

Teenage Mutant Ninja Turtles

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Heroes in a half shell

Turtle power!

Here we go! It's the lean, green, ninja team

On the scene, cool teens doing ninja things

So extreme, out the sewers like laser beams

Get rocked with the shell-shocked pizza kings

Can't stop these radical dudes

The secret of the ooze made the chosen few

Emerge from the shadows to make their move

The good guys win, and the bad guys lose

Leonardo's the leader in blue,

Does anything it takes to get his ninjas through

Donatello is a fellow, has a way with machines

Raphael has the most attitude on the team

Michelangelo, he's one of a kind,

And you know just where to find him when it's party time

Master Splinter taught them every single skill they need

To be one lean, mean, green incredible team

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Welcome to New York Home of the Teenage Mutant Ninja Turtles! More specifically the one of the 2012 series. For the next 10 years you'll be living here in this world. But as with any incarnation of the Ninja Turtles, the Shredder will be a problem here so, you're gonna need this to help you:

1000 CP

Locations:

Roll 1 d8 to see where you start or pay 50cp to choose freely

(1) **Turtle lair**: This is where the turtles live. If you chose to be of the Team Turtle Background you can start here for free
(2) **TCRI**: Kraang's base operations while in they are operating in New York.

(3) **Purple Dragon Hideout**: Some abandoned houses and building that these crooks tend hang out in.
(4) **April's house**: April's actual home. Not much here except her dad.
(5) **Foot Base**: The location of Oroku Saki, the Shredder and his underlings. They might not take too kindly to you if you any background that isn't the Foot Clan
(6) **Farmhouse**: This farm is actual is a bit a ways from New york.
(7) **The Mighty Mutanimals' Hideout:** This shouldn't exist yet, but we'll make an exception. It is an abandoned garage that the group soon to be known as the Mighty Mutanimals lives in.
(8) **Free Choice**: Pick any of the choices from above

Backgrounds:

Drop In: You are not from around, here are you? But that's okay we deal with aliens an occasion, so you don't have to worry too much. Anyways comes with no additional memories to worry about

Team Turtle: BOOYAKASHA!!! You one Teenage Mutant Ninja Turtles. You have been taught and raised by Hamato Yoshi aka Splinter. You are more morally sound then the other ninja clans out there. But be careful your new family has a knack for getting into trouble, go too far and well…RANDORI!!!

Foot Clan: You follow or rather serve Oroku Saki, the Sheddrer. You're a clan of ruthless, amoral, and cruel ninjas will stop at nothing to get what they want. For your own safety do not anger, displease or fail him…you might not live to regret it.

Kraang: Kraang! You are one of the Kraang. The ones known as Kraang are the ones that are classified as alien by the beings that live on this world called humans. The one…Okay. Okay I'll stop. Anyways you're one of the Kraang, a race of interdimensional squid like creatures that want to dominate our dimension for their own purposes. You get a free Kraang suit with this background

Your starting age is 10 + 1d6 unless you are Kraang where in which case it would be over thousand of years. Your gender remains the same unless you spend 100 cp to change the gender or age; or 200 to change gender and age to whatever you wish.

Perks:



General:

Lingo (Free): I know you can walk the walk but what about talk the talk. What's that? You can't? Well, fear not Jumper with this perk, you have more innate understanding for slang, sayings and other things that are commonly said in the big apple. Also, you can talk the same way the New Yorkers do.

Go Ninja Go (Free): You have an unusual talent for rapping and coming up with lyrics on the fly for your songs. Comes with your own free theme song

Got some moves (100): Mikey can fight and Mikey can dance. Surprisingly he found a way to combine the two together to create his own unique way of fighting. You too have this way of fighting and as a boon the better you are at dacning the better you are at fighting. And this can be applied to any form of dance. Wanna fight while doing the tango? Go for it.

Ninja (Free for Team Turtle and Foot Clan, 300): You are a Ninja skilled in the art of ninjutsu. With the purchase of this perk you have gained 1000 Ninja Points (np) to spend in the Ninja Training Customization section

Further Training (Requires "Ninja", Varies): You want more ninja skill. Spend Cp here to gain more to np to use.

Mutant (Discount for Team Turtle and Foot Clan, 300): You…you okay? Well upon your arrival some Mutagen got into your system and changed you. With this you have gained 1000 Mutation Points (mp) to spend in the Mutation Customization section.

Increase the Mutation Process (Requires "Mutant", Varies): You want to mutate more?! Well ok just spend some cp here to gain more mp

Mastery (500): This perk is a symbol of your skills. Your martial arts are without equal. Your abilities are to feared ad respected. Each 600 cp perk shall grant an additional ability with this perk. Also, several Ninja Training perks shall be improved.

Mutation Immunity (500): Hmm, interesting it seems your physiology has a strong resistance to the Kraang's mutagen, thus rendering you immune to mutation in this world. That being said, this doesn't mean you have not already become a mutant. It just means that you can't be mutated at current state. Post-Jump this will extend to any unintended mutation. (Chaos from Warhammer 40k, Man Spider Mutation from Spiderman, etc.)

Drop In:

School isn't always my thing (100, free for Drop In): Okay seeing that in this jump you are going to be a teenager. It would be pretty strange to see ya not in school most of the time. With this perk school will either just pass by quicker or you can show up to class and suddenly leave and you'll still be counted as present

What are ya Some Kind of Mutant (200, discount for Drop In): Most people would…scream or faint when they first see a mutant. Not you, you seemed to just take all the weirdness that happens in stride. Not say you are completely immune. A mutant just shows up in front of you? Meh. A ninja just passed you? Another day in New York. An Alien race is trying to destroy the world? Be a bit concerned. Someone summoned all powerful demon? Yeah THAT would make you a bit more panicked. But you get the point. It's harder to make you freak out.

I'm Just a bus boy! (400, discount for Drop In): Assuming you are still human or have a human form, you can get away with listening in on conversations. When they discover you, you can protest that you are some worker, intern, bus boy, any believable mundane occupation that no one would think twice about suspecting. Won't always work though, people like Splinter or Shredder might be able to see through your excuse.

Goongala (600, discount for Drop In): Those turtles and the foot have their fancy ninja training and martials arts. HA! Chumps all of them! Let em' spin around in the air like some prissy ballerina. You don't need any of that. You're Anon the Jumper. You got baseball bats, hockey sticks, hockey pucks and plenty of other sport equipment to use. Now you an expert at improvised weaponry and sports.

- With mastery though, this gets way better. Anything sports related that you pick up seeming can be used as a weapon to you. That football? With some fireworks can be made to be a bomb. That softball bat? A better bludgeoning weapon than the normal wooden baseball one. Heck some sports equipment can be used for armor if you know what you're doing.



Team Turtle:

BOOYAKASHA (100, free for Team Turtle): You know despite possible being a mutant anthromorphic animal you have this air of trust-worthiness. With this regardless of how monstrous your form becomes as long you make clear that you are not villainous, people will have an easier time of trusting you. You can turn this on and off at your leisure. Oh yeah you also have quirky catch phrase like Mikey.

Water Over Stone (200, discount for Team Turtle): This perk works in two ways. Firstly, you are harder to provoke with mere insults. The only way a word will truly enrage you if it was something REALLY bad but only complete amoral villain or suicidal moron would ever use those type words against you. Second, like Raph you can focus your anger to increase your strength and fighting capabilities.

I'm Going to Find Out! (400, discount for Team Turtle): When ever you see new type of technology you can decipher it and experiment on it to create new things. Things like an improved T-Cell, your own Metal Head robot, the list goes on. Basically, like Donnie you have a way with machines.

I See Now (600, discount for Team Turtle): How is it that you can pick up on that so quickly?! Leo has this…talent. It seems like any martial art technique that Splinter teaches him he gets it instantly. You too have this talent. Any martial arts move you see you can mimic…. not perfectly mind you but you get the basic gist of the technique

- With Mastery, you can now mimic the abilities perfectly and can even improve upon it with some training. But this only applies to martial art techniques. You can not mimic any magic spells, cooking recipes, or crafting skills. Just martial arts techniques
-



Foot Clan Ninja:

Athletes Foot (100, free for Foot Clan Ninja): Ninja's are capable of some incredible feats, able to leap across rooftops, hide in shadows, and strike down the unaware with equal ease. With this perk, you have the build and conditioning to do the things any 'average ninja' might have. To actual gain the abilities of a ninja you have to gain through training. That being said this not on the amazing level that the elite are on.

Wisdom of the Foot (200, discount for Foot Clan Ninja): Once you have loyal minions/slaves/servants/whatever, what good are they if they don't know what to do the things that would make them profitable? Utterly useless, but that where this perk comes in. With this, you can teach people at a vastly accelerated rate, basic street tough to competent ninja in only a few months, only able to put on a bandaid to decent surgeon in less than a year, on that level. Just this perk on its own won't get you up to 'main character' status, but you won't be a push-over or someone to be overlooked either. As a bonus after this jump, if you spend a year in intense training and tutoring an individual, they will gain this perk (even this part).

Friends all over (400, discount for Foot Clan Ninja): Where does the Foot get their recruits? From all over, of course. With this perk, you can always find people who are sympathetic to your causes if you go looking. With time and effort, you can sway them completely to your side, turning them into a loyal minion.

Step on the Weak (600, discount for Foot Clan Ninja): Now you aren't just an average ninja, you are one of the ELITE, just a small step below The Shredder in terms of strength, speed, skill, and stealth. Anything that could be deemed a 'ninja skill/art' you can now learn in a fraction of the time, and you WILL fall on the high end of the bell curve in terms of skill and potency. Further, if fighting alongside others that could be considered ninja, they receive a massive boost to skill and moral as long as you are still on the battle field and capable of participating.

- With Mastery you are on even grounds with the Shredder. Like him you seemed to be tip top condition at all times. Ninja skill/art comes to in a near instant. Anyone that fights alongside and have pledged their loyalty to you will receive a tremendous boost in skill, moral, and power. Many shall fall to your power.



Kraang:

Fooled you! Fooled you all! (100, free for Kraang): You can blend in with the locals and pass off as a normal person If you are a Kraang taking this perk it means that you're Kraang suit has a human disguise look by default and your movements in it seem fluid and organic instead of mechanical.

Alien technology expertise (200, discount for Kraang): The Kraang have some unusual devices at their disposal and some of it looks complicated. But with this any piece of gear that is classified "alien" you will be able wield and use with ease.

Mutagen synthesis (400, discount for Kraang): Mutagen. A substance created by the Kraang that mutates people. And now you know how to make it yourself or at the very least how to make it without the need of Dimension X worms.

Subprime (600, discount for Kraang): The Kraang operate as a form of Hivemind. There are only two types of Kraang who still have their individuality amongst the hive mind. Kraang Prime, who's in charge of the Kraang as its leader and Kraang Subprime, Kraang Prime's right-hand man. With this perk, you can control a bit of the Kraangs that are working under Kraang Prime. In addition, you have a resistance to attempts to make you submit to mind control. Oh! As an added bonus you sound like Gilbert Gottfried.

- With Mastery, you are no longer a Kraang Subprime but a Kraang prime. You have complete control of over your little group of Kraangs. Also, this perk will give you an immunity to all attempts of mind control.



Ninja Training Customization:



You need to learn some stuff to survive this world outside of perks. Seeing this a world of ninjas, Ninja Training would be a good idea. This section is only available if you purchased the Ninja perk from above. Team Turtle and Foot can take two 50 and two 100 Ninja training perks for free. You can also choose two of training perks of each price at a discount.

Ninja way (Free): This comes with everything that a ninja needs: basic parkour, stealth, hand to hand, shuriken proficiency. This cover everything that a generic ninja would have.

Kenjustu (50 np): You an expert with a sword. This automatically covers the two-sword style that Leonardo has, the Niten Ichi-ryū or Two Heavens as One. Taking this perk will grant you free access to 2 Ninjakens with the Ninja Weapons Item below. (They have a tendency to call it katana, but it's called Ninjaken)

Okinawan Kobudō- Sai (50 np): Sais are your specialty. Like Raph you can use sais for their intentional purpose of trapping your enemies' weapons within their prongs, you can also use them in a manner akin to daggers, stabbing and piercing his opponents. Oh yeah you can also deflect lasers with them. Taking this perk will grant you free access to 2 Sais with the Ninja Weapons Item below.

Bōjutsu (50 np): Like Donny you use a staff. However, this weapon is made of wood so it wouldn't be that powerful under normal circumstances. But when you use one you can seemingly render robots out of commission with a few swings. So, you might have developed a tendency to wield it as if it was a spear. Taking this perk will grant you free access to a Bo Staff with the Ninja Weapons Item below.

Naginatajutsu (Free for those who have Bōjutsu, 50 np): You skilled with a Naginata. You can cut, cleave, and piece your foes with ease. If you have Bōjutsu the skills from that transfers to skills with a naginata. Purchasing this will enhance your Bo staff to have a hidden blade to be used to cut with.

Okinawan Kobudō- Nunchucks (50 np): You good with chucks. With this perk. You have been trained to use the Okinawan weapon Nunchucks. You are on par with Michelangelo. Aside from using them to wrap around an opponent's joints and weapons to disarm, you use them in a similar manner to flails. Taking this perk will grant you free access to a pair of Nunchucks Staff with the Ninja Weapons Item below.

Kusarigamajutsu (Free for those who have Okinawan Kobudō- Nunchucks, 50 np): Kusarigama is Chain and Sickle weapon that is actually used by ninjas in real life. Though in real life it's mostly used to disarm not to attack. But this isn't real life. With this you know the ins and outs of this complicated weapon. Also, your nun chucks have been modified to turn into a Kusarigama. Purchasing this will enhance your Nunchucks to coming in to chained weapon with one end having a curve blade like a sickle would.

Bagh Naka Proficiency (50 np): What's a Bagh Naka? It's a pair of retractable metal claws that are attached to your forearms. More specifically it's the weapon that Shredder uses. Being skilled with this type of weapon means that your reflexes are on par with a cat due to the weapon's short reach. Taking this perk will grant you free access to a pair Bagh Naka with the Ninja Weapons Item below.

Superior Balance (100 np): Ninjas should be able to walk on a tight rope easy. But you take it to a bit of an…extreme? Maybe it has to do with your training or maybe you skateboard a lot. Whatever the reason it would take considerable effort to trip you or cause you to be off balance.

Superior Parkour (100 np): You know…Ninjas are really good at traveling by foot. More specifically they are good at parkour. But then there's you. You know how in Fate moves in Mirror's Edge? This perk is kind of like that. You are able to make long jumps, seem to walk on walls for an indefinite amount of time and perform some crazy feats at acrobatic.

Unarmed Combat Expert (100 np): When you bought the ninja way you have gain the basics at hand to hand combat. But with this you can keep up with a black belt. Essentially you don't need to use a weapon when you have this level of skill, because YOU are the weapon.

Hasty exit (100 np): One moment…that's all you need to get away. If you have been spotted by someone, and if you can distract them by doing something that will obscuring their sight of you; you can seemingly disappear without a trace. How is this done? You use the confusion to make a quick and silent getaway. How you go about doing this is up to you. Hell the "Look over there" trick will be acceptable for the perk.

We're ninjas we know how to be quiet (200 np): Unless of course your phone rings at the most inopportune moment. ANYWAYS, anything you do you do with silence. Let it be walking, running, jumping, rolling, landing, etc. Afterall you are a ninja, so stealth is your expertise.

Wild Jumper (200 np): Ninjas are good at adapting to their surroundings but… You are something else. You could be in a new environment for half a day, then it's like you lived there for a year. In other words, any environment that can be classified as wild or savage. You can adapt to it in short amount of time. You can develop tools based on the environment you are in and gain knowledge about some of the oddities in the landscape in, what appears to others, no time flat.

I made it myself (200 np): Lesser known fact about ninjas is that they actually made half the stuff they use. In fact, the swords and shuriken they use were all made and forged by them. And now so can you. You are gifted at making ninja gear by using things available to you.

Ultimate Pranker (200 np): I know what you're thinking. "How is this ninja related" What it really is referring to is the ability to be unpredictable. You seem to be doing nothing where in reality you are actually sizing up a target for a well place water balloon. In other words, you are a master at surprise, like ambush tactics. Seems more appropriate to a ninja now huh?

A fire that you must learn to focus for power (400 np): Most people let their anger consume them just so they can get stronger. You know better, you tame it and made it your own. Whenever you get angry instead of losing control of yourself while in your rage; you instead remain calm and in control.

Be strong and calm, like the forest (400 np): You know you're in one of the many settings of Teenage Mutant Ninja Turtles, which should make you really excited and happy. BUT! There is time to calm down and focus. For some they need a minute to chill out, calm down, and focus. For you though? It's like switch. At any time as you wish you calm yourself instantly and focus on the task at hand.

Be strong, like the mountain (400 np): You underestimate yourself a lot. As a result you don't know what you're capable of. Maybe it's because you're the brains of the group, maybe it's a confidence issue. Well no more. At any given time, you exert more strength than you normally do. To put it into context when you do this you could potentially start an avalanche.

Be like the wind. Let nothing weigh you down (400 np): You know sometimes you are gonna get injured and you are gonna need some time to recover. But that doesn't mean you are gonna be safe during this time of vulnerability. With this you don't have to worry about that. As long as your mind is not focused on the pain or injury it will be as if it not there. But don't be fooled this will not mean that your injury will be instantaneously healed; this just makes it more bearable to handle while you go out and do your ninja thing.

Healing Hand (600 np): Rin. Pyo. Toh. Sha. Kai. Jin. Retsu. Zai. Zen. This meditative chant invokes something known as the healing hand. This technique speeds up the healing process of an injury or wound; and slows the spread of poison of in your body until it is effectively removed by the doing this technique enough times.

- With Mastery this will instantly have an effect on injuries quickly dispelling them from your body or curing poison in an instant.

There was no emotional response (600 np): You know what the issue with emotions is? They are illogical. Relying on them too much will get you hurt, killed, or worse. But with this you don't have that problem anymore. For you can suppress them so you can do what needs to be done without letting your emotions rule over you.

- With Mastery you can completely mask your emotions to the point it seems like you have a none

Find the space between your thoughts (600 np): You know what's the problem with fighting mind readers? They can read your mind. As a result, they can predict your every move. Same issue with those that can read your movements, body language, etc. With this, that is no longer a problem. When you fight, you enter into this state where you don't think about how you strike your foe and you just strike. This ability to fight without thinking could be compared to relying on only your instincts but this is so much more than that. You have become hard to read.

- With Mastery, you have learned to live in this state. To the point that you have become completely unpredictable and unreadable by any means (Maybe except spiritual and divine means but those are a rarity here).

Mutation Customization:



Mutants are one of the threats you're going to contend with here. So, might as well fight fire with fire or mutant with mutant in this case. You can only use this section if you have bought the Mutant perk from above.

Animal Mutation (Varies): Your mutation has been based on some kind of animal each animal has its own set of abilities.

- **Fish (50 mp):** Like Fish Face you're a fish mutant however this also means you have no legs and require a special device to help breath on land. But on plus, side you can breathe under water.
- **Pigeon (50 mp):** You are a pigeon mutant…who can fly...that's about it.
- **Turtle (100 mp):** Booyah Kasha! Just like the other members of the TMNT You're a mutated turtle or person who got mutated into humanoid turtle. Whatever the case you are now more durable, have slight heal factor, and stronger than the average human
- **Wart Hog (100 mp):** Bee bop at first was against being a warthog, but eventually grown on him. For some reason you wanted this too. This mutation increases your durability and doesn't impede on your agility heck you can still dance despite being in this state.
- **Insect (100/200):** This makes you mutation to mimic that of an insect. For 100 mp it would simply make you a humanoid insect with very little additional abilities that can be useful in a fight like flying or emitting an odor. For 200 mp the mutation will include some more

unusual abilities that can aid you in combat like spitting acid, make a web, a stinger, and so on.

- **Canine (100/200 mp):** This one's a bit special you can either be a dog like mutant where you have a hand larger than the other and generally just bigger. Or for 200 MP Be a more wolf like on with razor sharp claws.
- **Tiger (100 mp):** Tigers are tough and strong. With this, the same can be said about you. You are now a tiger mutant like tiger claw. You are strong, fast, and tough. You also have claws to us at your disposal.
- **Snake (200 mp):** Like Kirai, you are snake like. You have poison in your fangs, have snake arms (No Really you do), and can slither up walls.
- **Fox (200 mp):** Like Alopex, you are like a fox. You can climb up wall only using your feet which is pretty cool. But the real draw here is the speed. Maybe not sonic speed but pretty darn fast man.
- **Rat (200 mp):** Splinter or Hamato Yoshi became a rat mutant and now so are you This translates to enhanced sense, such as hearing and smell. Like enhanced to the point that you can see without actually having to see.
- **Rhino (400 mp):** Just like the Rock Steady you are rhino now. This gives you some serious strength boost as well as the ability to…charge into things like a rhino.
- **Alligator (400 mp):** Leather Head is tough and surprisingly quick on his feet. He can also swim quickly. Guess what? That also applies to you now but unlike fish mutants you have legs to walk on but, you can't breathe underwater
- **Other Animal Mutation (200/500 mp):** Somethings else you want to be a grasshopper, cat, or maybe flamingo. You can with this purchase. With this choose a normal animal to base your mutation. But if you pay the 500 version of this option pick any animal from any of your previous jumps.

Human form (400 mp): Normally when you are mutated you tend to stay in that mutated state. But with this you can assume your normal human form, with your clothes intact; that is of course if you were human to begin with when you entered this jump. If not, it will come up with a "Close enough" Human form for you.

Heal Factor (400 mp): You heal a lot quicker than usual even for a mutant. Scratches and minor wounds will heal in mere seconds, whereas more major injuries will take only days instead of weeks.

Super Jumper (600 mp): WHOA! What happened to you?! You have become a much bigger, stronger, and tougher version of whatever form you chose. But if you chose no animal mutation then you have become large, hulking, mass of muscle. You can bend bars like they were nothing, shrug off attacks from swords, survive falling off of a skyscraper, and other Ludicrous things. The Animal Mutations that are effect gain are as follows:

Fish now is completely amphibious now. You have actual legs and can survive on land.

Pigeon now looks more akin to a hawk. You are tougher and can fly faster

Turtle will now make you more like Slash instead of the TMNT or just make you more resilient your call.

Canine will be tough and more vicious and if you paid the additional 100 cp for the wolf variant you will be less fragile and more one bar with dog pond in terms of durability while keeping your speed and strength.

As a **Rat**, your senses have been increased to the point you can smell the smallest of poison that might be in your food. Also, you have control over other rats similarly to the Rat King

Fox will be much faster to the point that you can react within millisecond to any attack. For example, you can counter an attack that is mere centimeters away from your body.

Alligator will be much tougher; heck might begin to look like a miniature Godzilla. Also, you will gain the ability to breath underwater.

Psionics (600 mp): This one is kind of special you have the ability to move objects with your mind. To start you can move trash cans and other small to medium objects with ease. With practice and time, you can move even larger objects like trucks and cars. With Super Jumper it will seem like you can affect anything within a 10-mile radius with your psionic powers.

A Chimera (600/200 mp): You can choose another one of the animal-based mutations that cost 200 to 400 MP to add to the one you bought mutation. However, for the 50 to 100 MP mutations those you can purchase this for only 200 to add those. This can be bought twice.

Items:



Pizza Time! (50): By this we mean an INFINITE AMOUNT OF PIZZA! This Pizza Box will automatically restock it self when all the Pieces are gone when shut.

Ninja Weapon (100/free): Any weapons that is granted with the Ninja training perks will be automatically given here. Any other ninja weapons that you wish to have, you must pay for

Lair (300): Well you can't just live off the streets forever. You need someplace to stay to keep you warm and dry. A place for you and your companions to rest. You need your own lair. With this purchase you have a lair of your own. You also are given 1000 LP to spend on your lair. Please consult the Lair customization section to build your lair.

Drop In:

Hockey Mask (100, free for Drop In): This mask is not only useful for protecting your face it can also be used for intimidation! After all, if it worked for Jason it can work for you. You have a choice between at traditional one or the one more on par with Casey's current hockey mask which looks more like a skull.

Sports gear (200, discount for Drop In): Bats, Hockey sticks, Foot ball armor, golf clubs, hockey pucks and much more. All included in this item option. May not seem like much but it can be used as weapons if you're creative enough.

Motorbike (400, discount for Drop In): Well you gonna have get around the city somehow. A car? Nah to predictable how about something more… unconventional? Like this here bike. May not look like much but it seems to never run out of fuel and can drive up to some pretty high speeds. Yeah, it's pretty cool.



<u>Team Turtle</u>:

Ninja masks (100, free for Team Turtle): Mask? This a cloth that just covers your eyes, yet it tends to turn your eyes white when you get serious or do something awesome. So yeah it might be worth your attention

Turtle Gear (200, discount for Team Turtle): This includes Grappling hook, Smoke bombs, Communicators, and a Shell Cell. All these wonderful items were created by Donatello to aid his brothers during their patrols, adventures, and other things that goes on with the TMNT.

Turtle Vehicle (400, discount for Team Turtle): Pick one of the following vehicles: Party wagon, Shell Razor, Turtle Blimp, Turtle Mech, Patrol Buggy, or Turtle Sub. The vehicle you chose shall be given to you when you enter this jump and will follow you to other jumps. If you lose it or it gets destroyed a new one shall be replaced. You can buy another vehicle that you didn't choose from above for 200 cp.



Foot:

Ninja Garb (100, free for Foot Clan Ninja): This Dark garb has but one purpose conceals your identity. Which it does and nothing much else. At least it looks cool

Kuro Kabuto Replica (200, discount for Foot Clan Ninja): This helmet may look like the Kuro Kabuto that shredder wears, but it really isn't. But it can still help conceal your identity and protect your head.

Foot Bots (400, discount for Foot Clan Ninja): First off this is NOT a companion option. But you have some Robots that have been built by the Kraang to learn from the techniques that they have seen and adapt to them. They are also have been designed to look like Foot Ninjas. When destroyed the will be replaced by news one. These are the normal ones but for an additional 100 cp it can be upgraded to the Elite version of them.



Kraang:

Alien Weapons (100, free for Kraang): The Kraang have a plethora of weapons. Such as blasters, shock batons, bazookas, and more. Now its all yours to use for whatever purposes that you may have.

Mutagen Surplus (200, discount for Kraang): The Stuff that created the ones known as the turtles. You have enough Mutagen to Mutate at least 20 people and the Mutagen supply replenishes every 3 months.

Flying Saucer (400, discount for Kraang): This strange vehicle is how the Kraang traverse their strange dimension. It is capable of flying at high speeds and preforms pretty well in space. Also, it is surprisingly effective in combat, due to it being armed with laser and other alien weaponry.



Lair Customization:



(Note: You need to buy the Lair item to use this section.)

Here is where you build your lair. What? You think you can just live off the streets forever? Well maybe you can but if you want to have more comfortable time here you need a lair. Doesn't have to be super hero or super villain lair just a place to give a safe place to sleep. Your lair will follow you to future jumps.

Needs more Room (Varies): Want more? You can exchange CP for LP with this option.

Aesthetics (50): Your lair normally is just some abandoned warehouse in some secluded part of the city. But with this you can change it them to fit your background. Drop in gets a house or a mansion. TMNT get a sewer lair. Foot gets of a dojo styled lair. Finally, the Kraang gets a type of secret Laboratory.

TMNT Personal rooms (50): This is simple item in concept and in practice these are rooms decorated and designed to match you and your companions' personalities.

TV (50): The name of this item is a bit misleading this not a working TV with episodes to Crognard the Barbarian, Chris Bradford's 2 Ruff Krew, and Space Heroes for you to enjoy. No this is several TVs for your living room and any personal rooms you may have in your lair. In addition, the TVs will always work

without fail. Oh, and before you ask, yes you gain access to many channels. And of course, your jumping adventures may take the style of any of these shows or the TMNT 2012 show itself.

Arcade Machines (50): This is so you don't always have to rely on TV to end your boredom. These set of arcade machines will keep entertained. Many genres to choose from like a Shooter, pin ball machine, Side Scrolling beat em up, heck even a TMNT Game (or Ninja Baseball Batman) if so wish. But don't go to crazy with these things, there stuff to be done.

Kitchen (50): You gotta eat sooner or later. You gonna need someplace to keep and cook some food to consume. This would be the answer to that problem

- **Ninja Kitchen (100):** Growing ninjas need food, and food needs a place to be stored and prepared, oh what is a sensei rodent to do? Get this, of course! This is an upgrade to the normal Kitchen. Now you have an infinite amount of pizza and other stereotypical 'teenage food' ingredients, as well as the facilities to prepare them.

Labs (100): This where you can do some freaky science stuff such as creating a cure, making retro Mutagen and more. But ya only restraint to the very basic stuff (beakers and bunsen burner). Multiple purchases of this will expand the size of the lab by default its about 200 square feet

- **Tech-Lab (200):** Want an upgrade to the lab? Buy this! After all, what is a gearhead or techno-turtle without a place to work? Useless, that's what. Now, you don't need to go scrounge for tools or equipment, you've got everything you need for 'science' right here! Well, almost everything; the Tech-Lab is at most only 200 feet square (multiple purchases stack onto this).

Subway Access (100): Turtles need a Turtle-van, but what does a Turtle-van need? Access! Specifically access to the subway lines, and a few freight elevators to get onto the roadway. Now you have free reign of the subways of the city and 6 elevators (100 cp to double this?), for all your quick access needs!

Aquatic Launch Bay (100): You might be turtles, but what happens if you need to way down under the water? You use a submarine or boat, duh! Now you have your very own undetectable marina and sub docks, can hold up to 10 total watercrafts.

Acquired Taste (100): To others your lair is either too messy, filthy, scary, complex, or sketchy to them. But to you its fine. With this the aesthetics of your new home wards way some people away. Meanwhile you, your companions and people who trust can enter the lair with no issues. Useful to keep those pesky civilians from entering and wrecking your stuff.

Armory (200): This where you keep your weapons. Yeah…nothing much else to say.

Dojo (200): You know what ninjas need? A place to hone their skills! Now you do, an area that is 100 feet square, that automatically repairs itself when not in use, and boosts the learning speed of all those who practice combat within it by a factor of 5.

High tech Monitoring systems (400): you have camera around your lair they keep an eye out on things someone can be monitoring the place from security room. That what this is also come with an alarm system to go with it

Security Measure (400): This is NOT Booby traps but trip lasers, camera mounted guns, and a lockdown system for the whole Lair.

Portal Entry System (400): Instead of just having the usual entrances to your lair has a portal that you can simply walk through and enter your Lair without any hassle. The portal can be placed anywhere you choose and operate the same way the Krang Portals work, so you can set up a device that will open a portal that will lead to your lair.

Companions:



Jumper Team (50): You obviously didn't come here alone. Pay 50 to import on of your Companions with 800 cp pay double that to grant them 500 NP or MP, pay triple for 500 Np and MP. Pay 200 for the full 8 companions Import, double that to grant them 500 NP or MP, triple that for 500 Np and MP. In addition, you can pay some cp to give your companions some more cp. On 1:2 scale. So, if you pay an additional 100 you will grant the 200 cp.

Jumper Clan (400): What?! Wow…okay. If payed for the 200 option at least you can pay an additional 400 to import all of your Companion each with the same benefits for the 200 option in addition each companion will have 500 np and mp. You can also pay some cp to give your companions some more cp. On 1:2 scale. So, if you pay an additional 100 you will grant the 200 cp.

Some New Pals (100): This option will allow to create a companion with 800 cp to spend

Ninja Recruit (200): This option will allow to create a companion with 800 cp and 800 NP to spend

Mutant ally (200): This option will allow to create a companion with 800 cp and 800 MP to spend

Ninja Mutant Newbie (400): This option will allow to create a companion with 800 cp and 800 NP and MP to spend.



Venus de Milo (100 TP): A female turtle that was mutated the same way as the other turtles were mutated but where Leo, Raph, Donnie, and Mikey were raised by Splinter; she was raised by a mysterious group called the Guardians. However, she has more of a spiritual view on things compared to the other turtles, as a result she is aware of things like magic and chi. She is also skilled with a fan.



Nari (100 TP): Nari is a turtle like the others that Splinter and his son found roughly a week before the events of the show. She keeps mentioning a group that she calls “Talons” and might be connected to some trauma that she has. In any event she is actually good with throwing weapons and smoke bombs.



Clover (100 TP): Another Mutant Turtle but this one has been keeping low profile for a long while. She's not really good at fighting but she is good at diplomacy but when push comes to shove she can use this whip weapon she owns.



We’re in this together (100): Select any canon character except the Turtles, Splinter and Shredder.



One Lean, Mean, Green Incredible Team (400): You know Mikey think hanging out with an interdimensional traveler sounds fun, so he convinced the others to join you in your jumpchain. The Turtles shall join you in your adventures

Scenarios:



SAVE SPLINTER!!! (TMNT or Drop in Exclusive and must have taken "One Lean, Mean, Green Incredible Team"): Canonically Splinter dies to Shredder…but you can change that. When the Splinter faces Super Shredder, you must take part in the battle and protect splinter. May seem easy but there's a catch: After observing you during your stay, Shredder will have some trick up his sleeves in order to keep you out of his way so that he can kill Splinter. Shredder will be more of a persistent threat to you and Splinter if you choose this scenario. He will send twice the amount of foot ninjas to carry out his schemes. In addition, you must be apart of the plot of the series. Your reward will be the Turtles gratitude and Splinter accompanying you on your journeys.

Glory to the Shredder (Foot or Drop in Exclusive and cannot have taken "One Lean, Mean, Green Incredible Team"): Hamato and those accursed Turtles must die in order for the Oroku Saki to live in peace and spread the foot clan's influence. After his other subordinates had failed him, he turns to you the newest Recruit. You must either bring the Hamato Clan to him alive or kill them and bring some sort of proof that you have killed them. A fair warning depending when you decided to take the task. You may only be taking on the Turtles and Splinter or the Turtles, Splinter, Casey, April, and other allies of the turtles. You goal is simple but hard to accomplish. Exterminate the Hamato clan and their allies. LEAVE NONE ALIVE! Your reward? The Shredder. He will take great interest in you and your dimensional nature. As a Result, he will accompany you in your future journeys

Drawbacks:



There is cap on how many drawbacks you can take. Go wild!

Hot Headed (+100): I think you need to chill out. You tend to be easy to anger and take fighting to far. But with time you can put a leash on it.

Goof Off (+100): FOCUS!!! Geeze! There is time to clown around but that is not every hour of the freaking day! Hopefully you before you do something that will jeopardize the missions you are on at the moment.

Overthinker (+200): As a wise muscular guy once said: “JUST DO IT!” You tend think about every single possible outcome before acting this tends waste too much time. Not just missions either you do this for every single thing you do even deciding what to eat you do this! JUST DO IT!!!.

Space Heroes Nerd (+200): Okay. Listen, listen, listen. I know you really like Space Heroes. But aren’t taking this a little too far. Cause it seems like you include it with everything you do. You try to imitate the characters speech patterns; recreate the weapons and device they use. It can get annoying.

Oh, that’s embarrassing (+300): Okay this doesn’t seem too bad. I mean the only thing that seems to be hindered is your ability to be able sneak around because your phone will ring at inopportune times…wait that is a problem. Well hope you know how to use this problem to your advantage.

Dang Dragons (+300): WHAT THE HELL?! How on earth are there this many purple dragons?! Okay now it seems the entire city has bunch of purple dragons occupying small neighbor hoods. This will impede your ability to move about the city. They WILL try to get in your way and looking for a fight or money from you. In order to clear them out you have to take down the leaders of each sect. Easier said then done.

Too Many Mutants (+400): Okay did Kraang woke up one day and said. “Kraang needs more data on the effects of mutagen. The one known as humans shall be perfect test subject for this endeavor” Because it seems like every other day there is a new mutant causing trouble. You’re going to have your hands full because it seems like most of them are only interested in taking you out.

Casey Jones Is Comin At Ya (+400): Oh, dear this is not good somehow Casey Jones thinks your criminal, one of the foot or just trouble. Yes, this can apply even if you’re one of the TMNT. You’re going to have to deal with a persistent and stubborn Casey for at least a month before he finally stops or believe you are a good guy. Oh, and you can’t really kill him. He’ll just reappear the next day fully healed somehow.

Foot Problem (+500): The foot have upped their game. It feels like everyday they will have been aiding whatever foe you are going up against at the time. Even worse, they’ll attack you themselves in large numbers. Do be prepared to show off your Matrix level fighting skills or else you will be overwhelmed.

Public Menace (+500): No matter what you do the public throughout your time will distrust you. You will eventually earn their trust but expect the Police and Civilians to try to make things your life much harder during time here.

Shell Shock (+600): Okay you want this drawback -WAIT WHAT?! Dude…bro this drawback will make you an enemy of TMNT and Splinter. They might not be Shredder, but they will be there to thwart all of your plans and eventually consider to big of a threat to leave alive and WILL come after your life. I hope you know what you’re doing.

Time To Get Shredded (+600): WHOA THERE!! Are you sure about this? Because this is NOT the 80’s Shredder. This shredder is competent, cruel, cunning, and without mercy. By taking this, he will put you on the must die list next splinter and the turtles. So yeah better be prepared.

COWABUNGA! (+800): Not good…seems like your presence in this world has causes the 80's Teenage Mutant Ninja Turtles' world to merge with this one. Expect to deal with double the shredder and much more villains as a result of this.

TURTLES COUNT IT OFF! (+800): Uhh things just got a bit more serious. Because now the 2003 series has merged with this one. You are going to have to explain the difference between the Krang and Utron to the turtles

A GIRL TURTLE?! (+800): Fun fact. Fox Kids had made their own Teenage Mutant Ninja Turtles show called The Next Mutation. It was weird. First off the Shredder was killed in the second episode and the main bad guy was a dragon. There was Magic. A girl turtle. The whole thing feels like Power Ranges but with TMNT Paint Job. And now this series has combined with 2003. Oh boy. As if the lost episode didn't make things complicated enough.

MAD DOGZ! (+800 TP): Now this addition is really weird. The turtles are wielding magic weapons. Donnie is acting a bit arrogant, Raph is being responsible, Leo is a jokester, and Mikey is creative? Yeah the world of Rise of the Teenage Mutant Ninja Turtles has merged with this one. Good Luck.

Ending:



Back to the Sewers: End the chain and go home.

Stay where you are: Stay here

BOOYAKASHA: Move on to the next world

Change log:

4/19/19: Jump finished.

4/21/19: Fixed wording of some perks and items. Import Animal has been changed to Other Animal Mutation.

4/24/19: Expanded on the boosted form of the “Step on the Weak” perk for the foot background. Added Mutation Immunity.

4/26/19: Replaced all the 600 cp lairs for just one lair item that is worth 300 cp and removed the 600 cp items entirely. Fixed grammatical errors.

5/18/19: fixed some minor errors

10/23/19: Added some much need changes and fixes. Specifically added the discount wording for the perks and items of each origin. Fixed some wording errors with the “Ninja Weapons” item and the Lair section.

10/3/2022: Updated the formatting, added pictures, fixed spelling errors and updated the notes a bit

Notes:

By Sonic Cody 12/Sonic Cody 123/Cody Majin

Thanks to Thaelin your aid is very much appreciated.

(Opinion: I'm surprised that it took me this long to make!)

There are Triceratons in this version of the TMNT but there is not going to be background in this jump.

If for any reason I decide to quite Jump chain someone else can update this in my stead.

SPECIAL SCENARIO!

TURTLES FOREVER!!!

(Requires **COWABUNGA!, TURTLES COUNT IT OFF!, A GIRL TURTLE?!,** and **MAD DOGZ!)**

This is quite the challenge to take jumper. But here's the gist, make it to the need to of the series this includes the post-apocalyptic episode. Then you will experience a bright flash…you will find yourself back at the beginning…except there are more than just 4 turtles now. Now every turtles series from 1980s all the way to Rise of the Teenage Mutant Ninja Turtles will be merged. From here you will experience a grand adventure taking on all of the foot, every version of the shredder, learning magic, etc. But the end goal is a simple one. DEFEAT SHREDDER ONCE AND FOR ALL!

Reward: Once every shredder lie before beaten or dead, you will be victorious and be given a great reward. First You will be known **Shell Shock King**. You will have the skills and abilities of not only the Turtles but also all of their allies. Maing you very skilled and powerful also any ally that is still alive after all is said and done can come with you as a companions