworld, identify gangs, and the basic social dynamics of the underworld. You also have basic knowledge of picking pockets and burglary skills.

Recruitment Drive (200; Foot): While the turtles don't kill every member of the Foot they fight, they kill a fair number and they are implied to fight a lot of Foot. And yet there's always more. Same is true of the other gangs they fight like the Purple Dragons. Now you are likewise skilled at finding new recruits for whatever purposes you have. You will likely have to train them up yourself, and they won't be specially loyal, but you seem to be able to find willing recruits for your enterprises with unnatural ease.

Loyal Beyond Your Death (400; Foot): The turtles are loyal to Splinter, but he raised them from their 'birth' as his own sons; it is unsurprising that they are loyal. The Foot is loyal to the clan; ninja honor demands it and they are well indoctrinated in it, many for generations. Shredder's foot were not raised by him, those that were part of a multigenerational tradition steeped in a culture of unwavering loyalty were from one that demanded it to the Clan over the leader of a branch, and others were simply thugs picked up from New York and trained by him. Yet they were absolutely loyal to Shredder, to the extent of resurrecting him and then remaining loyal to his dead memory after that failed and the Japanese Foot tried to bring them back under control.

Now you too have the Shredder's ability to instill loyalty. Those you train and who work under you will quickly find themselves developing a sense of loyalty to you. Oh this isn't magic, if you treat them too poorly they will rebel, but if you work to foster loyalty you could have troops that would risk likely death in your name, and quickly foster a personal elite who would remain loyal to your memory enough to die to carry it on.

Ninja Trainer (600; Foot): Generally speaking the turtles are more skilled than the Foot, even the Foot elite are only close to a match at best. Yet the turtles were trained under Splinter for 15 years. The Foot did not have that luxury. Somehow Shredder, and his elite after he was gone, was able to train enough new members to replace a constant series of losses in their ranks against the turtles, and while quality did drop they were still good enough ninja to baffle the cops and remain a powerful underworld force. Now, like Shredder or the Foot Clan, you are extremely skilled at setting up and training large numbers of students in short periods of time. You won't be teaching someone to the level of a ninja turtle in a year, but you will be taking an average person and teaching them to

the level of a Foot footsoldier, and given more time and effort you could produce the equals of the ninja turtles and more.

And this isn't limited to ninjutsu. The Foot trained mystics too. If you have a skill that can be taught in its native setting you will be able to teach it outside of it. Whether a physical skill, a magical one, or something else you can teach it and your students will learn to at least a basic level of competence far more quickly than would otherwise be expected. They won't become true masters, but something that would normally take a decade or more to reach competence might be able to be compressed into a year of training.

Ally Perks:

Nobody (100; Ally): Vigilantism is surprisingly easy when it's you. As long as you make some effort to disguise yourself - such as wearing a mask - you will find that your vigilante actions rarely can be traced back to your actual life, and even then only by those who are somewhat important to the narrative of the world. Beyond this, you find it easy to use evidence obtained as a vigilante in courts of law.

I've Got Me and I've Got My Memories (200; Ally): You are resilient. While you may suffer, and even be traumatized, given time you can heal from any psychological trauma without lasting malformation of thoughts or behavior. Losing your home to ninja attack, losing your wife in childbirth, living a lifelong war with enemy ninja, or discovering you're a living drawing that could fade away when your ontological inertia wears off and you're not a real person… given time you will recover from any or all of it.

Everyone Gets One Lucky Break in their Life Right (400; Ally): Well it seems like you do at least. You are in general somewhat luckier, at least when it comes to keeping alive. This isn't some invincible luck, but you might trip a little turning a fatal blow into a glancing one, or land where it will knock you out instead of kill you. Don't expect it to do **too** much.

But once per jump (or 10 years whichever comes first) when you would otherwise die, or suffer a similarly bad fate, you will find yourself the recipient of a true lucky break. You're drowning caught in a net deep from the surface and someone just happens to come by and pull you in who is involved in the same mess that you are and is willing to help. This won't completely solve the problem, or complete your goal - it won't kill your enemy - but it will save you from immediate failure, and give you some advantage for later.

Bushido Spirit of the Clan (600; Ally): You have been imbued with the spirit of a samurai clan, granting you the wisdom and skills honed by your ancestors for centuries or perhaps over a millennia. While this doesn't include spiritual/mystical powers, that wisdom must be earned though it will illuminate the path taken by your ancestors, it provides you with the combat skills of a master samurai (equivalent to a master ninja), as well as various other skills your ancestors possessed at lesser extents. In future jumps you will have similar lineages, giving you access to the wisdom and mundane skills of your (deceased) family stretching back for centuries to perhaps a bit more than a millennium. Finally, once per jump you can pass on the lion's share of your spiritual power to another. You will be greatly weakened in all aspects from doing this, giving to them the majority

of your Perks, powers, skills, and abilities, but should you die it will not count as a jump failure as long as they are alive, and they will grow to possess your full powers. Hopefully they will carry on your legacy; since you're paying CP for this they don't even have to be your descendant.

Powers:

Perk by another name. Largely these represent intrinsic physical abilities that cannot be learned, and which are not drawn from meta-narrative sources but instead have a concrete in universe source albeit one that's likely unexplained. In short these represent super powers.

Werewolf (100): You might have come from the shadow world of Nocturna home of the supernatural. You might not. Either way you possess the ability to turn into a creature half-wolf half whatever species you'd normally be. This transformation is quick, happening fast enough to be between panels, and while in your werewolf form you will find your strength, agility, and durability somewhat increased - a human would be comparable to a turtle perhaps slightly stronger - but you do not have super speed regeneration or invulnerability to non-silver weapons. You do have dangerous teeth, claws, and a dog-like sense of smell as well as improved night vision.

Beast King (150): Select a single kind of animal such as reptiles, or rodents. You are able to telepathically communicate with nearby animals of the kind, and even exert mental control over them, guiding their behavior. This is not extremely fine-tuned control, but you could make komodo dragons ignore nearby humans or attack who you designate with ease. Sapient examples will be resistant to this control, with only those with an already compromised will likely to succumb to it.

Healing Factor (150/300): In the (IDW written) ending to the Image continuity it was revealed that the turtles are able to regenerate limbs, or even their entire shell (which includes their backbone). A hand might take a week, your entire shell might take a year with living cybernetics slowing it down or half a year without. You will in general heal a fair deal faster than a human, but don't expect wounds to be closing in combat, or for wounds that would bleed a human out healing quickly enough to not kill you.

For 300 CP this changes. Like Leatherhead after he was given 'something' to make him into more interesting prey to hunt for sport, you heal much faster. A hand might regrow in a day, a lost shell or spine in a couple of weeks, and bullet wounds might heal within minutes. You still won't be regenerating fast enough to save you from injuries to vital organs, but you'll be healing quickly enough for it to be significant in combat.

Raptarr (150): You possess a pair of wings which grow from your back. These wings are strong enough for you to carry aloft a full grown mutant ninja turtle and still remain maneuverable. If you have a mutant species (rat, turtle, bat, alligator) you could choose a

winged species to be mutated from as long as - neglecting its flight - it was of the appropriate power scale.

Metalhead (200): Now Metalhead is a robot and this won't give you that, for that buy the robot race. What this gives you is Metalhead's most distinctive power. You can now control your hair like tentacles, capable of stretching out several times your body length beyond normal length. They are strong enough to enable brachiation, and can be used as weapons, capable of cutting through a gunbarrel if swung around like the blades of a fan or helicopter.

Super Mutated (200): Something has changed your mutation. As a turtle you would be as large as a triceraton or an alligator, strong enough to break out of an iron-cell, and stronger than an alligator. Of course the strength will vary with your race. The stronger your race here is, the stronger this will make you. As a human you'd be - similar to Hun - able to throw turtles ones handed, and strong enough to at least briefly dominate them with pure muscle, roughly an equal to an alligator. As an alligator or war prototype you'd be strong enough to throw down in a punching match with Radical or Complete Carnage, though you'd lack their more esoteric powers. Can still assume super mutated forms in other alt-forms, but the strength increase caps at that for your race here.

Unlike Raphael when he became super mutated you toggle this mutation on and off as if it was an alt-form (or a set of alt-forms for all your non-Super Mutated alt forms).

Metamorph (400/800): An ability of a minor alien that showed up. You possess the ability to change your appearance to anyone of roughly the same mass. This change changes your voice and can even replicate clothing. Perhaps you could even use it to replicate tools and objects, though any power would have to come from an internal store and so electronic devices would probably be a bad idea. This only copies physical forms, and cannot copy any more than natural physical abilities (you don't get super strength from copying someone with it) or skills.

For 800 CP you get the version the alien demonstrated with the hat which provided a telepathic aspect. You can now duplicate the skills and muscle memory of someone nearby when you copy their physical aspect, allowing you to replicate their trained and learned abilities as well. Be careful when dealing with those who have strong inner demons as they may attempt to possess you, though as you are not using a sabotaged hat to do this it will be **much** easier to resist such an attempt.

Radical (600): A lesser thunderbird, empowered by the spirits which were revered by the indiginous people of North America, you are able to draw power from the natural world.

This allows you to fly; quickly enough to make it faster than running in combat, and faster than a jet cross country. You are strong enough to punch a human sized robot off a roof and send it flying into the building across the street, and if you were outside of a city where you could draw power from the natural world could throw a man made of concrete over the horizon, though you'd need to be fairly high up for that, and can take blows from someone of similar strength. If your species was stronger/tougher than a human you will be proportionately stronger.

You also possess the ability to physically enter the Dream World in natural areas (a park can count) and travel through it to other parts of the physical world leaving in natural areas as well. This allows you to pull others you possess a strong connection to into it, leave physical portals to it standing open, or fire flashy energy beings that transport you and the target into the Dream World. It is possible for dreamers to enter this world on their own but you cannot pull off dream invasions this way.

Complete Carnage (800): Your body seems to have been transformed into some concrete like substance. Like with **Radical** you possess the flying brick package, though your flight is slower and more awkward, and does not include a higher max speed when traveling long distances where maneuverability is less necessary and you've had time to accelerate. Your strength also is noticeably less. In fact even with the ability (which you possess) to merge into manmade structures and move through them, you would probably lose to a **Radical** in a straight fight. Of course keeping you down is hard as you seem to no longer have internal organs, and your individual body parts can move and reform together, combining again and can travel through concrete to do so; it'd take something like dissolving you in water to keep you down for long, and even that you could eventually recover from. Beyond that where **Radical** draws power passively from the natural world you are able to draw it actively from manmade constructions. Drawing forth power this way you could become somewhat stronger than **Radical** albeit, and can store this power for a time. However draining power from manmade structures in this way will cause them to lose their structural integrity, buildings collapsing under their own weight, asphalt beginning to break and crumble to powder, etc.

Finally, like **Radical,** you can enter the dream world. You are only able to enter and leave through artificial structures however, and they seem to be a little less common in the dream world than the normal one.

Telepathy (800): You are a powerful telepath. Your abilities are myriad. You can read minds, both surface thoughts and deeper dives into their memories and feelings though those require more time and concentration. You can implant and modify memories,

erasing them or adding them. You can alter someone's perceptions so that they see and hear what you desire. You can alter someone's thoughts, or implant a hypnotic suggestion strong enough that by suggesting to someone they are the world's best assault team leader they begin to act like one, including making better decisions in that field, or a hypnotic suggestion which activated later can trap someone in their own mind until they come around to a way of thinking that you designated. Of course you can also alter someone's thoughts if you desire, though according to the telepath in setting that way lies madness. This is powerful enough to completely dominate small groups of men, though you couldn't dominate a whole army base at once with this, and a powerful enough mind such as Splinter's will resist. With prior preparation, though, you could prepare a psychic 'bomb' that would alter the memories of everyone for at least a mile around in some way of your choosing such as deleting events concerning you, but this is very slipshod and even a young Leonardo could resist this well enough to begin to remember elements within a week or so.

Items:

Any item is discounted for its associated background, and the 1st copy of any 100 CP or less item associated with a background is free; additional are discounted i.e. 50 CP each.

You may buy multiple copies of items. You may import any similar enough item into an item purchased here, or even combine multiple similar items purchased here to combine their traits.

Van (50): This is an ordinary, somewhat beat-up van, but it will never break down, never need maintenance, automatically refuel, and possesses surprising structural integrity. If it is somehow destroyed, damaged, or lost it will re-appear, repaired at your location within 24 hours.

Exosuit (50/300): Here it is your very own mecha. Except well it's the size of a human. Meant to be piloted by an utrom, this mechanized body is approximately as strong as a human with the **Basic Requirements** perk (at whatever level you bought it), and somewhat more durable. It is not built for combat purposes, lacking any internal weapons, but it does have an external disguising 'skin' that allows it to look like a human of your choice. Comes with instructions on how to make these disguising skins for other appearances, including specific people; this is only an external coating and cannot change its build or general mass, only specific appearance.

For 300 CP this has been upgraded to a combat model. At least as tough as a turtle's shell, it could survive a hail of gunfire, and is at least as strong as a turtle as well. Of course the real value is that it contains several built in weapons, from repulsors in its hands which can lift and throw human - or even turtle - sized foes from several feet away, to (retractable) shoulder mounted energy blasters which are strong enough to knock out a human sized dinosaur, tiger, or even triceraton (or take down a turtle from behind). These blasters possess aim-assisting programs to help make up for an utrom's presumed lack of combat experience and skill. It can still use disguising skins, but when it pops out its shoulder blasters or uses its repulsors it will tear them if worn.

Obscura Air Chariot (50): The Utrom Obscura Secreti is a secret order of utroms that perform black ops missions which their peace loving race would consider highly ilicit, immoral, and illegal, but which are required to protect their hegemony and keep other more warlike races from tearing them down. On these missions they typically do not use exosuits, but instead ride these. This is a small aerial vehicle sized for, and intended for, an utrom to use. This vehicle flies faster than a human runs, and possesses forward

mounted energy blasters which seem to be somewhat more damaging than handguns or even rifles.

Balponagu (100): This is a strange wasp-like creature from the mystical Battle Nexus. Being stung by a balponagu grants the ability to comprehend all languages you hear, automatically translating them into your native language, the effects lasting for years, sometimes even permanently. This comes with a blowgun to launch it at people. If the balponagu or the blowgun is lost or destroyed you will get a new one within 24 hours.

Police Contact (100): A (wo)man in the police force. At least a detective, maybe the chief of a precinct. Whatever they are, they trust you and are willing to work with you… or for you. They will help feed you information from the police, as well as keep the police off of your back. They can only do so much, but they will do what they can to keep you informed on events that might concern you, and out of scrutiny from the cops. In each new jump you will have a similar law enforcement contact. Counts as a follower as they are a new individual each jump; taking one as a companion will not see them have this background and role in future jumps but you will have a new police contact as you normally would have.

Maquahuitl (100): This is… something from both another dimension and late within this timeline as well. Still this is a traditional Aztec weapon, but instead of being made of obsidian it is made of a form of carbon fiber composite as least as strong as steel and twice as sharp. In fact if it was to strike against a katana the katana would develop noticeable notches and gouges with each clash while the maquahuitl would be unharmed, and it could cut deep into the back of a turtle's shell - which is able to deflect low caliber bullets. If it is somehow broken or damaged it will be repaired good as new in the next 'scene'.

Triceraton Sky Car (100+): In simple terms this is a flying car, or well given its lack of a roof a flying convertible. Somewhat faster - though still not going to be going supersonic speeds or even close - it is able to maneuver in 3 dimensions, possesses VTOL capabilities, and drives fairly easily. It never needs maintenance, is self-refueling, and if it is destroyed, damaged, or less will repair itself within a week.

For an additional 200 CP it possesses a turret mounted gun. This weapon draws power from the sky car but is strong enough to leave small craters or blow up jeeps, or blast holes in tanks.

For an additional 100 CP it comes with a remote control which can be used to pilot it from afar, even overriding the controls in the cockpit. While the canon version had a range of 1/2 mile, this one works much further than that.

Virbeer (100): Short for virtual beer. It's actually a holographic illusion, matching the looks of the actual liquids organics imbibe. Its data cloud can be programmed with a variety of simulated sensations compatible with most cybernetic circuitry, even to the point of inebriation. Being merely a simulation, these effects can be dismissed instantly. In short it's beer for robots which can get them drunk with no hangovers. You possess a large, replenishing supply, enough that for 1 or 2 people it should never run out.

Sewer Megafauna (150): New York sewers aren't just home to ninja turtles. There were also some giant snapping turtles. Larger than elephants, these turtles showed no increased intelligence, and no super strength. Still you now possess one of these giant sewer turtles, or an equivalent giant animal (or realistic dinosaur if you'd prefer). It recognizes you as a friend, and is surprisingly intelligent, easily accepting training from you. It will serve you obediently and loyally, though it remains a clever animal and nothing more.

Multiversal Viewer (200): This machine allows for you to view parallel realities in the local multiverse. It allows for some control over where in the other reality you are viewing, but will default to somewhere on the same planet that you are in and towards narratively important figures. This does ensure that, unless there is specifically only one 'universe' in a setting there will always be parallel realities to observe or potentially travel to.

Barn Owl (250): This owl from Nocturna is huge. Large enough that it could rip a penthouse apartment from the top of an apartment and carry it aloft in the air. Presumably it got its name from an ability to carry off barns. But now you have a barn owl that recognizes you as a friend, and is surprisingly intelligent, easily accepting training from you. It will serve you obediently and loyally, though it remains a clever animal and nothing more.

Thieving God Idol (400): This statuette of a six armed figure is small enough to be carried by hand. Through an invocation of a spell, which you now know, it can unleash a sizable horde of small winged demons. These demons are small, like only a foot or two tall, and fairly weak, an ordinary person could defeat one or multiple of them, but they are not meant for direct combat being in truth skilled thieves and looters, able to get into places that would normally be considered impossible for a human.

Another spell can cause the idol to grow to about 10 ft in height, and superhuman strength, tough enough to resist the weapons of the Teenage Mutant Ninja Turtles, though not being kicked off of a building.

Cryptid Island (400): This is a decent sized island - at least as large as Manhattan - but it is uncivilized and mostly uninhabited. Mostly because there is a research base built on it, the island wired with various cameras and observation equipment, and populated by small groups of various cryptids. None of the beasts here are much stronger than a mutant Alligator or Sewer Megafauna, and while they will generally ignore you if you do not actively threaten you (unlike other people who they will typically react hostile to) they do not necessarily show you loyalty or obedience.

Quantum Reversion Dimensioning Gun (600): To give this a simple name it's a shrink ray. It is able to shrink things to a size so small to a size so small that they could build a comfortable 2 man base with living quarters, a functional lab, structural supports, and force field generators in a walnut. And then have a habitat complex for specimens which includes humans shrunk down to a size where they are proportionately action figures compared to the normally human sized inhabitants of the base. Another setting can be used to return shrunken objects to their original size. The beam is fairly simple, set how far you want it to shrink something, point and click, and seems to have a range at least comparable to a handgun's, and its effect is apparently permanent in duration. You won't be reaching molecular scales with this, but it should still prove useful as either a weapon or a tool.

Asteroid Ship (600): Triceraton built. This hollowed out asteroid has been turned into a ship the 'size of a city' - which is presumably in area not in volume with a vertical stretch much greater than most human cities - with docking jetties a kilometer long. The ship is not built for multiyear deep space missions, though yours will be completely restocked and resupplied at the start of each jump. Comes with sufficient crew to run the ship, but not to populate the living quarters which are quite frankly enough to hold the population of any modern Earth city. If this ship was crashed into the Earth at full speed it would lose some structural integrity on the way through the atmosphere, but still risk an extinction event if it wasn't stopped partway somehow.

Living Cybernetics (800): These liquid metal nanomachine cybernetics can be used by an utrom like an exosuit, worn as powered armor, or incorporated into your body as cybernetics. Like those from the Image comics they can be reshaped into innumerable weapons or tools, provide high end physical protection, a CPU to help run the suit, and if you are willing to allow them to hijack your physical integrity can provide you with

extremely fast regeneration in the form of rebuilding lost portions from nanomachines. Unlike the one from Image Comics the CPU is not evil and crazy. These cybernetics require a living host to function, and cannot replace the heart, but can use a host that is braindead. It appears to be less resilient and physically strong than the **Robot War Prototype**, though its ability to regenerate and reform from attacks is substantially greater.

Scepter of the Digital Sands of Time (1400): This staff topped with an hourglass is a replica of the object of power that would be used by Renet the Timemistress-in-training. Specifically it is the improved version she possessed when sending the turtles back in time to Japan. What does this mean? The Scepter of the Digital Sands of Time is capable of transporting you and others nearby of your designation to seemingly any place in space or time - including alternate universes - via voice command. It is intelligent enough to fill in to some extent the time and location you desire so you do not need to use specific dates. If another attempts to take the scepter from you it will recognize the risk of being stolen and transport itself to another point along your personal timeline where you are safe to reappear before you.

Beyond this the Scepter of the Digital Sands of Time is a powerful magical amplifier. While it will not give you knowledge of how to use it as such, a skilled user could use it to counter and dispel the magic of Savanti Romero (or the **Sorcerous** perk), and with the scepter Savanti was able to resurrect armies of the undead, and in theory through sacrificing Renet (who did have some magical power of her own) and using this scepter Savanti could control Earth's volcanism to an extent to make the entire Ring of Fire go off simultaneously with enough force to shift Earth's orbit by approximately an Earth's length.

Ninja Items

Ninja Weapon(s) (100; Ninja): This is a single two handed weapon (such as a staff or bow) or a pair of one handed weapons that would be associated with use by feudal Japanese samurai or ninjas. The options are varied: sais, nunchaku, bo staff, katanas, bow (and arrows), throwing stars, kunai, spear, naginata, etc. Whatever you choose the weapon will be repaired by the next 'scene' if damaged or destroyed. If taken with **Ninja Suit** below you can choose to merge them into something resembling Shredder's suit, that is making the **Ninja Weapon** bladed greaves, pauldrons, armored boots, and a helmet to go over your **Ninja Suit**. While this will retain the benefits of the **Ninja Suit** it will not have the benefits of the **Armor of the Enemy** if you want those benefits buy that item.

Swords of Kubira (200; Ninja): Magical blades given by Kubira, the Rat of the Japanese zodiac to the son of a Kappa Demon. These blades are imbued with hate and killing intent. They are sharp and strong enough to cut through a fully armored samurai at the waist, and seem to strike at the spot for decisive blows in part by drawing your aim there and in part by drawing in targets. Unfortunately wielding these weapons requires a strong will and disciplined soul, as their bloodlust will also infect the wielder, driving them to kill and slaughter.

Battle Nexus Gateway (400; Ninja): This scroll contains instructions for a simple spell to open a doorway to a multiversal crossroads called the Battle Nexus. This dimension seems to attract warriors from parallel worlds and alternate dimensions, coming together for the chance to engage in tournaments and battles for riches or fame. There are various rules against fighting outside of the tournament arenas and battles which you have agreed to, which would normally be enforced by the Daimyo's agents, but now will be enforced by Jumpchan.

You will find that this place provides you the chance to fight in tournaments and bouts with enemies from across the local multiverse, as well alternate universe variations of individuals from worlds you have previously jumped to. You will be unable to remove objects or individuals from this dimension, though they will be able to return to their home dimensions. You can choose to be recognized as the ruler of this multiversal crossroads, but if you do so governing it will be up to you.

Kami Ninpo Damashi (600; Ninja): This potion, enough for one individual, greatly increases the imbiber's speed. 3 Foot footsoldiers with these potions could easily overwhelm the Ninja Turtles and Splinter with their sheer speed, being too fast for the

turtles to effectively dodge or strike; you are likely a good 5 times faster than you normally would be. It increases your perception and thought speed as well, seemingly even more than it increases physical speed as well the turtles could still react to the imbibers somewhat the imbibers were able to count the individual droplets of water sprayed out from a broken fire hydrant. Which brings as to the downside: the resultant sensory overload may be too much for undisciplined minds; the beauty of the water spray from the hydrant was enough to lock the Foot ninja into an almost hypnotic trance leading to their deaths.

This potion's effects are temporary, lasting at most an hour. And unlike the canon potion you are protected from the somewhat drug-like effect and sensory overload; this isn't perfect protection but it would take a lot more than a fire hydrant to stun you with this. If you use this potion you will get another within 1 week. You also have instructions on how to make more but these do not share your protection from the overload. While it's possible to make this potion with the **Mystic** perk, those made following these instructions can be assumed to be cheaper and less resource intensive to produce; the Foot didn't try using it a second time after all despite its near success.

Sage Items

Meditation Brazier (100; Sage): This is a simple brazier for burning coal, or incense. When you burn a substance in this brazier, you will find that the smoke helps you calm and focus your mind, improving the depth and quality of your meditation. This will serve to provide a boost to abilities which depend upon meditation.

Bio-electric Bokken (200; Sage): Well this is something that Leo should get on his 100th birthday so it's arriving a little early. Made of a carbon composite, this 'bokken' looks covered in markings like magic runes - or computer circuitry - and when willed can channel its wielder's bioelectricity into an electrical shock designed to knock out opponents without killing them. This shock should be more than enough to knock out most normal humans, and should you possess mastery of ki may grow stronger still. As with all technology available in this jump you obtain instructions for making more, but the (theoretically limitless) scaling with increased ki is unique to the CP backed version.

Infini-tea (400; Sage): A special blend of tea. This tea represents a doorway and drinking it will open that doorway and thus your mind, sending the drinker on a sort of vision quest where their mind will gather together symbols and help the drinker make meaning of their unconscious mind and the problems afflicting their psyche. This quest will help them deal with issues that may weigh down their soul, as well as psychological issues, though it can also provide insights or put together clues that were consciously missed such as helping reconstruct what actually happened when one was drugged and blinded. Get enough for 1 vision quest, with it being replaced 6 months after use. Instructions are included in how to make and prepare more.

Mystic Scrolls (600, Sage): Splinter possesses a collection of mystic scrolls containing certain useful bits of magic and lore. Besides instructions which will help you on your own journeys for spiritual discipline and strength, aiding you in training your mind, spirit, and even soul, these scrolls contain some magical lore and knowledge. This information will update with mystical lore from jumps you visit from this point on. It will retain its focus on spiritual training and discipline, containing a fairly expansive amount of information on training in mental/spiritual discipline and only a small amount of sorcery.

However 1/jump or 1/10 years (whichever is sooner) it will provide directions and clues to help you deal with one mystical problem currently assailing you. This is only a starting point, but it may possess instructions on how to contact a spiritual being able to undo a mental reversal spell (though then you'd be in their debt), or on how to reach the

multiversal nexus where your dimensionally traveling enemies came from. It will not solve everything for you, but will lead to an advantage in dealing with the problem.

Scientist Items

Portable Chemistry Set (100; Scientist): This is a small briefcase sized chemistry set. While not a replacement for a full lab, it is surprisingly varied and useful for performing chemical analysis in the field, especially given that it seems to have been cobbled together out of people's trash. It will automatically resupply any testing agents used within 24 hours.

Mouser Units (200; Scientist): You are now the proud owner of 100 robotical 'mousers'. These chicken-looking machines possess metal mouths capable of catching rats, or burrowing through steel and cement bank vaults, and while their individual programming is mostly simple, they are coordinated by a central 'mother' computer capable of orchestrating their actions over a city. Destroyed units will be replaced 1 a day, and you have instructions on how to construct more. This isn't as many as Baxter used, but it would still be enough to threaten a turtle or Splinter if they gathered together.

Nanoturtlebots (400; Scientist): This is a syringe full of nanobots designed to fight and destroy other nanobots - and potentially cancer though be careful with infectious alien cancer as it may be able to short them out with an EMP. These nanobots are modeled after the Teenage Mutant Ninja Turtles, and unlike the canon ones come prepared with combat data from the turtles allowing them to act autonomously from the beginning. They will also disappear from the host when their job is done (as having a bunch of nanobots in your bloodstream that are not doing anything is bad for you). It does, however, also come with a set of 4 chairs that allow for real time access to a brain to do combat strategizing for the robots. These nanites may learn combat techniques and behavior patterns from those used to control them.

It comes with instructions to make more but these will have to be removed and programmed manually, though they can still learn from real-time uplinks.

Transmat Device (600; Scientist): The device that allows the utroms to maintain their hegemony over galactic (or possibly intergalactic) society. The transmat device is a machine that can teleport individuals across intergalactic ranges, or even into other dimensions and realities with the proper coordinates and modifications (if you bought the **Multiversal Viewer** it can obtain these coordinates and the modifications will already be made). It is also able to recall objects or entities beamed out by the device teleporting them back to it, though you may need to do a somewhat wider sweep to ensure you catch them all. Unlike the transmat built by TCRI, and like those that showed up in later

volumes, this does not result in a massive flash and visible beam into the sky. That said, transmat travel can still be tracked with the right technology and equipment.

You possess instructions on how to build more transmat devices. Unlike the transmat built by TCRI, and like those that showed up in later volumes, this does not result in mutagen as an accidental byproduct. These instructions also include how to track transmat travel. Be careful spreading this in this universe as the Utrom Obscura Secreti exist in large part to prevent other species from getting this technology.

Charmer Items

Universal Takeout Menu (100; Charmer): This is a simple menu, like a Chinese restaurant might have given out in the 80s, which lists various meals that can be ordered by calling a simple number. These meals include any food that could be ordered in the jump. By calling the number and placing an order that food will appear within 30 minutes, and you will have payment deducted from your account/savings equal to the cost. Just in case you're a mutant turtle who wants to order tacos or burritos.

Atmosphere Changer (200; Charmer): This is a simple pouch with a tube that can be inserted into the mouth, hooking somewhere in the respiratory system. Its function is to allow the wearer to breathe in any atmosphere. You may have it as an implant instead, sewn into your body with no outward sign, but allowing you to breathe any atmosphere as if it was your native one. This does not work in vacuum - and will have limited effects if the atmosphere is too thin - or to allow you to breathe liquids, or the waste by product of your own breath.

Includes instructions to make more.

Accelestars (400; Charmer): These look like normal ninja throwing stars, but are made of advanced alien alloys and seem to increase in force and power when you throw them. A turtle could throw them hard enough to pass through the chest of a styracodon/triceraton. You receive 6 and they will return to you, good as new, within a few seconds after being thrown.

Triceraton Battle Cruiser (600; Charmer): With a crew complement of 58 this is much smaller than an asteroid ship. But it is built for war, possessing a full complement of beam and projectile weapons, multi-factor light speed drive, and is a prime level stealth ship able to approach another planet of a technologically equal society and leave again undetected. You do not gain a crew with this purchase, but it is a cutting edge alien ship designed for battle, albeit a relatively small one compared to some in the Triceraton fleet with an emphasis on long-term, long-range, stealth missions.

Vigilante Items

Sports Equipment (100; Vigilante): This is a golf bag filled with various sports instruments such as hockey sticks, golf clubs, baseball bats, and more. This sports gear stands up surprisingly well should you decide to use it as a weapon, easily a match for a regular weapon, and if it should break will be repaired by the start of the next scene. And yes it also includes a hockey mask if you want to look like Freddy Krueger for some reason.

Gold Cow (200; Vigilante): This is a solid gold cow worth 10 million dollars (in late 1980s money) if you sold it, covered in an outer casing of brass. You get a new one at the start of each jump.

Alien Blaster (400; Vigilante): Various alien guns show up in the comics and their power is inconsistent to say the best. Some can knock out the turtles hitting their shell, others barely face them hitting their limbs, and sometimes these are the same type of gun. This one is stronger than the strongest of them. Powerful enough on its highest setting to blow up (human) military vehicles, hurt Baxter in his robot form, kill dinosaurs, or cut its way from the New York sewers to the surface. The gun holds limited charge, but will recharge itself over the course of an hour.

Comes with instructions for designing more, but they will not be auto-charging or as powerful.

Armor of the Enemy (600; Vigilante): This almost seems like something that was Image-ioned. Still this appears to be the Shredder's armor, though it possesses an impressive cloak, and will resize to fit you. It possesses the standard superhero costume abilities - it will resize to fit you, does not interfere with your powers, and is not harmed by them - but beyond that it provides other benefits. Like the **Ninja Suit** while wearing this you are stealthier, but the increase is larger as it seems to silence your movements and blend with any shadows the cape somehow managing to cover all the shiny bits when desired even the pauldrons which hold the cape on. It also seems to give you a significant boost to combat skills; enemies just strong enough to force you to retreat without this could be easily routed and defeated with it. When worn it makes you more intimidating as well, seeming to cause fear in enemies all on its own, and improving your own ability to do so through other means.

Finally its blades and armor will always be powerful enough to serve you as a worthy weapon. They will never dull, never break from the force of your attacks, and while they only cover your forearms, shoulders, and head they will always be more durable and

resistant to an attack than you would be. Of course even if imported into a full body armor this only applies to the forearm, shoulder, and head guarding parts.

Foot Items

Ninja Suit (100; Foot): This is a simple, full body outfit in a dark, near black color like that the common members of the Foot wear, though you may have the robes and hat/mask of the more Japanese styled Foot if you prefer. Whatever the design it possesses the standard superhero costume abilities - it will resize to fit you, does not interfere with your powers, and is not harmed by them - and seems to slightly improve your ability to hide and move silently, more than merely wearing a dark outfit should, silencing your footsteps just a little.

Military Hardware (200; Foot): You now possess a cache of weaponry. Specifically this is enough low tech Japanese ninja weapons, as well as military grade guns, rocket launchers, and explosives to arm a small force (200 people max) throughout a months long gangwar. As it is used up it will replenish itself, taking a year to replenish everything.

Worm Colony (400; Foot): These worms were created by a mixture of genetic engineering and the mystic arts. Once per jump if a sufficient portion of a corpse is fed to these worms the colony will turn itself into a perfect clone of the individual fed to them. Unlike the canon worm-colony clones which were all varying levels of imperfect, this clone will be indistinguishable from the original in all ways. In fact if you have not used the Worm Colony and die, it does not count as a failure if you are fed to and cloned by this colony before the end of the jump.

Foot Faction (600; Foot): Not necessarily actually affiliated with the Foot, but this is your own ninja clan. They are roughly equivalent to the New York Foot in numbers, training, competency, and loyalty. Meaning they could terrorize the New York City criminal underworld under a strong leader, while remaining secret from the authorities, and are fanatically loyal to you. While they’re not a full scale army, they are still potentially a significant force. They will continue to recruit and train themselves to maintain this level without your active input, though if you do something that gets them (nearly) wiped out it will be years before they are back to full strength without your active assistance.

Ally Items

Apartment Building (100; Ally): You are now the proud owner of a small apartment building. This building is large enough for you to have an apartment as well as 6 or 7 tenants. The taxes and utilities - at least for normal usage - are prepaid and basic repairs and maintenance will perform themselves while no one is looking as if you had a live in handy-man. More serious repairs will take some time to apply themselves. If you would prefer this can be an isolated farm in the country instead.

Obligado's C.H.O.N. Cookies (200; Ally): These cookies, made from a basic recipe of carbon, hydrogen, oxygen, and nitrogen, are edible by any species of carbon based life with a digestive system (or excellent fertilizer for plants). More than that non-sapient creatures that eat them find themselves feeling well-inclined towards you. You get a dozen, and a dozen more within a day of running out. You also gain a recipe to make more if you need to.

Superhero Hospital (400; Ally): This is a secret hospital with flying ambulances, and various secret entrance ways that connect to it by motorized tunnels that lead to positions at least a block away from the hospital itself. This hospital specializes in working with metahuman and powered individuals and the sorts of injuries they acquire. It is funded by various donations from across the world, and should you find yourself involved in a superpowered fight in public within the city this hospital is in it's likely that one of the flying ambulances will be on standby in case you get injured.

You are on the board of directors for this hospital, and may offer passes into it, as well as designate individuals as ok for treatment. Can be a supervillain hospital if you prefer.

Artist's Crystal (600; Ally): This is a mysterious magical crystal, its origins unknown. Attach it to a pencil and drawings made with the pencil will materialize as actual creatures. The more detailed, realistic, and emotion filled the drawing is, the longer it will last. Drawings made in ink last longer but the skill needed to make a detailed, realistic drawing in ink with no mistakes is a bit higher. These drawings are sustained - at least in part - by your emotional investment and attachment to them, so there will be a limit to how many can be maintained at once.

Companions:

Brothers (50+): For 50 CP you can import or create 1 companion with 800 CP; like you they gain two backgrounds, and if their Species matches yours they may take it for a 50% discount (or free if it would normally be 100 CP or less). For 100 CP you can import or create 3 companions with 800 CP as above. For 200 CP you can import or create up to 8 companions with 800 CP. If you want more than 8 companions you can pay an additional 50 CP per additional companion but beyond the first 8 they only gain 600 CP, a single background, and no discount on species. You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion Turtle Tier (50/100): For every 50 CP you pay you may recruit 1 character no stronger than a single one of the turtles who originated in these comics. You may double this price to recruit any character of this power level who existed in a comic that crossed over with these, or a universe that did (such as the Image universe or the Archies comics universe).

Canon Companion Splinter Tier (100/200): For every 100 CP you pay you may recruit 1 character no more powerful than Splinter who originated in these comics. You may double this price to recruit any character of this power level who existed in a comic that crossed over with these, or a universe that did (such as the Image universe or the Archies comics universe).

Canon Companion High Tier (200/400): For every 200 CP you pay you may recruit 1 character no more powerful than Romero Savanti who originated in these comics. You may double this price to recruit any character of this power level who existed in a comic that crossed over with these, or a universe that did (such as the Image universe or the Archies comics universe).

Canon Companion I Win Tier (400/800): For every 400 CP you pay you may recruit 1 character who originated in these comics, even individuals like Galactose the Space Vampire, Rennet the Timestress, or Lord Simultaneous the Time Master. You may double this price to recruit any character who existed in a comic that crossed over with these, or a universe that did (such as the Image universe or the Archies comics universe).

Battle Nexus Duplicate (50+): Would rather avoid taking away someone from the main story? Or maybe you want someone slightly altered. Well Leonardo met a good Shredder

- Oroku Yoshi - in the Battle Nexus, and a Splinter from another universe - presumably through the Battle Nexus - replaced Splinter for years without any of the turtles noticing. You can recruit an alternate universe version of a character who is roughly equivalent, but may have somewhat different personality and traits (such as being good instead of evil, or being genderswapped) for the same price as their normal version. They will not replace their normal version but be a reality displaced individual.

The Hamato Clan (200): Or maybe you want the main cast. For 200 CP you can recruit any/all of Splinter, Leonardo, Donnatello, Raphael, Michaelangelo, Casey Jones, April O'Neil, and Shadow Jones (if she's still around after your influence/you want her). You can have them share a companion slot or each take their own slot.

Drawbacks:

Continuity (Toggle): Given the nature of the TMNT multiverse it's possible you have been here before and interacted with events. You may choose whether your previous trips to this multiverse (if any) happened or not. Given how timey wimey this universe is, previous trips might include ones that haven't happened yet in this multiverse.

Stay Length (Toggle): By default you will be staying 10 years, but if you would prefer you may stay only until the end of Volume 1, end of Volume 2, or end of Volume 3, or as long as 10 years after the start of Volume 4.

Stay Start (Toggle): By default you will be starting at the beginning of Issue #1 of Volume #1. You may choose to instead start at the beginning of Issue #1 of Volume #3 or Volume #4.

What is Canon (Toggle): Can be hard to say. While Volume 1 (with the exception of the Guest Era) and 2 as well as Tales Volume 1 are canon unless you do something to change it, whether the Image written Volume 3, the Volume 4 revival under Mirage, or anything in Tales Vol 2 or any of the short anthologies or crossover comics is canon is up to you. The Guest Era is presumed non-canon, though if you really want to bring things from it into canon feel free.

Battle Scarred (100): Choose hand, foot, or eye. You lose half of yours of the chosen appendage/organ; specifically all on one side (where applicable). You will find that any prosthetic more functional than a simple peg-leg, hook, or glass eye will function for at most a brief period, and that you cannot regrow the lost appendage. You may take this up to 3 times, once for each of: hand, foot, and eye.

Bodycount (100): It seems you've taken on some aspects of the 90s. Guns are much more common, and so are gunfights. Random criminal shootings, and people just opening fire into crowds would normally be uncommon - none of the criminal elements want that kind of attention - but now it seems to be a common occurrence, and all guns seem to be at least semi-automatic with nearly bottomless magazines. Strangely this doesn't make things substantially more dangerous for you or your companions, so much as innocent bystanders.

Deny the Inner Beast (100): You seek to live an enlightened, and even ascetic life. In pursuit of this you will reject excess pleasures of the flesh, and you will deny and reject your more 'animal' nature. You could be a starving rat, and you would refuse to resort to cannibalistically eating your non-sapient rat brethren. In general, though, you will find

yourself attempting to pursue enlightenment and turn away from indulgence whether in pleasure, or passion.

I've Blundered into <u>Another</u> of those Space/Time Portals (100): Like Leonardo you occasionally randomly cross over into other realities/places/times for no discernable reason. You will find yourself in this other reality for a time from a few minutes to a few days before returning to your original spot. During your time here you will usually encounter some relatively light hearted (though not necessarily safe) adventure.

Mutant (100; must not be human): You are formlocked, unable to access any other alt-forms you possess or otherwise change your shape/species. Beyond that you will find that whatever species you are, you are unable to stay in an area where you are the dominant species for more than a few days at the maximum, before finding yourself back in a place where you are an exotic and strange species, and any attempts to disguise yourself long term will fail; you might manage to go shopping in disguise, but if for example you were to wear an exosuit with a disguise of human flesh for a week at some point it would get torn and risk you being discovered.

Triceraton Trouble (100): Triceratons hate you for some reason. Even if you don't go anywhere near their territory expect to fight them several times as they make their way (albeit in small numbers) to Earth to fight you, or you find yourself temporarily transported to the Triceraton Republic.

Unrighteous (100): The warriors of perfect righteousness, a group of dimension traveling Aztec derived, genderless warriors, has decided that you are a threat that must be destroyed. A single member of these warriors is enough to take out an elite squad of Foot warriors, and can fight Leonardo on equal terms, and their weapons are made of an alloy that can cut through a katana or deep into a turtle's shell. They will likely not come in great numbers unless you prove obviously too strong for less than that, but they have been known to invade and conquer other worlds despite their preference for hand to hand combat.

We Have to Stick Together Like Splinter Taught Us (100): Apparently you learn slow. Your first instinct will always be to go off alone and deal with everything by yourself. You will not keep your allies informed, or plan around them, instead always playing the lone wolf.

Computerized Parasite (200): A second mind has somehow become a fellow inhabitant of your body, maybe you fused with some cybernetic armor, maybe it's something else entirely. Whatever the nature of it, it has a very different set of priorities than you and

will struggle against you for control of your body, and from time to time it **will** win. It won't actively try to harm you, but its differing set of priorities and lack of your morality and ethics will lead to its actions while in control of your body most likely being things you would disagree with. It does however have an extreme sense of self-preservation so it will never act to get you killed… though it may disagree on the best way to keep you alive and it will often attempt to take over your body when it thinks you are putting yourself in (unnecessary) danger.

DARPA Danger (200): The Defense Advanced Research Projects Agency is aware of your jumper nature and wants to capture and experiment on you. This is a government agency responsible for advancing military science, and which is known to capture aliens, alien technology, and mutant turtles. It was their research which created the war robot available as a species. While they were mostly happy to leave the turtles alone, they consider you a top class priority. If you leave America, or the Earth in general, you will find a similar government agency aware of your nature as a jumper and plotting your capture wherever you go.

Distinguished by their Weapons (200): In the early comics the turtles all wore red, and had the same coloration, when they weren't black and white. Still save for their weapons they were visually identical, and now that's true again, but not just of them, you'll find that many people look indistinguishable from each other to you, including some major characters, but this only seems to affect you and your companions as everyone else can tell each other apart just fine.

Everyone Dies Alone (200): Glimpses at the future of the turtles are generally bleak. They all fall out of touch with each others, dying alone and estranged from their family. Now this is your present. While you may import companions, you will find that you will never have meaningful contact, interaction, or benefits from out of jump companions or followers during this jump, and any in-jump friendships or connections you make will be brief and leave you alone again soon after.

Honor Demands Vengeance (200): Like the Hamato and Oroku clans you are trapped in a cycle of vengeance. Someone has wronged you, and you will find yourself compelled to great lengths to avenge yourself. Once you do it will simply spur someone who cares for them to go to similar lengths to take vengeance upon you. While it is possible to break this cycle with time and effort, you will find yourself soon involved in another such cycle, either seeking vengeance or having another seek vengeance against you.

I Really Hate Time Travel (200): Unfortunately you will find yourself involved in it. Several times during your time here you will find yourself dragged into a time travel adventure, or attacked by an enemy that has in some way used time travel to strike at you and those you care about from the past. They won't be able to simply unmake you in the past without you having some chance to stop it, but you may find time traveling foes coming to you from your future, interfering with or erasing your allies before they were born, or just find yourself hurled into the Jurassic period for several months.

Obscura Secreti (200): The Utrom Obscura Secreti is a secret organization in Utrom society dedicated to removal of threats to Utrom hegemony. They are aware of your jumper nature and want you removed. They will attempt to do this surgically, and do not necessarily have local support, but you can expect highly advanced aliens to be trying to remove you frequently during your time here.

Abandon All Continuity Ye Who Enter Here (300): It seems you're in the Guest Writer era now… and the weirder parts of it. Continuity has no place here. Expect new elements to enter your life and be treated by everyone else as if they had always been there, only to disappear later without explanation. Expect to experience strange and trippy experiences where reality alters so that everyone is robots, or find yourself in a strange fractured fairy tale with a wolf that enjoys paddling people dressed as the ~~Punisher~~ Paddler. And this will make things more dangerous as well, new threats appearing from nowhere, Lovecraftian gods being invoked, rogue dimensions pulling you into them to try and turn you into a speed addicted mutant, and more.

…Eats at his brain like a cancer… (300): You are not well jumper. Like a triceratons stuck on Earth, or a Splinter in the Image continuity, your mind has been worn away at, and left in a state of scattered, fragmented memories, and behavioral patterns. You are not fully aware of the world around you, and your mind is scrambled enough you might take orders from an old enemy because you could half-remember them, or attack your allies because they are 'demons' who visit you in your dreams.

I'm Really Doing It Because It's Fun (300): You are a twisted individual. You'd hold buildings at ransom not for the money, but simply because it was fun. Your nature will cause you to create chaos and harm to others for *fun* throughout your time here, with no regard to the well-being of others, or even your own long term interests. Potentially worse this makes you give your enemies a sporting chance, leaving possible escape routes through the sewers pursued by killer robots, putting them in death traps that could feasibly be escaped instead of finishing them off, gloating your plans to reporters who you have successfully deflected, and acting like a saturday morning cartoon villain in

generally at least somewhat self-sabotaging ways. Expect to lose yourself in evil laughter from time to time.

Outro

Ten years, or however long you spent here, have passed and, presuming you've survived without failing it is time for a choice:

Retreat to the Farm: You are done with adventures, or maybe just the weirdness got to you, but you would like to return to your original world, and end your chain. You keep all that you gained.

Turtles Forever: Or maybe you loved this world and its quirks. You have chosen to end your chain and stay here. You will still keep all that you gained, but now you will keep it here.

Through One of those Space/Time Portals: Or you'd prefer to continue. Your chain carries on, and with it your story.

Notes

Jump by Fafnir's Foe.

Reading Mirage's TMNT comics was an interesting experience because ultimately it's an otherwise unexplored super hero universe (we only see a few comics with them but they're there and an aspect of the universe), with a lot of magic, and supernatural happenings… told from the perspective of a street level superhero team. Was quite fun. Does lead to some prices being high, because you can buy the higher tier powers like telepathy and sorcery but it means not having the narrative focus perks as they weren't the narrative focus (or taking drawbacks).

IDW's Urban Legends/the Image run got included (unlike the Guest Era) despite being rendered no longer canon by Vol 4 because it was originally written as a continuation of the Mirage comics and had recurring/ongoing things from which to draw perks/species/items (unlike the Guest Comics and most of Tales Volume 2 which are completely 1 and done) and due to being a relatively small (23 issues, 26 with Urban Legends adding an ending, and with the issues being ~20 pages instead of ~30 so effectively 16 issues). It didn't seem enough to have its own jump, was semi-part of this continuity, actually a fairly fun romp even if I can understand of and approve of it being de-canonized, and I was desperate for a 600 CP vigilante item, as well as some actual on page examples of what Foot mystics could do/how they do it. I tried to make clear what perks/items/powers came from Image's continuity if you want to avoid them; though less so with drawbacks.

In general I tried to focus more on recurring features than one-offs, and made no attempt to actually include all the one-off features. But I did include one-off things that struck me as fun, like Metamorph, or that I just added when I was reading through (like Perfect Bargaining Chip). This is one reason that - with the exception of Old Man River - there's not stuff based on the Guest Era; another is that they were never really part of the continuity. Old Man River is an exception because it was a 3 parter, directly referenced in a fully canon story, and stated by the creators to fit the Mirage continuity though they were no longer the rightsholder to declare it canon or not at that point. A final reason stuff from the Guest Era was skipped was I only read half of it; some was good but flawed (Old Man River, Men of Shadows), some was surreal, and some was just sort of meh. The attempt to draw on recurring elements is also part of why there's so little from Tales Volume 2.

Ninja perks/items are based primarily on the turtles (with the capstone being explicitly Splinter) though with elements of the Foot.

Sage perks/items are (future) Leo and Splinter primarily.

Scientist perks/items are Don, Honeycut, the utroms, and Baxter.

Charmer perks/items are Mikey, pretty much just Mikey. Might be my least favorite turtle but gave a lot of material to work with surprisingly.

Vigilante perks/items are Raph/Casey.

Foot perks/items are mostly Shredder/the Foot Clan's ability to operate past his death. For a guy who died in about 15 pages he actually is a gold mine.

Ally perks/items are various characters, notably Nobody, April, Casey, & the Gosei clan, with a random Utrom side-character for a 200 CP item.

Basic Requirements is mostly for early/first time jumpers. The free version is enough to pass minimum bar to participate in setting, with the 100 CP an easy 'you're average'. Most experienced jumpers shouldn't need it or gain meaningfully from it. 300 CP version is a bit more, but even then it's all stuff you can gain with time and effort, and is again mostly intended for early jumpers who feel the need for a leg up.

So magic in setting is bullshit. In that it never has rules, or is ever really explained, and it's just sort of handwave 'a wizard did it' or functions as needed for the individual plot. Not actually necessarily a bad thing in writing, but balancing it as perks is… pretty much impossible due to that. It's too common to just ignore, though. So you get the Mystic perk, and it's very unclear limits and use. Have fun.

With the Sage perk line you can probably duplicate any spiritual/mental feat Splinter showed. I tried to highlight most of them, but I probably failed.

Yes, the 400 CP Charmer perk is a major exaggeration of Mikey's abilities.

The 400 CP Vigilante perk almost ended up on Leo, because it was his displays of leadership skills which got the Foot to ally with them, but, especially including the Image comics and various never referenced again 1 shot anthology comics, while Raph only really did it through combat (arguably Don did it through science geeking some) Raph did it the most.

Items were hard. Had to take some liberties and decide ‘how long does this last’ ‘how powerful is one of these inconsistent guns’ etc.

I have no idea if the Scepter of the Digital Sands of Time is priced fairly. Really the same with Sorcery, Complete Carnage, and Telepathy. All are big big powers, that are used in very limited ways by their canon users but despite that are more than enough to match the turtles alone. All were also recurring enough, and highlighted what made Mirage TMNT unique from the movies, the 80s cartoon, and Archie Comics (I can’t speak for later interpretations having not read IDW’s, having only watched some of the 2003 which is still enough to know that many of the ‘Mirage specific’ elements did show up in it, and many of the elements in Vol 4/Tales Vol 2 showed up in it first, and not having watched any of the later shows), that I had to try and include them. Hopefully the prices are reasonable enough. As for answers as to how time travel works in this setting the answer is: Inconsistently! Have fun with that.

Yes, I know Jason not Freddy wears a hockey mask, but for some reason Casey got compared regularly to Freddy over it (sometimes to Jason as well, but weirdly often to Freddy given Jason wears the mask).

Armor of the Enemy is based on Raphael’s use of Shredder’s armor in the Image continuity and how he went from being forced to run by a group of gunmen to easily defeating them by putting it on, and Shredder’s armor in those comics seemed to take on an almost memetic quality. For the proper Mirage comics treatment where there’s nothing particularly special about it beyond ‘it’s a usable weapon and ninja get up’ take Ninja Weapon + Ninja Suit.

Companions get 800 CP because you can about build a ‘standard turtle’ with about that much; Turtle (50)+Basic Requirements (100)+1st 3 Ninja Perks (300)+a bit for things like how Don has the 1st 3 Scientist perks, Mikey has most of the charmer tree (despite being the inspiration for it all, the 400 CP perk is exaggerated beyond his capabilities), Raph has at least the 100 and 400 CP Vigilante perks, Mechanic, Tracker, and possibly You Forgot One Thing — Our Teamwork and/or I Live to Lose It, Leo has the 1st 2 Sage perks, You Forgot One Thing – Our Teamwork, and I Can’t Believe I Got Beaten by a Green Freak. All might have Scrapyard Swordsmith (Leo implied it), and Tracker. It’s slightly less than building a turtle, but it’s close enough (especially if you’re a Turtle so they get it for free, and if you’re not a starting jumper so that Basic Requirements 100 is unnecessary). 800 is also enough to replicate many of the major side characters and enemies, or at least their major capabilities.

Changelog

Version 1.0.0: Posted.