Bloons TD6

v1.1

by Low_Hour

In the world of Bloons Tower Defense, waves upon waves of balloons march towards Monkey civilizations. If these balloons were ever to reach a town or city, it would spell disaster for Monkey kind. Battlefields have been laid out across the world, with Monkey armies conscripted and trained to fight back against the floating menace. You are one such soldier, ready to stand alongside your fellow Monkeys and pop those that threaten your way of life.

+1000 CP

Starting Track

Roll 1d16

1. **Monkey Meadow**
2. **Tree Stump**
3. **Town Center**
4. **Candy Falls**
5. **Winter Park**
6. **Carved**
7. **Park Path**
8. **Alpine Run**
9. **Frozen Over**
10. **In the Loop**
11. **Cubism**
12. **Four Circles**
13. **Hedge**
14. **End of the Road**
15. **Logs**
16. Free choice

Classes

Primary Monkey [Free]: Direct from the homefront, you're the cheapest type of Monkey that can be deployed, and a dime a dozen.

Military Monkey [Free]: Trained by the military, you are skilled and disciplined.

Mystic Monkey [Free]: Powerful in ways other Monkeys just aren't, you're the army's ace in the hole.

Support Monkey [Free]: Rather than fight on the battlefield, you supply support to the Monkeys in battle.

Bloon [+400 CP]: Wait. What? You want to be a balloon? Seriously? Well… okay, I guess. You're a floating ball of rubber, just waiting for some dart to come along and pop you. You're able to float, and are in control of which direction you float in, but you're a balloon, and so obviously unable to do things like run or punch people; in addition, you must take the **Singular** Drawback for no CP reward, which restricts you from transforming into any other form for the duration of this Jump, even if you have other forms available. To make up for these deficits, you're being granted 400 free CP.

Perk Trees are discounted for their corresponding Classes, with the first base Perk in your Class being free. 50-CP Tier-I Upgrades are free for their corresponding Classes. If a Perk's discounted price is not a multiple of 50, round down to the nearest multiple of 50.

Tier-I Upgrades require the purchase of their base Perk.

Tier-II Upgrades include the purchase of their required Tier-I Upgrades, as do Tier-III Upgrades with Tier-II Upgrades.

Only two Tier-I and one Tier-II Upgrades are allowed per Perk Tree.

Primary Upgrades

Dart Monkey [-50 CP]: *Throws a single dart at nearby Bloons. Short range and low pierce.*

You have an unlimited number of darts to throw.

Tier-I: Sharp Shots [Free] — Your darts are sharper, capable of piercing straight through things that they would normally only dent.

Tier-I: Quick Shots [Free] — Your arm speed is increased by 33%.

Tier-I: Enhanced Eyesight [Free] — You're able to see twice as far, and you're able to easily discern things that stand out, as well as pick out weak-points in your enemies' defenses.

Tier-II: Juggernaut [-150 CP] — You no longer throw darts, but rather enormous spiked balls composed of smaller (but still large) spiked balls, strong enough to break down fortified walls.
Requires **Sharp Shots**.

Tier-II: Fanatic [-50 CP] — You throw three darts instead of just one, and once per day can unlock the power of a 2-0-0 Super Monkey — that is, **Super Monkey** with **Plasma Blasts** — for an hour.
Requires **Quick Shots**.

Tier-II: Crossbow Master [-250 CP] — Rather than throwing darts by hand, you now launch powerful bolts from a crossbow, capable of piercing through even lead. Should you aim for weak points, you could do a lot of damage.
Requires **Enhanced Eyesight**.

Boomerang Monkey [-50 CP]: *Hurls a boomerang that follows a curved path. Good range and pierce.*

You own a trusted boomerang that will always return safely to your hand when thrown. If stopped, it will simply teleport into your pocket. Your precision and strength are enough to bounce it off the heads of three people, crushing their skulls.

Tier-I: Glaives [Free] — Not only is your boomerang now a glaive that does more damage; you're able to throw it to hit up to eight people in a single throw.

Tier-I: Faster Throwing [Free] — You attack much faster, and your boomerang flies through the air faster.

Tier-I: Red Hot Rangs [Free] — Your boomerang flies farther, and gives off its own heat source so that it does more damage, to the point that it can cut through even lead like butter.

Tier-II: Glaive Lord [-400 CP] — Your glaive automatically bounces between nearby enemies on its own. In addition, you're able to summon up to three special glaives to float around you and shred anything that comes near.
Requires **Glaives**.

Tier-II: Bionic Boomerang [-350 CP] — Your throwing arm is bionic, allowing you to throw your boomerang 25 times in a single second, as well as for a short time each day increasing how much damage it does.
Requires **Faster Throwing**.

Tier-II: Kylie Boomerang [-600 CP] — You're more capable of controlling the arc along which your boomerang travels, even throwing it in a straight line if you want, and with enough force to knock back even gigantic foes.
Requires **Red Hot Rangs**.

Bomb Shooter [-100 CP]: *Launches a powerful bomb at the Bloons. Slow rate of fire but affects a radius around the explosion.*

You own a cannon that can shoot bombs with enough forces to punch holes in buildings.

Tier-I: Heavy Bombs [-50 CP] — Bombs are larger, have a wider explosion radius, and do more damage.

Tier-I: Missile Launcher [Free] — Reload faster, and fire missiles instead of bombs, flying faster with a longer range.

Tier-I: Frag Bombs [Free] — Explosions throw out sharp fragments.

Tier-II: Bloon Crush [-550 CP] — Explosions become so violent that they not only do massive damage, but also stun foes within the blast radius.
Requires **Heavy Bombs**.

Tier-II: MOAB Eliminator [-250 CP] — Missiles do greater damage the bigger and tougher their target is.
Requires **Missile Launcher**.

Tier-II: Bomb Blitz [-350 CP] — Throws out secondary bombs rather than fragments, which themselves throw out cluster bombs for even more destruction. Can, once per day, cover the entire area in bombs.
Requires **Frag Bombs**.

Tack Shooter [-50 CP]: *Shoots a short-range volley of sharp tacks in 8 directions every few seconds.*

You own a tack shooter that can be placed down, and will automatically fire tacks at nearby enemies, but not allies.

Tier-I: Faster Shooting [Free] — Shoots tacks much faster.

Tier-I: Long Range Tacks [Free] — Tacks fly out farther than normal.

Tier-I: More Tacks [Free] — Shoots out 12 tacks instead of 8.

Tier-II: Ring of Fire [-500 CP] — Shoots a deadly inferno of flame rather than tacks.
Requires **Faster Shooting**.

Tier-II: Blade Shooter [-150 CP] — Shoots sharp blades rather than tacks, and can, once a day, shoot them out far enough to cover the entire area.
Requires **Long Range Tacks**.

Tier-II: The Tack Zone [-200 CP] — Shoots 32 tacks instead of 12, much faster and sharper over a much larger range.
Requires **More Tacks**.

Ice Monkey [-100 CP]: *Freezes and slightly damages nearby enemies for a short time. Frozen enemies are immune to sharp damage. Can't freeze White, Zebra, or Lead Bloons.*

You have the ability to, once every few seconds, freeze nearby objects and people for a few seconds. Enough damage will cause frozen things to break out of the ice.

Tier-I: Permafrost [Free] — Your freeze aura is strong enough to freeze even metal; people and things you have frozen move at half their normal speed even after they've thawed out, for about a day.

Tier-I: Deep Freeze [Free] — Your freeze effect activates more often and lasts a little longer; things can take about twice as much damage before being unfrozen.

Tier-I: Re-Freeze [Free] — Your freeze radius is larger, and you can apply a new freeze to already frozen things, resetting the clock.

Tier-II: Brittle [-300 CP] — Not only are frozen things brittle and far easier to damage, but when frozen objects are damaged, they send out razor sharp icicles.
Requires **Permafrost**.

Tier-II: Arctic Wind [-250 CP] — You have a super cold aura that slows anything that draws near, and can, once per day, freeze everything (allies naturally excluded) within the area; you can even freeze even things that normally can't be frozen.
Requires **Deep Freeze**.

Tier-II: Cryo Cannon [-300 CP] — Rather than freezing things around you, you are able to shoot blasts of cold energy that freeze whatever they come into contact with; anything they freeze grow large, sharp icicle spikes that themselves freeze anything they come into contact with. Even gigantic foes are affected.
Requires **Re-Freeze**.

Glue Gunner [-50 CP]: *Shoots a blob of sticky glue that slows enemies down by 50%.*

You can fire glue from a hose up to 50 meters away; it is adhesive enough to slow a car to a crawl, and it takes hours of washing to remove from an object.

Tier-I: Corrosive Glue [Free] — Your glue is slightly corrosive, doing damage over time.

Tier-I: Glue Splatter [-150 CP] — Your glue can shoot twice as far away and over many things at once.

Tier-I: Stronger Glue [Free] — Your glue lasts for days, and it slows things down even more.

Tier-II: Dissolving Glue [-200 CP] — Your glue is extremely acidic, and it liquefies any mundane material in seconds.
Requires **Corrosive Glue**.

Tier-II: Glue Hose [-150 CP] — Your range is extended to 200 meters, and once per day you can pelt the whole area with glue for several minutes.
Requires **Glue Splatter**.

Tier-II: Super Glue [-350 CP] — Your glue is so strong that it temporarily immobilizes anything it covers, even gigantic foes, and it remains behind even if whatever it covers vanishes.
Requires **Stronger Glue**.

Military Upgrades

Sniper Monkey [-50 CP]: *Can shoot enemies it can see from up to three miles away with a long-range rifle.*

You have been given and trained to use a high-tech sniper rifle that never runs out of ammo and is capable of hitting targets up to three miles away.

Tier-I: Large Caliber [-150 CP] — Bullets are large caliber, capable of piercing through metal.

Tier-I: Shrapnel Shot [Free] — You can see infrared, and your bullets spray out sharp shrapnel in all directions.

Tier-I: Fast Firing [Free] — Your rifle is semi-automatic.

Tier-II: Deadly Precision [-400 CP] — Bullets can pierce through any mundane material, and they briefly stun whatever they hit.
Requires **Large Caliber**.

Tier-II: Elite Sniper [-100 CP] — Your bullets bounce to new targets up to three times; once per week, a well stocked care package will be delivered to you, in a way that can't be blocked by enemy forces. It will contain food, water, combat resources, money, and some luxury items.
Requires **Shrapnel Shot**.

Tier-II: Elite Defender [-100 CP] — Your rifle is fully automatic, and it fires even faster the closer enemies are to you.
Requires **Fast Firing**.

Monkey Sub [-50 CP]: *Shoots homing torp-e-darts at nearby enemies.*

You own a small submarine, which you know how to control. It can submerge to explore the ocean. The large darts it shoots home in on enemies.

Tier-I: Advanced Intel [-50 CP] — Can fire darts farther, and attack enemies even outside of your radius if they're near one of your allies.

Tier-I: Heat-tipped Darts [Free] — Barbed, heat-tipped darts cut through even lead like butter.

Tier-I: Airburst Darts [-100 CP] — Twin guns double attack speed, and airburst darts split into three darts on impact.

Tier-II: Radar [-300 CP] — You can detect all nearby enemies, even those invisible or magically hidden, and release pulses of radiation that do massive damage to enemies but none to allies. Limited use abilities recover 1.2 times faster.
Requires **Advanced Intel**.

Tier-II: Ballistic Missile [-300 CP] — You can launch devastating missiles over any distance, doing extra damage the bigger and tougher the target is. Missiles are launched automatically whenever the sub's sensors detect a large enough enemy.
Requires **Heat-tipped Darts**.

Tier-II: Armor Piercing Darts [-50 CP] — Not only do you have a third gun; all darts fired are armor-piercing.
Requires **Airburst Darts**.

Monkey Buccaneer [-100 CP]: *Shoots a single, heavy dart from both sides. Nautical knowledge.*

Even pirates help with the war. You are an experienced captain with your own small ship. Comes with a full crew to arm the dart cannons.

Tier-I: Double Shot [-50 CP] — Each cannon fires two darts instead of one, and much faster.

Tier-I: Hot Shot [-50 CP] — Adds grape shots hot enough to slice through metal like butter.

Tier-I: Long Range [Free] — The ship is able to shoot much farther, and has a lookout at the top of the crow's nest who can spot disguised and invisible foes.

Tier-II: Destroyer [-250 CP] — Your ship is small no longer; you own a carrier flagship, which routinely launches waves of fighter planes to strafe enemies.
Requires **Double Shot**.

Tier-II: Pirate Lord [-200 CP] — It's a pirate's life for you! Your ship has a cannon, as well as multiple grappling hooks capable of dragging in other objects up to three times larger than your ship.
Requires **Hot Shot**.

Tier-II: Merchantmen [-200 CP] — You are an experienced merchant, and you spontaneously gain $800 at the end of each day.
Requires **Long Range**.

Monkey Ace [-100 CP]: *Flies above the ground shooting volleys of high-pierce darts.*

You possess a machine dart-gun mounted biplane, and you have enough skill with flying it to weave between buildings.

Tier-I: Rapid Fire [-50 CP] — Your machine dart-guns fire 12 darts at a time, and they do it much faster than before.

Tier-I: Spy Plane [Free] — Your plane has a radar allowing it to detect all enemies, and it drops an exploding pineapple every few seconds.

Tier-I: Sharper Darts [-50 CP] — Your darts are much sharper, and your maneuvering skills are much improved.

Tier-II: Sky Shredder [-400 CP] — Your small little biplane is now a B-2 Spirit Bomber, and fires 32 darts at a time, much faster, that can pierce any mundane material.
Requires **Rapid Fire**.

Tier-II: Bomber Ace [-350 CP] — Your small little biplane is now a Tupolev Tu-95 that can drop bombs, including, once a day, a Tsar Bomba.
Requires **Spy Plane**.

Tier-II: Flying Fortress [-1000 CP] — Your small little biplane is now a Kalinin K-7, shooting not only darts but also bombs, each capable of damaging any mundane material, that seek out enemies.
Requires **Sharper Darts**.

Heli Pilot [-200 CP]: *You have a helicopter that shoots from twin heavy dart guns.*

See previous.

Tier-I: Quad Darts [-50 CP] — Your helicopter shoots 4 darts per volley instead of 2, and comes with autopilot pre-installed.

Tier-I: IFR [-50 CP] — Your helicopter has a radar allowing it to detect all enemies, and flies much faster.

Tier-I: Faster Firing [Free] — Not only does your helicopter fire faster; the darts it shoots literally fly through the air faster.

Tier-II: Apache [-450 CP] — Your helicopter is now an Apache, with blades sharp enough to cut through ice and lead, armed with laser cannons and a plasma gun.
Requires **Quad Darts**.

Tier-II: Support Chinook [-300 CP] — Your helicopter's blades rotate fast enough to blow away most unattached objects near it. It also is restocked with supply crates on a daily basis and can pick up things lighter than a car. It comes with a monkey trained in the use of a powerful machine gun.
Requires **IFR**.

Tier-II: Comanche [-350 CP] — Your helicopter is now an RAH-66 Comanche, tough enough to collide with blimps without injury, with three smaller comanches to join it in battle.
Requires **Faster Firing**.

Mortar Monkey [-100 CP]: *Launches an exploding mortar shell to a fixed location within three miles.*

Your mortar tower provides aerial support. Select any place within 15 miles, and it will fire a powerful missile targeting there, once every 30 seconds.

Tier-I: Bigger Blast [-50 CP] — Your mortar tower's missiles are more powerful, resulting in a larger blast radius capable of absolutely destroying any humans within it.

Tier-I: Rapid Reload [-50 CP] — Your mortar tower now fires once every 15 seconds.

Tier-I: Burny Stuff [-50 CP] — Your missiles are on target more often than not due to advanced targeting systems, and set on fire whatever survives their blasts.

Tier-II: The Big One [-250 CP] — Your mortar tower's missiles are extremely powerful, each missile able to absolutely annihilate anything more fragile than a car. The shockwave is so powerful that even if it doesn't kill anyone within a few hundred yards, it's bound to stun them.
Requires **Bigger Blast**.

Tier-II: Artillery Battery [-300 CP] — Heavy shells fired from triple barrels do extra damage to armored foes. Once per day, you can rain explosions down on the entire area.
Requires **Rapid Reload**.

Tier-II: Shattering Shells [-450 CP] — Super hot napalm loaded within the missiles burns even stone, and strips any foes of armor and equipment.
Requires **Burny Stuff**.

Mystic Monkeys

Wizard Monkey [-50 CP]: *Hurls magical bolts of energy at enemies. Can upgrade to a variety of powerful spells.*

You are able to summon magical bolts of energy powerful enough to punch a hole in a car that can be launched at high speeds across the battlefield.

Tier-I: Arcane Blast [-50 CP] — Bigger, more powerful blasts that seek out foes (even those behind cover) and do enough damage to take out two people in one hit.

Tier-I: Fireball [-50 CP] — You have the option of lobbing explosive fireballs instead of magical bolts, and can summon walls of fire.

Tier-I: Intense Magic [Free] — You are able to detect nearby hidden enemies, and your blasts move faster and do much more damage.

Tier-II: Archmage [-300 CP] — Your blasts are far more powerful, able to destroy even tanks, and do more damage to bigger things that have more surface area; combined with your increased casting speed, you're a terror on the battlefield. In addition, you're able to breathe fire hot as a dragon's, and every few seconds can release a wave of shimmering energy that reveals any hidden enemies it touches.
Requires **Arcane Blast**.

Tier-II: Wizard Lord Phoenix [-600 CP] — You're able to breathe fire hot as a dragon's, and once per day may turn into a super powerful lava phoenix, to rain fiery destruction down upon your enemies.
Requires **Fireball**.

Tier-II: Necromancer [-200 CP] — Every few seconds you can release a wave of dark magic that reveals any hidden enemies it touches. In addition, you're able to reanimate the recently dead to do your bidding — so long as they were less powerful than you — weaker and more fragile than they were in life.
Requires **Intense Magic**.

Super Monkey [-300 CP]: *Throws hundreds of darts at hypersonic speed with a huge attack range.*

One of the most powerful Monkeys around, you're able to fly, are super strong, and have the arm speed necessary to throw 50 darts a second, at a range of over a mile.

Tier-I: Plasma Blasts [-450 CP] — You are able to fire from your eyes or hands blasts of plasma, vaporizing almost everything it touches.

Tier-I: Super Range [-100 CP] — So long as your vision is not obstructed, you are able to see without regard for distance.

Tier-I: Knockback [-300 CP] — You're able to see in the infrared, and all of your attacks deliver incredible pushing force even if they fail to do any damage.

Tier-II: True Sun God [-1400 CP] — Channeling power from the sun, your hypersonic sun energy blasts are five times as powerful as those pathetic **plasma blasts**. In addition, the more living sacrifices (note: *not* people you kill on the field of battle) you are provided with, and the more powerful they are, the greater your own power grows.
Requires **Plasma Blasts**.

Tier-II: Tech Terror [-900 CP] — You gain an alt-form with much of your body turned into a machine, a gun built into each of your hands, each able to fire ranged attacks simultaneously with far more damage than they would otherwise be capable of. Once per week, you're able to release a blast of energy that annihilates everything within a mile of you.
Requires **Super Range**.

Tier-II: Legend of the Knight [-1100 CP] — Rather than darts, you throw blades (infused with plasma if you took **plasma blasts**) sharp enough to pierce any mundane material. Once every hour, you're able to teleport up to a few miles away. Once per month, you're able to prepare a short-lived black hole to go off on a preset condition and suck in and destroy all nearby enemies.
Requires **Knockback**.

Tier-III: Avatar of the Vengeful Monkey [-3400 CP] — Infused with dark, vengeful power, *all* of your abilities, even those not purchased in this Jump, do three times their normal damage. Requires **True Sun God**.

Ninja Monkey [-100 CP]: *Stealthy and fast Monkey that throws bladed shurikens to injure enemies. Discerning enough to spot camouflaged foes.*

You are a skilled shuriken thrower, and at any point can summon one into your hand. As a Ninja, you are adept in the art of stealth, as well as detecting those attempting to hide.

Tier-I: Ninja Discipline [Free] — You're able to throw shurikens farther, faster, and harder.

Tier-I: Counter-Espionage [-50 CP] — Some foes you strike with your shurikens will become distracted, and all of them will release a cry of pain that reveals themselves.

Tier-I: Seeking Shuriken [Free] — Shurikens will seek out enemies automatically. You are also equipped with spiked caltrops.

Tier-II: Grandmaster Ninja [-350 CP] — You are able to throw 8 shurikens per each extremely fast shot.
Requires **Ninja Discipline**.

Tier-II: Grand Saboteur [-200 CP] — You are a skilled leader and saboteur, effectively able to rout half an army all on your own given enough time to prepare.
Requires **Counter-Espionage**.

Tier-II: Master Bomber [-400 CP] — You're equipped with flash bombs and extremely powerful sticky bombs, capable of doing immense damage to even gigantic foes.
Requires **Seeking Shuriken**.

Alchemist [-100 CP]: *Harnessing powers of science and magic, splashes enemies with acid; also brews various potions with different effects.*

You lob acidic potions at your foes, and can at any point summon one into your hand.

Tier-I: Acidic Mixture Drip [Free] — Larger potions splash in a larger area; you're also armed with beneficial potions that temporarily boost the power of whoever they hit.

Tier-I: Perishing Potions [Free] — Your potions are even more acidic, doing twice the damage and destroying items almost instantly.

Tier-I: Acid Pool [-50 CP] — You throw your potions much faster, and unlike normal, their acid does not fade over time, meaning you can leave it in pools.

Tier-II: Berserker Brew [-600 CP] — Your beneficial potions are extra powerful, boosting the power, range, and speed of your allies' attacks. These potions' effects are permanent, but do not stack.
Requires **Acidic Mixture Drip**.

Tier-II: Transforming Tonic [-450 CP] — Should enough acidic potion liquid gather in one place, it will detonate in a violent explosion. You're also capable of crafting a completely safe, non-acidic potion to temporarily transform yourself or allies into powerful monsters.
Requires **Perishing Potions**.

Tier-II: Master Alchemist [-400 CP] — You're able to convert any substance into gold with a specialized potion that also weakens foes.
Requires **Acid Pool**.

Druid [-50 CP]: *Creates a blast of thorns for each attack. Can call forth powers of the Jungle, Storm, or Wrath.*

In touch with the powers of nature, you're able to summon five long, sharp thorns to launch at enemies.

Tier-I: Heart of Thunder [-100 CP] — Your thorns are sharp enough to pierce ice. You're also able to shoot lightning bolts that arc from foe to foe.

Tier-I: Heart of Oak [Free] — The amount of thorns you can summon at once increases to eight, and injuries caused by them can only be healed naturally, and not through supernatural processes.

Tier-I: Heart of Vengeance [Free] — The range for your thorn attacks is increased, and your attacks become temporarily more powerful in response to your allies being injured.

Tier-II: Druid of the Storm [-900 CP] — You can summon powerful gusts of wind to blow around your enemies, and shoot enormous balls of lightning that shoot additional lightning bolts. By far your most powerful ability, however, is to summon enormous tornadoes that also shoot bolts of lightning and can sweep up even gigantic objects in their winds.
Requires **Heart of Thunder**.

Tier-II: Spirit of the Forest [-500 CP] — You're able to grow and manipulate plant-life as you will, fast enough to summon a vine to entangle and crush one foe at a time. Your mere presence can create brambles in a logarithmically expanding range, to slow and harm enemies. You draw power from the forest itself, healing your injuries and restoring your stamina.
Requires **Heart of Oak**.

Tier-II: Avatar of Wrath [-450 CP] — The nature-derived powers of nearby allies are vastly improved. In addition, your attacks not only grow more powerful the longer you continuously attack, but also grow more powerful the more enemies you're fighting at once.
Requires **Heart of Vengeance**.

Support Upgrades

Banana Farm [-150 CP]: *Generates bananas each round that convert into game money to spend on more stuff.*

Owned by you, but run by a manager. Will constantly be making you money. In future Jumps, will take on a setting-appropriate form, such as a mine or supermarket, and generate a setting-appropriate form of currency.

Tier-I: Greater Production [-50 CP] — You make enough money from this alone to live comfortably.

Tier-I: Valuable Bananas [-50 CP] — All money you make from this is adjusted for inflation.

Tier-I: Banana Salvage [Free] — Sometimes economic troubles hit — depressions, pandemics, societal upheaval. No more will this affect your income; you will truly, every single day, make a profit.

Tier-II: Banana Central [-1000 CP] — Your business is far more profitable, enough for you to be among the 1% most wealthy in any country.
Requires **Greater Production**.

Tier-II: Monkey-nomics [-1000 CP] — A small business? Banks are where it's at. It will make money in the normal way a bank does, by storing and loaning for the public. Any money you store in it will switch to the equivalent for the Jump you're in, allowing you to build your finances across Jumps. Generates interest.
Requires **Valuable Bananas**.

Tier-II: Monkey Wall Street [-600 CP] — Your farm doesn't just collect money — it collects all sorts of things. Supplies, special items, minerals, equipment. Favors.
Requires **Banana Salvage**.

Spike Factory [-100 CP]: *Automatically generates piles of Road Spikes on the nearby track. Excellent last line of defense.*

Your spike factory will keep trespassers from your land. It will generate tacks and spit them onto the nearby ground. Over an hour it can cover a 50 square-meter area in them. These tacks are eventually eroded by the elements.

Tier-I: White Hot Spikes [-50 CP] — Tack piles are larger and burning hot, allowing them to cut through metal.

Tier-I: Faster Production [-50 CP] — Your factory is able to cover a 50 square-meter in tacks in under 30 minutes.

Tier-I: Smart Spikes [Free] — Your factory can generate spikes over a 75 square-meter area, and is able to aim them intelligently to take ideal advantage of positioning.

Tier-II: Super Mines [-1050 CP] — Rather than tacks, your factory generates high-explosive spiked mines capable of wiping out almost anything that walks on them.
Requires **White Hot Spikes**.

Tier-II: Carpet of Spikes [-400 CP] — Your factory regularly sets out a carpet of tacks over the entire area, once per minute.
Requires **Faster Production**.

Tier-II: Perma-Spike [-300 CP] — Now spikes rather than tacks, they are permanent.
Requires **Smart Spikes**.

Monkey Town [-150 CP]: *Hub of Monkey industry, has a number of different benefits to aid all of your Monkeys. Increases attack range of all allies in its radius by 10%.*

You lead a small village, with room to house 200 Monkeys. Having this near a battlefield greatly aids the worn out soldiers, giving them somewhere to live and work from. These soldiers will double their war efforts, potentially winning them the battle. Follows you in future Jumps.

Tier-I: Jungle Drums [-150 CP] — Your village becomes larger, capable of supporting up to 300 Monkeys, and encourages them to attack faster than usual. The village's ranged options are increased to a radius of five miles.

Tier-I: Radar Scanner [-200 CP] — Prevents supernatural means of both regeneration and stealth from functioning within three miles of the village.

Tier-I: Monkey Commerce [-50 CP] — Special training facilities in the village allow you and your Companions to maximize your growth.

Tier-II: Primary Expertise [-250 CP] — All Monkeys are trained in the use of their abilities while in the village, allowing them to make the most of them. Additionally, the village is armed with a large, powerful ballista that can fire a magical, circular, homing blade at nearby foes.
Requires **Jungle Drums**.

Tier-II: Homeland Defense [-400 CP] — Your village is an information hub. All news, and frequently top secret information and tech blueprints, finds its way to your people. Prevents any passive supernatural defenses aside from sheer toughness from working within three miles of the village.
Requires **Radar Scanner**.

Tier-II: Monkeyopolis [-100 CP] — The village becomes a true metropolis, its training facilities are improved, and it churns out a new Dart Monkey once per week.
Requires **Monkey Commerce**.

Engineer Monkey [-50 CP]: *Holds a trusty nail-gun to fire at enemies.*

Armed with a nail gun that never runs out of nails to fire, you are also equipped with great mechanical and engineering knowledge that you can use to build a wide array of useful gadgets.

Tier-I: Sentry Maker [-50 CP] — You know how to make temporary sentry guns to guard places against your enemies.

Tier-I: Deconstruction [-50 CP] — The nails from your nail gun are able to fly much farther and do extra damage to armor.

Tier-I: Pin [Free] — Your gun's nails are massive, capable of piercing through up to eighteen people, and pin struck foes to whatever they hit.

Tier-II: Sentry Paragon [-300 CP] — Both your nail gun and sentries are able to attack much faster, which is good, since your sentries, rather than nails, shoot out powerful plasma that vaporizes anything it touches. When the sentries shut down, the plasma within them becomes unstable, and they explode, taking out any enemies unlucky enough to have approached them.
Requires **Sentry Maker**.

Tier-II: Overclock [-1000 CP] — You're able to temporarily increase the attack speed of yourself or one ally by 66%. Even after this wears off, their speed remains permanently boosted by 10%; the permanent boosts do not stack.
Requires **Deconstruction**.

Tier-II: Trap [-600 CP] — You wield two nail guns instead of one, and you're able to set up a ghost busters-style trap that sucks in any enemies who come near, with enough holding capacity to contain even enormous blimps.
Requires **Pin**.

Bloon Upgrades

All Bloon Upgrades are restricted to Bloons

Due to this restriction, they are not discounted and cost the price listed

Float [Free]: You are able to levitate and fly at your walking speed in any direction. We all float down here.

Black Bloon [-100 CP]: You do not take any damage from being caught up in explosions.

White Bloon [-100 CP]: You are not harmed by the cold, and you cannot be frozen.

Purple Bloon [-100 CP]: You are immune to energy-based attacks, such as fire, lightning, and plasma.

High-Speed [-200 CP]: You are able to fly at your running speed.

Lead [-200 CP]: You are coated in a layer of lead that makes you a little slower, but still much better protected against getting popped. Gives your skin the protective qualities of lead after this Jump.

Camo [-200 CP]: You have a camo pattern on your outermost layer. This layer renders you effectively invisible to conventional sight. Other methods of detection may still find you. Gives you a toggleable invisibility effect after this Jump.

Regrowth [-200 CP]: You are shaped like a heart and will regenerate from damage. Gives rapid regeneration when not taking damage after this Jump.

Ceramic [-300 CP]: You are encased in a layer of ceramic that takes time to be broken apart and shields the more fragile balloons within. In future Jumps, you are surrounded by a gradually self-repairing invisible forcefield as durable as you normally are, and it must be completely destroyed for anyone to actually be able to hurt you.

Fortified [-300 CP]: Your **Ceramic** layer is twice as durable.
Requires **Ceramic**.

M.O.A.B [-1000 CP]: You are a massive ornary air blimp. While you can still be damaged, non-damaging abilities have no effect on you unless they are explicitly capable of affecting enormous, blimp-sized objects.

Heroes

This section is inaccessible to Companions

Select **1** Hero to either: a) gain the abilities of, or b) recruit as a Companion

Quincy, the Archer

You are an expert archer, with a bow that instantly conjures an arrow sharp enough to pierce metal whenever you put your hand to the string. Each third arrow is explosive. Each arrow can bounce between up to 6 targets. Your sense of sight is discerning enough to pick up on even the slightest visual inconsistencies.

Once per hour, you can quadruple your arrow firing speed for up to a minute.

Once per day, you may summon a deadly rain of arrows to fall from the sky upon your enemies.

Gwendolin, the Pyromaniac

You own a powerful flamethrower, hot enough to burn even things that are normally fireproof. Every few seconds, you may release a wave of fire that damages enemies and adds power to your allies' attacks.

You are also equipped with a molotov cocktail that replenishes itself at the end of each day. When you throw it, it will create a fiery explosion that will keep burning for hours on end.

Once per day, you can unleash a storm of fire to burn all enemies in the area.

Striker Jones, the Artillery Commander

You are armed with a powerful bazooka that can harm even things normally immune to the damage caused by explosions. In addition, nearby explosions become twice as powerful.

Once per day, you may shoot a concussive shell guided at the most powerful enemy in the area, stunning them for a short time.

Once per day, you may reset the countdowns on any other explosive attacks you or your allies possess.

Obyn Greenfoot, the Forest Guardian

You are capable of launching “spirit wolves” at your foes; these attacks home in on their targets, phasing through objects in their path. The magical abilities of nearby allies are slightly buffed in power and range, doubly so if those abilities are nature-derived.

Once per minute, you may summon a nature totem that halves the speed of nearby enemies.

Once per hour, you may summon a patch of brambles.

Once per day, you may summon a wall of trees to bar a path.

Captain Churchill, the Tank

You pilot a tank, and launch explosive shells as a form of attack; each shell can explode up to 7 times. The tank is also equipped with a fast firing machine gun. You have enemy-revealing binoculars.

Once per hour, you can make your shells tank-piercing for a few minutes.

Once per day, you may launch a barrage of shells at the 10 largest enemies in the area, doing massive damage each time.

Benjamin, the Code Monkey

An expert hacker, you’re experienced in siphoning money from various bank accounts into your own. Viruses are at your disposal, as well. At the start of each day, you will become a little bit healthier, even if you were already at the peak of health, though there are of course limits. Your other money-making enterprises generate 12% more of a profit.

Once per hour, you can temporarily cause your 4 nearest allies to do extra damage with each attack for about a minute.

Once per day, you can decrease the power of all enemies in the area.

Ezili, the Voodoo Monkey

You're able to place a curse on all enemies within a few feet of a spot in your line of view, doing damage to them over time. Those affected by your curse are stripped of armor, invisibility, and supernatural means of healing themselves.

Once per hour, you may stop for a few minutes all enemy regeneration in the area.

Once per day, you may spend some of your life force to summon a totem that grants nearby allies extra power, range, attack speed, and perception.

Normally your curse can't affect targets larger than a person. Once per day, though, you may place a curse on anyone/thing, no matter how large, causing it to constantly take damage until it crumbles to nothing.

Pat Fusty, the Giant Monkey

You are immensely strong, capable of destroying metal with a single punch, attacking with such force that your blows will often stun.

Once per hour, you can release a rallying roar to bolster your allies' spirits, allowing them to fight hader.

Once per day, you can grab anyone/thing, no matter how large, and crush it to death with your bare hands.

Adora, the High Priestess

You can fire eight divine bolts at a time to seek out and destroy enemies.

Once per hour, you may for a few minutes vastly increase the power and range of your divine bolts.

Once per day, you may sacrifice another ally, taking some of their power to increase your own; this has diminishing returns.

Once per day, you may, for a few minutes, surround yourself in a ball of light, and send a massively powerful divine bolt against any enemy in the area.

Admiral Brickel, the Naval Commander

You drop drifting mines into the water and fire on enemies with your revolver. You are able to detect those hidden through supernatural means. Your mines can damage even things that normally aren't hurt by explosions, and disrupt supernatural methods of stealth.

Once per day, you may greatly increase the attack speed of all water-based allies in the area.

Once per hour, you may deploy a mega mine, capable of destroying even giants.

Etienne, the Drone Operator

You're a multi-tasker capable of controlling up to four deadly little drones, each equipped with their own dart shooter for self-protection. You also possess and direct a devastatingly powerful UCAV (unmanned combat aerial vehicles) that is able to feed you and your drones information and locations on hidden enemies and fires missiles at enemies. Drones are almost immediately repaired if destroyed

You may, by expending a great deal of mental energy, momentarily double the amount of drones you can field at once.

Once per day, you may more than quintuple the power of your UCAV.

Companions

You may Import Companions, and pay 50 CP for each Import. Each Imported Companion will get 500 CP to spend on Upgrades; they can’t access the Heroes section.

Drawbacks

Tacktless [+100]: You have a nasty habit of not looking where you're walking or stepping. Expect to take a tack to the foot often, and beware you don't step in front of darts or boomerangs.

No Bananas [+100]: Living conditions on the battlefield are bad, even if you have a Monkey Village nearby. You very rarely get the luxury items you're offered; you'll be sleeping on the ground regularly and eating cold porridge.

Hairless Monkey [+200]: Whilst physically this doesn't do much besides make you cold, expect to be treated like a freak by everyone else. No one wants someone that looks like you in any important leadership position.

Singular [+200, mandatory for Bloon Class, incompatible with Gauntlet mode]: You cannot transform into any alt-forms for the duration of this Jump, even if you have other forms available.

Thicker Bloons [+300, incompatible with Bloon Class]: Every balloon is just a little bit thicker than it should be. It will take twice as much effort to pop any type of balloon.

Sharper Darts [+300, restricted to Bloon Class]: The Monkeys' darts and tacks are sharper than normal, explosions explode bigger, and plasma vaporizes more. It will be twice as easy to pop any type of balloon.

Monkey Hands [+400, incompatible with Bloon Class]: The Monkeys here have awkward hands, with no opposable thumbs. It takes a lot more effort to train a soldier to use weaponry or tech, and even then it's a slow process for them to work.

Early Training [+400, restricted to Bloon Class]: All of the Monkeys are exceptionally well-trained, with at least one Tier-I Upgrade already available for each.

Bloon Apocalypse [+500, incompatible with Bloon Class]: There's just no end to them. Normally the Bloons come in staggered waves, with a short respite in between, but not anymore — they don't stop, and there is no time to rest. They will just keep coming and coming and coming.

Bloon Shortage [+500, restricted to Bloon Class]: The Bloon factory must be malfunctioning, because there are hardly any Bloons. Where you should have hundreds of allies, you instead only have dozens, and more of the weaker ones than the strong. The advance is regrettably stalled.

Camouflaged [+500, incompatible with Bloon Class]: All Bloons, even MOABs, are camo.

Advanced Targeting [+500, restricted to Bloon Class]: Not only are all Monkeys and Towers able to detect camo Bloons — they've each had special targeting procedures drilled into them that make coordinating to take Bloons down a breeze.

Regenerative [+500, incompatible with Bloon Class]: All non-MOAB Bloons are heart-shaped and regenerate.

Wound That Will Not Heal [+300/+500, restricted to Bloon Class]: All regenerative capabilities for Bloons, even those from out-of-Jump, are turned off. If you are playing on Gauntlet mode, this Drawback only rewards 300 CP instead of 500.

Double HP MOABs [+500, incompatible with Bloon Class]: MOABs and their ilk are twice as tough. Good luck.

Giant Killers [+500, restricted to Bloon Class]: Each Monkey/Tower does twice as much damage to MOABs, your army's hardest hitters.

No Desertion [+600, incompatible with Gauntlet mode]: Technically, there's nothing stopping you from just up and leaving to whatever you want. Not anymore. If you're a Bloon, you're compelled to destroy Monkey town after Monkey town, and you will not rest until there's not a single one left. If you're a Monkey, you cannot abandon your station, and if the Bloons manage to destroy the location you're guarding, it'll result in an automatic Chain-fail.

Scenario: Gauntlet Mode

You've got to play the game to win the game.

This scenario is somewhat unusual in that it's not just a goal you can fulfill in your regular Jump to receive special rewards; it directly alters the way you use the Doc and what you do in the setting. Namely, rather than using the Doc to do a Jump, you do a Gauntlet instead.

As part of this, you give up the 1000 free CP mentioned at the beginning of the Doc, as well as any and all out-of-Jump Perks, powers, Items, Warehouse access, etc. You retain your Body Mod. Rather than remaining in the setting 10 years without dying, you instead must complete a game on each of the Tracks mentioned in the Starting Track section of the Doc. You may do this on Easy, Medium, or Hard difficulty, in exchange for one, two, or three awards, respectively, of your choosing.

In exchange, in addition to the aforementioned rewards, dying does not mean you fail your Chain. Instead, for the duration of your stay in the setting, dying means you restart the Track. You may quit at any time, and move on to the next Jump without penalty.

For the duration of the Gauntlet, you will not have any Powers or Insta-Monkeys except you and your Companions. While you yourself will be playing the game, you will gain one Insta-Monkey for each Perk Tree you bought from, with abilities corresponding to those you purchased for it. For example, if you bought **Avatar of the Vengeful Monkey**, under the Super Monkey Perk Tree, you would gain an 'Avatar of the Vengeful Monkey' Insta-Monkey, silly as that might sound, though it wouldn't possess **Super Range** or **Knockback** unless you purchased one of those as well. If you also purchased **Ring of Fire** and **More Tacks**, both under the Tack Shooter Perk Tree, you would also gain a (separate) 5-0-2 Tack Shooter Insta-Monkey. You also get Insta-Monkeys corresponding to your Companions' purchases.

Rewards: If you did Easy mode, pick one. If you did Medium mode, pick two. If you did Hard mode, you get all three, as well as a shiny gold medal.

Reward One: Once per day, you will gain one Insta-Monkey. If you don't know what that is, an Insta-Monkey is essentially a token you can use up to gain a single Tower for free, and they often come with upgrades. In the game, you could then use monkey points to upgrade them, but unfortunately you can't with these. That said, you still gain access to a never-ending supply of eternally loyal soldiers. While most will be on the weaker side — you'll very rarely see even a basic Super Monkey, let alone one with upgrades or another Insta-Monkey with high-level upgrades — you might get lucky sometimes.

Reward Two: A special extension is added to your Warehouse — specifically, a Bloon Hangar. Over the course of a Jump, the Hangar will fill with Bloons under your control. While this will start with a handful of Red Bloons, the weakest kind, by the end of your stay you'll be getting dozens of fortified BADs (Big Airships of Doom) a day. Enemies who see the Bloons will be compelled to attack them over other potential targets, though this is not impossible to resist, especially if the enemy is currently being attacked themselves.

Reward Three: This reward is three in one. First, you gain 200 CP. Second, your purchases are respecced so that you may purchase more expensive things with your extra CP, or just make purchases that are especially useful for a Chain rather than especially useful for BTD6. And, finally third, your limits on tier purchases for yourself and all Companions or removed; this means that you may, if you wish and have enough CP, be a Super Monkey with all of the Tier-II Upgrades, for example.

End Choices

Stop Playing

End your Chain and go home, retaining any powers, Perks, Items, and Companions gained along the way.

Play Another Round

Stay in this world and continue fighting the good fight.

Play a Different Game

Move on to the next Jump in the Chain.

Notes

Special thanks owed to the Bloons Jump and Bloons TD5 Jump, which I used as bases to build upon for this Jump. Several parts were shamelessly stolen.

Special thanks are also owed to everyone who has offered suggestions and critiques.

And yes, certain combos, such as **Grandmaster Ninja** crossed with **Legend of the Knight** and **Plasma Blasts**, work together to be devastatingly powerful, in this case allowing you to throw eight plasma-infused blades in each extremely fast volley.

Planned Updates

- Add something corresponding to Monkey Knowledge
- Add something corresponding to Powers and Insta-Monkeys outside of the Gauntlet mode's rewards
- Add an event-based Scenario, ex. where you have to get enough candy like for the Halloween Event in exchange for certain rewards

Changelog

v1.2:

- Clarified discount minutiae
- Added the mega ballista attack to the Monkey Village's **Primary Expertise** Upgrade
- Removed the restriction on Companions preventing them from taking Drawbacks
- Made the **Singular** Drawback, preventing the use of alt-forms, already mandatory to Bloons, but now also available to non-Bloons

v1.1:

- Added a Gauntlet-style Scenario
- Changed 'Origins' to 'Classes' and 'Perks' to 'Upgrades'
- Added the **Regenerative** and **Wound That Will Not Heal** Drawbacks
- Added the **Sharper Darts**, **Early Training**, **Bloon Shortage**, **Advanced Targeting**, and **Giant Killers** Bloon-only Drawbacks to balance out the many Drawbacks not available to Bloons
- Added the Hero **Etienne, the Drone Operator**
- Added the End Choices section, which I for some reason always forget