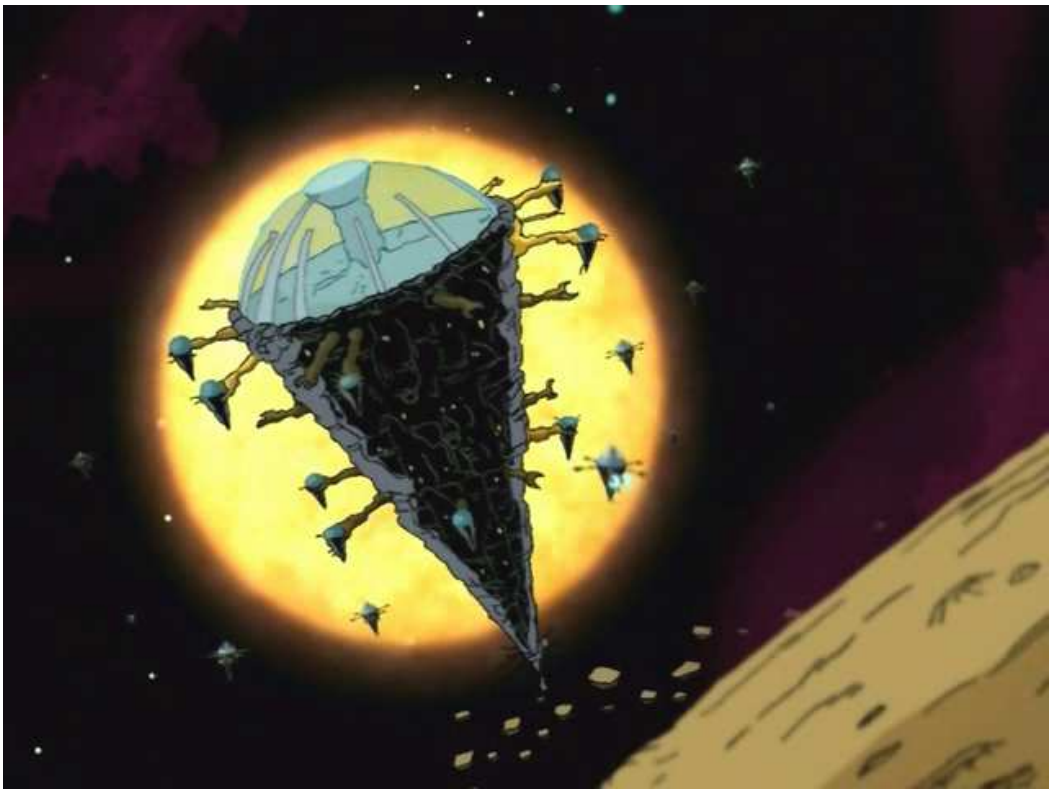
Teenage Mutant Ninja Turtles (2003)



Version 1.1 by SpazzWave

Welcome to the city of New York!
While it may look like an ordinary city, its shadows are filled with ninjas, ancient conspiracies and legends. Criminals fight to control the city and stranger things lurk between the cracks, all of them with their own hidden agenda for the city. And beneath it lies in the sewers a family of one rat sensei and four teenage mutant ninja turtles. They are destined to do great things in their journey. Perhaps you will do too?
Here, take these **1000 TP (Turtle Points)** and good luck!

Locations



New York City/ Earth

The sprawling urban jungle where your story begins. From dark alleys to towering skyscrapers, the city is alive with crime, conspiracies, and secrets.

Dehumid / Sidiom System

A distant, Federation-controlled planet. You probably arrived here by a Utrom Transmat or a bizarre accident of fate. Dehumid's cities and landscapes are a mix of alien architecture and advanced technology, with all of its futuristic dangers too.

Triceraton Homeworld

A massive megaengineering project, this planet serves as the heart of Triceraton civilization. The world houses a colossal arena where warriors from across the galaxy compete, making it a hub of combat and honor.

Battle Nexus

A multidimensional convergence point where fighters from all realities meet to prove their strength. A dimension of magic, combat, and mettle.



Races



Humans [Free]
The race who will probably not inherit the world. Frail and short-lived compared to many other alien species, yet remarkably adaptable and cunning. You gain a **200 Turtle Points** stipend on the **General Perks** section.

Atlantean [100]
An ancient race that once dominated the planet thanks to the use of crystals. They used this to enslave other races, including humanity, and eventually this caused a revolt that ended with the fall of Atlantis. You gain the **Geomancer** perk for free.

Mutants [200]
You were a normal animal before an accident with a mutagenic ooze turned you into an anthropomorphic animal of increased strength, speed, and durability. Choose an animal to be. Your choice will give you a special ability related to your biology, such as a hard shell for a turtle or an enhanced nose for a rat. Take the **Abomination** drawback.

Avian [200]
A once slave race of the Atlanteans, you possess powerful, durable wings capable of high-speed flight in any direction and a body built for flying at high altitudes.

Omatranian [200]
An alien race from another planet, you possess blue skin and five times the brain capacity of a human, along with a faster maturity rate.

Triceraton [400]
An alien, warlike species from another galaxy. You possess massive strength and durability, though you cannot breathe in the atmosphere of Earth without suffering from insanity.

Utrom [400]
An intellectual, incredibly advanced species from another galaxy. You possess an intellect smarter than 99.99% of Earth, and despite your small size, you have a powerful body that can survive extreme environments. You start with a humanoid robot body made specifically for you to fit in.

Robot [200/800]
You are an advanced cybernetic organism made by a humanoid species for special purposes. Your only need is energy, age is not a problem for you as long as you do regular maintenance, and you have a talent and special parts made for hacking and invading digital systems. For **800 Turtle Points,** you are instead a Nanobot, made of nanomachines that can disassemble and assemble technology into powerful forms for yourself. You regenerate naturally thanks to your nanomachines and your only weakness is extreme heat.

Infomorph [800]
A being of pure consciousness encoded in streams of light and data, you are a digital lifeform capable of travelling through networks and electrical currents as easily as others might walk a road. You are a god inside the internet, being capable of hacking digital systems, invading technology and manipulating machines. Highly advanced firewalls can still resist you, however.

Kanabo [1000]
You are a symbiotic species formed of amorphous biological matter. You are capable of travelling at high speeds and flow through the smallest cracks, seep under sealed doors or crawl across surfaces silently. By entering the body of another, you can infect their body and turn them into a loyal drone bound to your psychic network, and each person you claim strengthens you further, with their psionic energy merging with yours to expand your form and enhance your abilities. Physical attacks are of little consequence to your amorphous nature, however, the light of the sun is your bane, with its rays burning through your body like acid and purging your influence on your drones, restoring them to their original selves.

Sentronian [1400]
Perhaps you were born on a dying planet? Your alien physiology gives you superhuman power and durability, even more than a mutant. Your senses extend far beyond the norm, with your hearing picking up whispers miles away and your vision extending to vast distances. You can focus your breath into gusts of freezing wind, and you have the ability to fly and survive into outer space.



Origins



Ninja

You are a ninja, trained from youth in the ancient arts of stealth, combat, and discipline. While you still remember your long nights spent in empty training halls, mastering forms and drills, you now walk the city unseen, moving through rooftops and alleys while you hide from the city's eyes. Every action you take is guided not by law or decree, but by the principles you have forged for yourself, such as honor, balance and respect for life. You strike only when necessary, intervene only when the situation demands it, and choose your battles carefully, ensuring that your path remains true to your code.

You start in an abandoned rooftop garden training your techniques. And if you are a **Mutant**, you can start instead as one of the disciples of Splinter.

Sensei

Years of experience have forged you into a master of body, mind, and strategy. Your past is filled with the rigors of training, the guidance of previous teachers and the responsibility of shaping others who depend on your wisdom. Now, you walk the city not only to act when necessary but to teach, guide and protect those under your care. Outside your walls, threats may rise, but inside, your teachings prepare others to meet them. You start in a hidden dojo, tucked away from prying eyes.

You start in a small, secluded dojo, teaching your students.

Vigilante

You are a figure who has walked the city's streets since youth, learning its dangers firsthand and discovering that survival often means taking justice into your own hands. Nights spent chasing petty criminals, breaking up fights and defending the helpless forged you into a weapon. Now, armed with whatever tools you can find and guided by your moral code, you prowl the streets, striking fear into criminals and lending a hand to those in need.

You start on the rooftops of a quiet neighborhood, patrolling the town.

Minion

You are the hand in the dark, the one who does what must be done, so others may claim the glory. You learned your craft through obedience: fetching favors, running errands and carrying threats. Where leaders draw maps and make speeches, you are the one making these plans succeed, covering mistakes, and keeping secrets from ever seeing daylight. And why would you change this? Let the ruling to those born to it, the bold and arrogant, while you move overlooked. Perhaps one day you might even inherit a criminal empire, or make your own. You have all the time in the world.

You start in a safehouse in a warehouse district, working for the Purple Dragons. Alternatively, you can start working for the Foot Clan from the start.

Conqueror

You are a leader of a criminal empire, the iron will behind the shadows. Whether born in the gutter or carved from privilege, you rose through cunning, power, and an unshakable belief that control is not given: It is taken. The world may call you a tyrant, a visionary, or a devil, but they all agree on one thing: you win. From the moment you seized your first corner, your first district and your first trembling underling, you understood that rule is about more than violence. It's about structure. Order. Fear. Loyalty. You built networks that stretch through the city like veins, with every deal, every favor and every whispered threat serving your purposes. And when people fail, you remind them why you are feared. When they succeed, they learn why you are followed.

You start in a fortified lair where your plans are hatched.

Government Agent

You are a member of the Earth Protection Force, a secret organization created to defend humanity from alien threats and other unknown horrors. Trained in counter-infiltration, advanced technology, and tactical warfare, you operate in the shadows, handling the kinds of threats the public must never know it exists. Your loyalty is to Earth first, your superiors second, and your conscience somewhere far behind. The EPF doesn't deal in ifs or maybes, it deals in when, and when that happens, you are the one who makes the hard choices to make sure Earth is protected.

You start within a secure Earth Protection Force facility, surrounded by classified data, prototype weapons and a chain of command that never sleeps.



General Perks

I just live here [Free]
As a citizen of New York, you have a particular set of skills that distinguishes you from the average American. You can weave through traffic like a professional driver, scale fire escapes and jump rooftops without breaking a sweat, and pick locks faster than most people can find their keys. You've also learned the patience to watch something for hours without breaking focus, and if you attack a normal human by surprise, you can knock him down in one hit. Whether you are a criminal planning the next heist, the vigilante protecting someone important or just a normal citizen trying to make it home without getting robbed, the city has taught you well how to survive.

The Language of Violence [Free/200/600]
You are a warrior without equal, trained in the ways of martial arts yet elevated to heights few hope to reach.
For **free**, you move with the grace of a trained martial artist, being trained in one martial art and capable of defeating even skilled fighters in a one-to-one match.
For **200 Turtle Points,** your body has become a living weapon, capable of defeating multiple enemies simultaneously. You fight with both hands as naturally as one, and you are capable of cutting arrows mid-flight. You are also capable of rapidly thinking and improvising on your feet mid-battle.
For **600 Turtle Points,** you are a supreme warrior, achieving a level of mastery unmatched in the multiverse. You can fight multiple superhuman opponents without breaking a sweat and defeating armed foes with your bare hands. You could even be one of the greatest warriors to ever enter the history of the Battle Nexus.

Hideout Ninja [100]
You can make abandoned, ruined or overlooked spaces into functional, secure hideouts with minimal resources. Every hideout you create is intelligently designed for concealment, escape routes and efficient use of escape. Crates, pipes, debris and scrap materials are transformed into barricades, platforms, secret rooms and storage areas with ingenuity. Be it a sewer station, a warehouse, or a subway tunnel you can convert them all into sanctuaries, complete with water taps, makeshift lights and electricity outlets even if that shouldn't be possible.

Potential [100]
Like the turtles, you possess an inherent aptitude for a particular skill that defines you. It can be leadership, piloting vehicles, mechanical engineering or another skill that calls to you. This potential is not merely just talent, it also allows you to learn the skill faster and achieve higher than a common person.
For **50 Turtle Points** more, you can buy one more skill to have potential, to a limit of 4.

Sincerity [200]
So many problems could have been solved more easily if people only spoke the truth or believed in each other. Well, at least you won't deal with that problem now. When you tell the truth, anyone who hears you instinctively knows that what you say is the truth as you understand it. Lies cannot cling to your words, and even the most hardened cynic or paranoid mind feels your honesty. And this goes both ways, with you also being capable of knowing if someone genuinely believes what they say. You do not automatically know the real truth, but you always know if they believe it.

30 Years of Resolution [200]
You got sent out thirty years in the future by a villain only to discover that everything has fallen apart. The city you once fought for lies in ruins, everyone you knew are ghosts of themselves, and every spark of hope has been buried under decades of loss. How can someone even fix this? Simple, with heart. You have the heart to reach even the most broken souls, defeating despair, apathy and trauma, reminding them who they once were. No matter the wounded mind, you can help them regain the will to act and make sure they rise again as the best version of themselves.

Solid Genetics [200]
Most creatures warped by ooze or genetic accelerants develop unstable DNA, volatile instincts and fractured minds. Thanks to your solid genetics, these biological mutagens harmonize instead of aggressively attack your DNA. No amount of biological mutations can affect your mind negatively or shape your body into unstable, monstrous forms. As a side effect, when affected by biological mutations that improve your musculature and resilience you retain control of your form, choosing whether to grow large or not.

Attila [400]
You are the apex of your species, being an embodiment of strength and physical perfection. Towering a full foot above your peers, your musculature and endurance surpasses almost anyone you encounter. Being a human, a race fragile by comparison, would let you be strong enough to fight a mutant turtle hand-to-hand.

Geomancer [400]
Your atlantean heritage has given you the ability to identify and harness the natural and mystical properties of crystals to your will, giving you a natural scientific and mystical talent with them. You can use crystals to achieve supernatural effects such as shaping the earth or creating highly advanced magitech devices such as antigravity skiffs, elemental golems and force fields. You are also capable of turning rocks into any type of crystal you ever touched, but the speed of this process is dependent on the value of the crystal and your experience and growth with this ability.

Radioactive Bite [400/800]
Thanks to a mutagen, bites from radioactive creatures, nuclear accidents, alien heritages or anything in between, you have acquired a superpower. For **400 Turtle Points** you can choose to gain the ability to elongate any part of your body, run at 300KM/H, turn your hair into metallic fibers that you can control or control all the rats in the radius of a city. For **800 Turtle Points** you can have hydrokinesis, magnetokinesis, electrokinesis, gravitokinesis, technopathy, goo physiology or the ability to enlarge your size.

Mystic Waterways [400]
You have mastered the ancient and enigmatic water techniques from the Battle Nexus dimension, harnessing water as both a conduit and a guide across realities. You can create water mirrors that work as gateways to the Battle Nexus or any dimension you have previously visited, with these portals being instantaneous and precise. You can also summon a water mirror capable of divining answers to any question you have, such as where a warrior that will give you the battle of your life can be found. You cannot use divination to find answers about the future.

Super Soldier Project [600]
Through advanced genetic engineering, you have been upgraded with enhancements inspired by mutant DNA, similar to those used in Bishop's supersoldier program. Your body is more than human, with enhanced strength, speed, and the ability to regenerate wounds at fast speeds. You also can become unseen at will, turning invisible, and your longevity is enhanced to ten times of what was before.

DaVinci [600]
You are a prodigy of intellect, a mind that ranks among the top ten on your planet. Your brilliance stretches across the full spectrum of science and technology. In your chosen field, be it robotics, genetics, miniaturization, mind control, or bioengineering, you are capable of innovations that would take ordinary minds centuries to conceive. With nothing more than a basic lab, your hands are capable of manufacturing supertech and advanced materials all by yourself in a modest amount of time, with no need for factories. You also intuitively understand any technology you touch, letting you reverse-engineer and use even alien technology from beyond this planet. As a side-benefit, you can learn and comprehend alien languages in hours. For **200 Turtle Points** more you can buy more specializations, including one on exo-plasmic tech that lets you create technological weapons that kill demons, spirits, and creatures of magic.



Spirit Avatar [600/800]
Through intense mystical training, you have unlocked the ability to project your essence into the world as a spirit avatar, a living embodiment of your personality, will, and chi. This avatar is a spirit animal that reflects your strengths and traits, and its light burns away creatures of darkness such as demons. You can also fuse with your spirit avatar, transforming yourself into that animal and gaining its abilities. For **800 Turtle Points**, your avatar turns into a dragon, massively enhancing its physical capabilities, light and giving you the ability to fly and fire a dragon breath of pure energy.



Demon Sorcerer [800]
There are powers in the world that predate Ninjutsu, such as dark, living energies that twist creation itself. And through a pact with a demon, mystical knowledge or simply potential, you can command them. You have the ability to reshape matter and flesh into new, unnatural forms. An insect can become a monstrous horror of fangs and claws. A sword can unravel into a big serpent hungry for blood. Even the dead are not beyond your reach, with you able to transmute their corpses into undead warriors with their skills conserved. Transmuted creatures are always under your telepathic control, and you can revert your transmutations anytime. With enough growth and experience, you would be able to transmute your own physical wounds into new flesh, and the environment itself into a palace suited for someone of dark power such as you.



Ninja

Discounts for Ninja are 50% off, with the [100] perk being free.



Chi Infusion [100]
You've learned to channel your inner energy into your attacks, infusing both weapons and your own body with chi. A bo staff can deform metal, while your punches can crack concrete. This infusion also allows your strikes to affect enemies that ordinary weapons cannot touch.

Shadow [200]
You are a master of stealth and subterfuge. You can vanish from the attention of even the sharpest observers, evading eyes and moving through crowded streets as if you aren't there at all. You can sense the alertness of others, such as where their eyes are, what they're focusing on, and how they are aware of your presence. You also intuitively know the best ways to infiltrate any place, and your disguises are so effective that a mutant turtle could easily disguise himself as a human and pass undetected. As a side benefit, you are also talented in sleight of hand and pickpocketing.

Mastery of the Self [400]
Through intense discipline and mastery of chi, you have attained control over your body and mind, unlike most mortals. Every muscle, tendon, and fiber responds instantly to your will. You can regulate your metabolism, slow down fatigue, control pain and optimize physical performance. Your senses sharpen or dull at your command, and you can process far more sensory information than others. Meditation and relaxation fuels your regeneration, allowing you to recover from injuries faster than most could survive. Also, your mind is disciplined as your body, and by focusing chi you can resist illusions and mental attacks.

Chi Dragon [600]
You have immense potential in the manipulation of lifeforce, being more talented in it than any other mortal alive. With focus, discipline, and practice, you can channel your Ki to perform true techniques that few could dream of, such as enhancing your body beyond mortal limits or teleporting in a swirl of smoke. When you acquire this perk, you can choose one technique to master: chi enhancement to boost your physical abilities, smoke teleportation to vanish and reappear across short distances or the dragon sphere chi, a technique that unleashes incredible power. Purchasing this technique a second or a third time (discounts apply) increases your chi potential even further than before and grants access to more techniques, expanding your mastery of lifeforce and arsenal of extraordinary ninja skills.

Sensei

Discounts for Sensei are 50% off, with the [100] perk being free.



Guiding Hand [100]
You've got a gift that few warriors ever master: the ability to nurture kids and steer them towards being good people in life. Whether they're kids from the streets, lost teens looking for purpose, or just people who've taken a few wrong turns, you know how to reach them and help them, knowing when to shield them, when to teach them and when to step back and let them grow. Your guidance makes them learn responsibility, character and empathy, ensuring that the children you protect have a chance to become better than the environment that they live in.

Feeling the breath [200]
You are capable of sensing the nature of others, knowing their strengths, weaknesses and natural tendencies. You know who is cautious, who is reckless, who is precise and who relies on brute force. And this ability also extends to potential, showing you who has the potential for martial arts and how much they have.

Sensei [400]
You are exceptionally skilled at teaching, and more importantly, teaching martial arts. You know how to break down complex techniques into lessons they can understand and practice, and make someone learn in days what would take weeks. But what sets you apart is your ingenuity: you can create training tools and exercises from basic materials. Scrap metal can turn into weighted gear, wood can be used to make an agility course and even broken furniture can become a dummy.

To Conduct the Intangible [600]
Talent is a seed, and your guidance is the sunlight that makes it grow. You have the ability to break mystical abilities into teachable steps and teach them to anyone as long as they have the bare minimum of talent. Abilities like chi can be translated into practical exercises, drills, and concepts that anyone can grasp and practice, and if they have the talent, they will learn no matter what happens.

Vigilante

Discounts for Vigilante are 50% off, with the [100] perk being free.



Arriving in the Nick of Time [100]
You've spent enough nights on rooftops and in alleys hunting criminals to the point you developed an intuitive, almost supernatural sense of crime happening around you. You can sense in the radius of a city the places where innocent people are being attacked or if a store is being robbed, along with the most efficient route to reach there. This sense also lets you identify which areas are controlled by criminals, and if they outnumber or outgun you in these areas.

Dirty Fighter [200]
You've learned the hard way that street fights don't come with rules, and anyone who fights fair on these streets doesn't last long. You are a master at fighting dirty, with every attack of yours designed to end a fight fast and decisively. You always know where and how to strike for maximum amount of pain, such as a punch to the liver or a jab to the throat. You also know how to use the environment around, intuitively feeling the location of bricks, bottles, rocks and other objects that can be used to hurt someone.

Scrapyard Hero [400]
Some people have ninja weapons, others have energy guns. You? You've got whatever's lying around. A pipe, a wrench, or even a hockey stick are effective in your hands as forged weapons. But you're not just good at using junk, you are good at building with it too. Give you a few minutes and some scrap, and you can put together some practical things: armor pieced together from parts, smoke bombs from cleaning chemicals, a zip line and even a superhero costume if you someday decide to call yourself Nobody.

Grit [600]
You don't win because you're the strongest. You win because you refuse to fall. You have an extreme amount of endurance, with bruises fading fast and you taking hits that would floor anyone else, and keep swinging. You can fight through pain, exhaustion, and fear with nothing but your stubborn will and adrenaline, and when you push yourself you can use 100% of your strength without tearing your muscles. Also, when you roar in the middle of a fight, your shout is so strong it scares weaker foes. You might not have superpowers or ninja training, but when it's just you against the world, that's all you need.

Minion

Discounts for Minion are 50% off, with the [100] perk being free.



Smooth Criminal [100]
You can find work in any criminal organization, no matter your past or the methods of selection. Your presence makes you an asset from the moment you arrive, and no one will care where you come from or if you were a cop before. Also, you have an instinctive understanding of where your talents are most needed, how to make yourself indispensable and how to position yourself to achieve most of your new job.

Operator [200]
You are a master of small-scale tactics and surgical strikes, being the kind of operator who reads a room, spots a single weak point in an enemy's defenses, and turns it into a decisive advantage. You operate by being as unremarkable as possible, this makes you hard to pin down. Witnesses overlook you, alarms register a gap instead of a culprit, and cops only find questions where you left answers.

Employee of the Month [400]
Your skills aren't static, they grow with your responsibility. With every promotion and new task, your skills rapidly increase according to your new station, making sure your competence always matches your rank. As a result, you are always indispensable. You don't want to be killed for outliving your usefulness, after all.

Soldier With Fortune [600]
In the criminal world, mistakes are usually fatal. But not for you. Even when a heist goes wrong, an ally betrays you or a mistake that should cost your life happens, your luck helps you just enough to keep you in the game. Doors open, opportunities appear from nowhere, and even some horrible consequences that should have crushed you pass by. Sometimes you are so lucky that it borders on a miracle. Even if your leader gets imprisoned light-years away and your organization gets seized by rivals, you would be able to create your own organization with whatever you learned from him and be your own boss.

Conqueror

Discounts for Conqueror are 50% off, with the [100] perk being free.



Architect of Shadows [100]
For decades, you have moved through the world while others acted in haste. And this didn't even affect your unwavering focus. The world may change, empires may rise and fall, but none of it will shake your resolve to fulfill your plans. Your mind easily endures boredom, frustration, and monotony while your focus remains fixed and strong. And this experience fortified your ability to plan around chaos. Short-term problems are no threat to you because you are always planning in the long-term, seeing ten steps ahead while everyone only sees two.

Living Reputation [200]
In your time creating your criminal empire, you left an unmistakable mark on those around you. And this has ensured that you are never underestimated. Your allies and enemies know the exact consequences of crossing and failing you, and your reputation stretches like a shadow around your criminal empire that makes everyone fear acting against you. No mistake is made lightly by those who have seen what happens to those who misjudge you.

Teaching a Lesson [400]
Power is measured not only by what you command, but by what others fear to fail. You are not a ruler who overlooks failure. Every lapse is noticed, and each failure becomes a lesson that teaches others to never fail you. And this makes your empire thrive, as all your minions learn quickly on how to be more competent and useful, with even those who have never witnessed punishment firsthand improving under what it will cost them if they fail.

To Forge an Empire [600]
Some legends tell the tale of a man that, with nothing but the clothes on his back and the iron of his will, forged a criminal empire that lasted through the centuries. And you have that same ability too. You have the vision, talent, and skill to forge a criminal empire from nothing, being a natural strategist, opportunist, and architect. You inspire devotion and loyalty in your minions that would see them dying for your cause, you instinctively plan every contingency and even with no resources you can build leverage that will create the foundations of your empire. The only thing you need is time, for if your plans depend on your ability, they will see through to fruition.

Government Agent

Discounts for Government Agent are 50% off, with the [100] perk being free.



All According to Plan [100]
You've learned the hard way that nothing ever goes according to plan. Every mission, every op, every quiet surveillance has taught you that disaster is never far off, and only preparation protects you from complete disaster. You move through the world with invisible safety nets, mental maps of escape routes and backup plans that extend farther than anyone else realizes. People may even call you paranoid, but when the aliens invade, the ambush triggers or the plan falls apart, it's your foresight that saves the day. You see danger before it strikes and solutions before problems appear.

Panopticon [200]
You are the unseen hand guiding events, a master of surveillance whose reach stretches into every corner of the city. You have an extensive network of cameras, drones, bugged devices, hacked networks and informants that feed you a constant stream of information all around you. All of this is assembled simultaneously into a perfect, instant, and clear picture of the world around you, and the more you expand this by accessing new feeds and new informants, the bigger this gets. With time, you may even monitor the entire country.

Human Capital [400]
You are exceptionally talented for finding, recruiting and coercing the right people to serve your goals. Your ability to recognize talent is second to none and scientists, operatives are civilians are drawn to your orbit either by promise, manipulation or coercion, and once they are under your influence, they are extensions of your will. No mind is too brilliant to recruit, and no ego too fragile to bend when approached by you. How would you find scientists for your Super Soldier projects otherwise?

DEFCON IV [600]
The corridors of power are full of rules, procedures, and layers of authority, but none of that matters when you walk in. You will never be relegated to be a mere employee, agent or official, because you are the hand that moves the machinery itself. Every government organization you are a part of answers to you, with you seizing its power and turning into its supreme leader. You cannot use this to take political offices. Your authority cannot be removed by politics, bureaucracy or procedure, with only your death stripping you of this influence. All the funds and resources are at your disposal, and you can instantly understand the hierarchy, operations and functions of any government body you enter.

Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 Turtle Points for 1, 200 Turtle Points for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with **600 Turtle Points** to spend. You can also import any companion you bought here for a Turtle Points stipend.



April O'Neil [50]
April O'Neil is a brilliant computer programmer who worked as an assistant to Dr. Baxter Stockman at Stocktronics. She played a pivotal role in programming the MOUSER robots, initially unaware of their true purpose. Upon discovering that Stockman was using the robots to rob banks and commit crimes, April attempted to confront him. In retaliation, Stockman sent the MOUSER robots after her. She fled into the sewers, where she was rescued by the Teenage Mutant Ninja Turtles. April is an intelligent and courageous woman, helping the Turtles despite having no combat ability at first, and she would do anything for her friends.



Karai [50]
The adopted daughter of Oroku Saki, also known as the Shredder, Karai was raised in the shadow of the Foot Clan and forged into one of its weapons. From an early age, she was trained personally by the Shredder in every form of ninjutsu, strategy, and warfare. Despite being trained to be a successor of everything the Shredder represents, she has a deep belief in honor, this often puts her at odds with the Shredder's thirst for domination. Those who earn her respect will find in Karai a valuable and talented companion. But betray that honor, and she will not hesitate to become your executioner.



Splinter [50]
Long before he became the wise sensei of the sewers, Splinter was an ordinary rat living in the home of Hamato Yoshi, a great ninja master trained by the Ancient One. Over the years, the little rat learned the grace, patience, and discipline of ninjutsu by simply observing his master, with his tiny paws mirroring every kata. When Hamato Yoshi was slain by Oroku Saki, Splinter lost not just his home, but his family. Cast into the sewers, he saved four baby turtles just as a canister of mutagen ooze spilled over them all. The mutagen transformed them into humanoids, elevating their bodies and minds. Taking the turtles as his sons, Splinter named them and raised them with everything he learned from Yoshi. Splinter is a wise and caring man, and despite his age, he is one of the greatest warriors alive in the multiverse. Many would be blessed to absorb just a little from his teachings, perhaps you are his next disciple?



Viral [50]
A Quanti-Platform Digital Overconstruct, Viral defines herself as a being of infinite subtlety and power. Created by the alien technology of Sh'Okanabo to harvest data from the O'neil databanks, Viral is a cunning, calculating and proud being woven into the shape of a woman. While she sees most of all organic lifeforms as beneath her, she recognizes you as her true master, and will follow all of your commands.



Turtles [50]
Born from a fateful accident involving mutagenic ooze and raised in the sewers beneath New York by Splinter, the teenage mutant ninja turtles are four brothers united by blood and their training, and together they form the most powerful team in the world. **Leonardo** is the disciplined and stoic leader, being a student of honor who always lives up to Splinter's teachings. **Raphael** is the aggressive warrior, with a brash temper and being the first one to charge into danger and the last to back down. **Donatello** is the genius, being the man behind armored cars to submarines for the turtles. He protects the family through his incredible inventions. And at last **Michelangelo**, the free spirit and the heart of the team, with his humor bringing joy to even the darkest moments in their lives. Together, they fight for each other, for their father's teaching and for the city of New York. And if you are their ally, the Turtles will stand beside you in any battle. You can buy each turtle separately or all of them as one companion instead.

Items

You have a 300 Turtle Points stipend to use here. You can freely import items. You have two discounts per price tier except for the [800] one, with discounted [100] items becoming free. Everything from this section repairs and returns in a week unless stated.



Free Pepperoni Pizza [Free]
Few things in this world of superheroes, villains, and mutants are as sacred as a fresh, hot pepperoni pizza. This is a box that will always give you access to a fresh, perfectly cooked pizza whenever you're hungry. This pizza never spoils and is always to your taste.

Ninja Equipment [100]
This is a complete toolkit for stealth, agility, and combat, designed to elevate a ninja to peak performance. At this core, it includes weaponry such as a sai, bow or any other traditional weapon. Within it comes equipment such as climbing grips, night vision goggles, a foldable transport device such as a skateboard or a bike and glass cutters and small trackers.

Enviro-Pack [100]
A staple of one hundred years in the future, this is a lightweight, ergonomically designed life support system made for any type of environment. It creates an atmospheric seal around the user that recycles air indefinitely and isolates your body from the vacuum, letting the user survive in space. The suit also comes with magnetic attraction to walk on metallic surfaces like the outside of ships, graviton regulators that regulate gravity to safe levels and a wrist-translator that automatically translates alien languages to the user.

Utility Bag [100]
This bag has a full suite of scientific and mechanical tools, like microscopes, welding instruments and other devices necessary for analysis, repair, and experimentation in the field. It also has a special scanner that can track and identify the unique energy or technological signature of any device it has analyzed.

Media Archive [100]
This is a digital repository containing every piece of recorded media and books from 2005 and extending 100 years in the future. Historical records, cultural broadcasts and entertainment, all accessible and indexed to you.

Shredder Armor [100]
A fearsome suit of combat gear, forged with advanced alloys capable of withstanding blades, bullets and direct blows from superhuman enemies. Razor-sharp gauntlets, shoulder spikes and forearm guards make the wearer a deadly force in close combat. For **600 Turtle Points**, this turns into an ancient version of the armor corrupted in dark energies that gives the user telekinesis.

Serling [100]
Your very own robot butler, developed one hundred years in the future. He is designed to serve, protect and manage houses with unparalleled efficiency. Built for strength, precision and intelligence, he is capable of maintaining an entire building without assistance.

Arsenal Cache [200]
This is a steel crate that can offer military-grade equipment for any small to medium organization. For 200 Turtle Points, it only offers modern military equipment such as firearms and explosives. For **400 Turtle Points,** it offers energy guns and more advanced military equipment. For **600 Turtle Points,** it offers exoskeletons. This cache refills itself every three days.

Atlantlean Battle Equipment [200]
This is a set of advanced armor and weaponry derived from the ancient Y'Lyntian civilization. The armor is crafted from materials infused with cosmic energy, providing exceptional protection against plasma and energy-based attacks. The accompanying crystal, when implanted into a weapon, grants the ability to disrupt and destroy mystical entities and enchanted constructs, such as golems.

Mutagenic Ooze [200]
A viscous, glowing substance of alien origin. When applied, the ooze accelerates mutations and alters physiology, transforming ordinary creatures into humanoid forms while granting them enhanced intelligence, reasoning, and speech. The effects on humans are unknown.

Atlantean Power Crystals [200]
This is a box filled with radiant crystals created before the modern civilization by a planetary alignment. Each crystal can sustain advanced technology such as force fields, hovering vehicles and other machinery for up to an entire year without needing to recharge. Its true use can only be unlocked by those capable of utilizing the Atlantean sciences.

Triceration Mind Probe [200]
An alien device developed for enhanced interrogation, it is capable of accessing and recording the entire mental landscape of a target. When activated, it can interface with a being's mind, reading all the memories and experiences with perfect clarity and turning it into visual and auditory data. This data is converted to recordings that can be reviewed, analyzed and studied at the user's convenience.

Kirby Pen [200]
A drawing pen discovered by a true artist, it is imbued with the power to bring imagination to life. Anything drawn with its tip instantly transforms into a living, autonomous creation, though it dies 10 seconds later. Its true purpose is to give access to a personal canvas dimension where everything you ever drew is turned into real objects and people. Here, you can use the pen to turn any drawing into a real thing permanently, though they cannot leave the dimension. Also, you cannot draw something three times stronger than yourself.

Neutron Implosion Device [200]
Developed by Utrom science, this is a destruction device made for destruction of large areas, such as entire buildings. Once activated, it infects inorganic matter in a large area, and when the countdown ends, the matter is instantly disintegrated, removing any trace of it ever existing. You gain a new one the next day.

Holographic System [200]
This is a forearm device that generates specialized disks capable of projecting fully interactive holographic copies of the user. Once deployed, each disk creates a realistic duplicate that mirrors your appearance and can speak pre-programmed phrases or perform simple programmed actions, acting as a decoy or distraction.

Cyber Armor [200]
Designed by the genius inventor Baxter Stockman, the Cyber Armor high-tech exosuit enhances the wearer's physical capabilities to extraordinary levels. The armor gives the user the strength of ten men, three times the speed of an olympic athlete, and its integrated adaptive cloaking technology grants perfect invisibility, allowing the user to blend into their surroundings.

Transmat Device [400]
The Transmat Device is an advanced teleportation system developed by the Utroms capable of teleporting anyone anywhere in the universe. It is a secure chamber for large-scale transport, capable of resizing itself to teleport even large vehicles such as a bus. What makes the device exceptional is its recall function: anything transported through the Transmat can be instantly returned to its original location, no matter where in space it has traveled.

Body Jacker [400]
This is a smooth metallic orb that is attuned directly to the user's mind. When activated, the sphere can fly and phase into a body, transferring your consciousness into it while leaving your original form inert. Through this connection, you gain full control over the host body. The sphere remains linked to your mind, allowing you to travel to other bodies. When you leave a body, they do not remember anything.

Meteor Spear [400]
Forged from an alien crystal that fell from the stars long before the Europeans reached America, the Meteor Spear is a crystal spear of unimaginable power. This weapon is indestructible, and the power of the crystal permanently kills immortal, eldritch and alien creatures not from this world.

Avian Metallic Wings [400]
Forged by the ancient Avian civilization who overthrew their Atlantean masters, these metallic wings are a marvel of engineering and artistry. They attach to the wearer's back and are intuitively controlled by the user's mind. Once worn, the wings grant the user the ability to soar at incredible speeds and maneuver with agility and grace. The feathers are also sharp projectiles that can be launched with accuracy, and they regenerate once thrown.

Amulet of the Acolyte [400]
This is a talisman crafted from the Ninja Tribunal with the purpose of creating the next generation of protectors of the world. It attunes to the wearer's inner chi, helping normal people unlock their chi abilities and experienced users purify their chi control. The talisman also enhances the learning speed of any chi technique.

Sword of Tengu [400]
A mix of potent sorcery and alien technology, this sword hums with a soft, melodic sound. When swung, it generates energy shockwaves strong enough to destroy walls and knock down even mutant beings. It is a weapon of overwhelming power.

Shredder's Seal [400]
A seal forged in the image of a foot, this represents the ultimate authority of Shredder. When its user defeats and slays the leader of a criminal organization, the seal forces every member to accept the user as their new leader. This can be used one time per jump.

Biocyte Chamber [400]
The biocyte chamber is a chamber filled with microscopic, self-replicating robots designed to repair and restore biological tissue, healing any injury, broken bones, damaged organs and diseases. As long as the user is not dead, they can reconstruct even half of a body, restoring limbs with astonishing speed. If the owner suffers fatal wounds without anyone being near, they are immediately teleported to the chamber for healing. This only happens every year.

Moon Crystal [400]
A luminous, ethereal gem of unimaginable power created by a planetary alignment. When near, the crystal radiates a regenerative energy capable of curing mutations, correcting deformities and restoring a person to their natural state.

Phase Cloak [400]
Where did you even get this? Made with futuristic technology from decades in the future, this cloak gives the user the ability to phase through solid matter, walking through walls and submerging into the ground with intuitive ease. The user perfectly moves up and down in matter despite having no foothold.

Heart of Tengu [600]
This is a small, rune-inscribed stone that radiates with mystical power. When activated, it grants the wielder control over five elemental soldiers, each embodying an element such as fire, earth, water, metal, and wind. These soldiers can be harmed by their opposite elements, and once destroyed, they return in a month.

Spirit Forge [600]
A mystical device developed by the Ninja Tribunal, crafted to channel the spiritual essence of its users into tangible weapons. When activated, it draws upon the soul of the user to forge weapons that are especially potent against evil creatures and have an elemental affinity (fire, water, wind, lightning, earth) and armors that protect against darkness. You can also use it to reforge items. For **200 Turtle Points**, you can buy one singular weapon or armor instead.

Thieving God Idol [600]
The Thieving God Idol is an ancient artifact carved from dark stone, radiating an aura of cunning and mischief. When activated, it summons thousands of small, winged gargoyles that swarm the area, instinctively sensing treasure, valuables, and hidden items. These loyal minions then gather these objects of worth for the wielder. In times of the danger, the idol can transform into a colossal concrete-like statue of immense strength and durability. If destroyed, the summoned gargoyles vanish.

Alien Artifact [600]
This is a mysterious relic from a civilization so advanced that even the simplest detail etched into its surface contains profound scientific knowledge. Analyzing and studying this artifact allows the user to enhance their understanding of science, engineering, and technology at an accelerated pace. Even the smallest discovery gleaned from the artifact can lead to breakthroughs in science. Post-jump, this becomes an artifact of the most advanced civilization in your setting. If somehow there is none, a civilization will be created and lost to history for this.

Mental Wave Helmet [600]
A high-tech headgear developed by Honeypott, it is the magnum opus of his research, amplifying and focusing the wearer's psionic potential. Once worn, it grants the user the ability to read minds and communicate telepathically.

Transcendental Lathe [600]
A highly advanced replicator that interfaces directly with the user's mind, translating mental engrams into actionable commands. With a thought, the wielder can instantaneously create physical objects, tools or machinery, provided they do not require exotic environments to be made.

Orb of Hindsight [800]
An ancient crystalline orb made by the inhabitants of the 79th dimension of null time that shows the user events of great significance across the galaxy and even between dimensions. Wars, cosmic alignments, betrayals and pivotal moments in history appear within its depths.

Time Scepter [800]
Forged in the 79th dimension of Null Time, this is an artifact of unimaginable power. With it, the user can alternate the flow of time, ageing objects and people or reverting them to a previous state. But its most important ability is to let the user traverse across space, time and alternate dimensions, letting the user intuitively travel anywhere in the multiverse or between timelines.

Mystical War Staff [800]
Made by the Daimyo of the Battle Nexus, the Mystical War Staff is a simple wooden staff imbued with mystical power. The staff grants its wielder the ability to perceive and summon individuals across space and dimensions, calling allies or enemies, no matter how far or unreachable they may seem. It can tear open rifts between realities, creating portals that bridge dimensions, and in combat it can unleash concentrated beams of destructive energy capable of overwhelming even the most formidable defenses.

Items / Locations



Turtle Cave [50]
Your own subterranean hideout in the sewers, with all the comforts someone would need. It has a fully equipped dojo, a colossal television with a DVD collection containing the greatest movies of all time, and protection in the form of perimeter alarms all around its entrances. It even has a secret connection to the city's power grid, and it's fully stocked with food and supplies.

Technocamouflage Array [100]
This is an advanced security system that can be implemented into any property. Once installed, it scrambles any form of electronic sensor, making the area invisible to surveillance.

Lab [100]
This is a lab that can be placed anywhere you own. It houses an advanced laboratory designed for a super genius, equipped with tools and workstations to produce technology. It has a supply of materials that replenishes by itself.

Holographic Dojo [100]
The Holographic Dojo is an advanced training simulator capable of projecting fully interactive, life-like holographic environments. Programmed with thousands of battle scenarios, it challenges the user with opponents of varying skills, styles, and unpredictability. It has 523 background modes, ranging from icy arctic peaks and dense jungles to urban rooftops and labyrinthine factories.

Criminal Venture [100]
A well-developed underground operation in the underworld of whatever city you are in. Could be smuggling alien tech, protection rackets, gun trafficking or a heist operation, whatever you choose it has a crew, safehouse and a steady flow of resources. Even if the cops bust it down, it will restore itself a month later.

Stocktronics Incorporated [200]
Your very own cutting-edge robotics corporation, being a global powerhouse in innovation and technology. The company runs by itself, and its laboratories and inner factory are among the most advanced in the world. If you bought the **DaVinci** perk and have a different specialization, the company can focus on that instead.

Shredder Tower [200]
A monumental fortress of crime and power, stretching hundreds of floors into the sky. Within its halls, it houses advanced military hardware such as helicopters and hover skiffs, along with a hangar capable of refueling any aircraft and expanding its size according to your fleet. Its most important capability is that it functions as the ultimate organizational hub for your operations. It automatically manages your criminal enterprises, laundering profits and ensuring that even the dirtiest money emerges clean and untraceable. It also has a beautiful mansion at the top.

Hand Clan [600]
A formidable criminal empire forged from your own will, completely loyal to you and defined by your purpose. Every member would die for you and you command from assassins to warriors, scientists and spies, each dedicated to advancing your vision. Their ranks will grow as your reputation spreads, and you can choose every aspect from the symbols to their theme.

Tri-Base [600]
The Tri-Base is a massive Triceraton space station, a fortress of alien engineering and military might. Equipped with hangars filled with advanced fighters, arsenals stocked with Triceraton weaponry, and automated defense systems, the base functions as both a combat hub and a strategic stronghold. Its interior includes a fully self-sufficient habitat, providing living quarters, training areas, and command centers for extended missions in deep space. Tractor beams allow precise capture or manipulation of vessels and debris, while powerful energy shields render the station impervious even to nuclear-level attacks.

Items / Vehicles

Hover Skiff [50]
A flying motorcycle capable of agile movement and speed. Comes equipped with an energy cannon.

Battle Shell [100]
The Battle Shell is a heavily armored, high-tech combat vehicle engineered by Donatello himself. Outfitted with reinforced plating, turbo boosters, and double-action traction, it can handle any environment. It also comes equipped with missiles and defensive systems, and it can be driven manually or remotely via computer. For an extra 100 **Turtle Points,** it transforms into its futuristic version, capable of flying and separating into two independent vehicles.

Turtle Tunneler [100]
A specialized subterranean vehicle equipped with a massive energy drill at its front, capable of effortlessly perforating earth, rock, metal or any material. Its reinforced hull protects occupants while tunneling, and it can even handle lava without any issue.

Power Mecha [200]
A colossal battle machine designed and perfected by Baxter Stockman using alien technology. Heavily armored and as durable as a tank, it is capable of withstanding heavy gunfire, explosives, and energy shots. Its frame is constructed from regenerative materials, allowing the Mecha to repair damage over time. It is equipped with an array of missiles and energy weapons, and its multiple arms can engage multiple targets simultaneously.

Drawbacks

Fanfic Mode [Free]
You can use this to enter a fanfic or simply change things you don't like from the series.

Start Early [Free]
You can use this to start earlier in the timeline, such as when Hamato Yoshi was still alive.

Main Character [Free]
Assume the life of any canon character that is related to your Origin.

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Plotbound [Free]
Destiny has a path for all of us, and it looks like the path of your jump has been set. No matter what you do, you cannot change the order of events during your stay here.

New Age Senseis [+100]
During your stay here, you will be constantly bombarded with life lessons, philosophical musings and unsolicited advice from everyone around you. You will be lectured a lot, even on the minimal things.

Clumsy Ninja [+100]
No matter how careful you try to be, stealth is a skill you cannot master. Doors will creak, alarms will be triggered and even if you are careful you will trip on something. Ninja isn't a career path for you.

They are a menace! [+100]
You completely overreact to mutants, aliens, and anything that doesn't look human.
The moment you see one of them, your brain panics and immediately goes to the most violent option. Even if they somehow show themselves peaceful, your first thought will be about how this is clearly some method of deception for you to lower your guard. This doesn't force you to kill anyone, but diplomacy isn't going to be your first option going forward.

You have failed me too many times... [+100]
Either through a history of fatal mistakes or punishments for failure, your body has been ravaged. For **100 Turtle Points**, you have lost an eye, hand, or foot. For **200 Turtle Points** two major limbs are missing, and for **400 Turtle Points** your entire body has been lost, and now you are a brain in a jar floating in a pod with mechanical limbs. You cannot restore lost body parts to flesh again, and any attempt on transferring your consciousness to a clone body will fail.

Extended Stay [+200]
Stay here for another 10 years. This drawback only gives points twice.

Power & Item Lockout [+200]
Your powers and items out-of-jump are disabled during your stay here.

Warehouse Lockout [+200]
Your warehouse is disabled during your stay here.

Teenage Mutant [+200]
You picked up a personality flaw of the turtles. Choose one:
Leonardo: You take too much pride in your honor. You will accept obvious traps and baits from enemies if they challenge it.
Raphael: You are extremely hot-tempered and impulsive
Michelangelo: You cope with stress and fear through jokes, and people dismiss you as useless or childish.
Donatello: You constantly overwork yourself, losing sleep, meals and making you socially distant from those you care about.

Villain of the Week [+200]
Every week, a new, unpredictable and insane person will emerge in whatever planet you are, each one more bizarre and dangerous than the last. And somehow, they will keep making problems for you. Might be a deranged inventor, might be a garbage man kidnapping homeless people for slave labor. Either way, it's your problem now.

New York Being New York [+200]
Any place you claim as your home will inevitably meet destruction. Fires, accidents and enemy attacks will make sure you are always moving to another place. No matter how secure or well-fortified your hideout is, the city has a way of tearing it down.

Swarms of Cops [+200]
During your stay here, the police will constantly be a thorn in your side. Whether through routine patrols, investigations, or surveillance, the law will be whenever you are, question your actions and interfere with your actions.

Abomination [+200]
Your appearance is horrifying to normal people, alienating you from society. To avoid scaring people or violent reactions from others, you must remain in the shadows. You are still capable of convincing individuals to react to you normally, though any group of people will still react with fear or violence.

Crime Wave [+200]
No matter how hard you try, crime is never fully eradicated. Every victory against criminals is temporary, and new threats constantly arise to replace those you defeat. If you are a criminal, this only means that there will always be competition, no matter how much territory you conquer.

Rigorous Training [+400]
Your perks bought here are not accessible. They exist within you, but to wield them you must dedicate yourself to training. Their full potential can only be unlocked through effort, discipline, and perseverance.

Ooze Outbreak [+400]
Every few months there will be a spill of mutagenic ooze, contaminating the sewers and infecting animals and insects. They will turn into unstable, aggressive mutants. And it will be up to you to kill the creatures or find a way to cure the mutations.

My Name is Maximus [+400]
You are periodically abducted by aliens into gladiatorial arenas. These events will last for days, during which you are forced to fight dangerous creatures, other slaves and bizarre robots. Your only chance to escape will be to forge alliances with other slaves, otherwise you will eventually be ground away until you die.

X Files [+400]
The government has labeled you a dangerous threat, and they will be constantly working to discredit you during your stay here. Agents will be monitoring your every action, fabricating evidence and making false-flag attacks to make you appear guilty of crimes you did not commit.

Ring of Yin [+400]
Someone has put in your hand a cursed ring representing the dark side of the universe. This ring binds a second, dark personality to you, which sometimes takes control of your body and acts on impulses and desires that you would normally resist. The ring cannot be removed by any means other than the one who placed it on your hand, and finding him will be a herculean effort. Until then, you are forced to coexist with the dark personality.

Gotham [+400]
For some reason, the city you are living in has more criminals per square meter than any other city in the world, and it shows. From petty thieves to organized gangs and criminal empires, they will appear in droves, and many will see you as an easy mark or as a competition.

Cinematic Universe [+400]
What is this, a radioactive bite gave you superpowers? And your main villain has a condiments theme? The city you are living in is now overflowing with superheroes and supervillains, each with their own unique powers, plans, and battles. You might walk one day to see your car turned as a weapon by a flying brick, or that you cannot go to your job today because a villain has blown a bridge. Either way, don't expect to have a normal day anymore.

Nano [+400]
Perhaps you were born yesterday, or at least you act like it. You are incredibly naive, trusting everyone you meet regardless of intent. You take the words of strangers at face value and are easily manipulated by flattery. Didn't your mom tell you to not talk to strangers?

Again? [+400]
Like clockwork, every year the planet you are on will face a new alien invasion. It may be the Triceratons, the Federation or maybe even Earth. Either way, they will find their way and if you do nothing, you be conquered as a slave along with the rest of the populace.

Symbiote [+600]
Sh'Okanabo has arrived earlier than his recorded landing one hundred years in the future, and he brought with him an atmospheric manipulator that has blackened the skies of New York and will eventually darken the entire world. His slime is already seeping into the streets of New York, infecting ordinary citizens, and only you can find and kill him before he achieves the Day of Awakening and contaminates the entire planet.

Mortal Kombat [+600]
You are forced in a Battle Nexus trial, facing wave after wave of enemies in a fight to death. Each enemy grows progressively stronger, until the last one who is equal to you in power. You will have to surpass your limits if you want to survive.

Shredder's Future [+600]
You have been cast into a grimdark dystopian future where the Shredder has successfully conquered all of the world. His empire spans the globe, enforced by endless armies of soldiers and drones. Cities lie in ruin and ordinary citizens are enslaved until they die. There's no hope of defeating him anymore.

Return of the Demon Shredder [+600]
The True Shredder, the ancient Demon Tengu, has risen once again. His power is unmatched, and his dark magic has already plunged whatever city you are in into total chaos. The streets burn, filled with legions of demons. You cannot face him directly, for he is protected by five elemental generals, and he is immortal as long as his essence is bound to three dark artifacts. Only by destroying his relics can he be killed.

Ending

Your journey through here has come to an end. You faced mutants, ninjas, criminals, aliens, mad scientists and faced events that threatened the entire world. Even when the odds stood against you, you never surrendered.



Stay: You have a new home now. Whether you dwell in darkness, rule from the shadows or walk openly as a legend, your actions have shaped the destiny of your world. And all the friends you made along the way left their mark on you. Take these 500 Turtle Points.

Return Home: Lay down your weapons and return to peace. No ninjas, aliens or mad scientists. Just a quiet life.

Carry On: Step away from this word and into the next. You carry everything you learned and made here, letting your perseverance guide you. The battles will be different, but the fire that kept you alive here will never fade.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Criminal Venture and Hand Clan item added, small changes.