

Teenage Mutant Ninja Turtles (1990 Movies)

Version 1.0.0



“Much more than just a series of small, isolated incidents it's now apparent that an organized criminal element is at work. And at the moment, business is good. So good, in fact, that there appear to be no eyewitnesses. to any of these crimes. With complaints ranging from purse-snatching to breaking and entering, police switchboards have been swamped. with the angry voices of more and more citizens who have fallen prey to the recent surge of crime that continues to plague the city.

Instead of getting better, things have actually gotten worse. Even more alarming is the baffling and often bizarre nature of these crimes. Merchandise of every size and description from skateboards to stereo systems has been disappearing from store shelves and storage areas at an alarming rate.

Even the victims themselves rarely catch a glimpse of the thieves. Many don't even know they've been victimized until it's too late. In fact, police have yet to come up with a single eyewitness. Only a few vague reports of young boys or teenagers at the scenes have been filed. But whoever is behind these crimes, one thing is certain. These are much more than just a series of random isolated incidents.

Crimes without criminals? An invisible gang at work? Who are we gonna call?”

Thus runs Channel 3's (Eyewitness News) coverage of the current crime wave sweeping New York City. Of course they know little of the truth behind it. A Japanese ninja clan has begun to dig its roots into New York City, and in so doing it has brought with it a renewed feud between the leader (at least in New York) and the pet rat of his former rival, and the four mutant turtles that he has secretly been raising under the streets of New York. Even these, the key dramatic personnel do not yet realize that their feud is to be renewed, seeing each other for now only as opponents for while one group uses the arts of the ninja to perpetuate a wave of crime, the other seeks to use them to protect the innocent people of New York City.

And further in the background looms oddities such as the mutagenic ooze which turned a rat into a ninja master and four turtles into his sons, and a... random magical Japanese scepter. These alone would imply this world is far larger than it appears and who knows what else is out there. To help you in your time here take these:

+1000 Cowabunga Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

If you take the Mutant perk, and are not part of the Foot Clan, you may choose to be a new brother or sister to the turtles as long as your age is appropriate (they're 15 years old in the 2nd film).

Scientist: You are a scientist, or maybe a chemical engineer? It's actually hard to say what the Techno Global Research Institute does, and given it simply disappeared at the end of the 2nd film, who knows if it was even here before it started producing the ooze 15 years ago. As such if you want you can just have appeared without explanation and take this as the Drop-In origin.

Foot Clan: You are part of a family. One bound not together by blood, but by having come together as a family. At least that's how it presents itself. You are a member of the Foot Clan, or if you lack the proper ninja skills you are one of the wayward teens which Shredder is taking advantage of. Either way you're part of the silent crimewave.

Journalist: You are a news reporter, or some other form of journalist. Maybe you're an editor or a news manager. You work somewhere in the news. Probably. You could just be a pizza boy, or a normal individual if you'd prefer.

Sage: While you may or may not have the skills of a ninja warrior, you have a familiarity with the mystical teachings which represent the true mastery of a ninja. You may not have reached it yet, but you are versed in Japanese philosophy, religion, and mysticism.

Vigilante: Whether you're a mutant prowling in the shadows, or just some guy who has watched too many movies, you are a protector of the city from the dark rot that runs through it. You are a vigilante fighting against criminals and helping people in the city from the depths of the shadows.

Location:

You will be arriving here in New York City. Even if you're someone from Japan in the start of the 17th century, you will arrive here in New York City in 1990.

Age and Gender:

If you're a drop-in your age and gender remain unchanged from the end of the last jump. Otherwise you may choose your age and gender as would be appropriate to your origin in this jump.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Mutant (100 CP/300 CP): You are a mutant creature like Splinter, the turtles, or Tokka and Rahzar. You can choose any real world extant animal, gaining an anthropomorphic version of that animal as your form for this jump (and becoming an alt-form post-jump). Regardless of the animal you choose, your overall power and strength of this form will not change. You may choose human as your animal type, resulting in your form being a mutated, enlarged, and extra muscular human (and this super mutant form becomes an alt-form post-jump); this will mean missing out on the minor benefits of whatever your species would be while not increasing your raw physical capabilities beyond those of the turtles (at the 100 CP tier) or Tokka and Rahzar (at the 300 CP tier) but you will be more human for what that is worth to you.

For 100 CP this puts you as a type of mutant roughly on the level of Splinter or one of the turtles. You're noticeably stronger and tougher than a human, at least when you're in your prime and not rather aged, but not to the level of comic book style superstrength. You also likely have other advantages such as perhaps enhanced agility and certain senses as a rat, or being semi-aquatic and having an armored shell as a turtle. Whatever species you select you can expect it to be on this level.

For 300 CP this puts you roughly on the level of Tokka and Rahzar. Both were able to casually shrug off blows from the turtles, knock down wooden telephone poles with ease, and throw a somewhat more than human sized turtle dozens of feet through the air and more than 2 stories up. And this was all with no training and absolutely zero skill.

At either level, if you possess a live sample animal from a previous jump (including yourself if it's your alt-form) you may use it as your base animal instead of an extant real world animal. You'll still be limited to the general level you purchased here, and you won't gain any supernatural powers of the animal.

Martial Arts (100 CP/300 CP): You are a trained martial artist familiar with a variety of ninja weapons.

For 100 CP you're roughly similar to Keno from Secret of the Ooze, skilled and capable enough to take down 3 men significantly larger than you who are not expecting it, or to outfight most unnamed members of the Foot Clan. This could also be seen as putting you at the level of one of the top members of the Foot Clan. In addition to unarmed combat, you are also familiar with a large variety of traditional Japanese weapons such as nunchaku, sais, bo staffs, fictitious ninja swords, katanas, bows, throwing knives, and battle axes, though you are only highly skilled in one such weapon. This also comes with a one time boost to your general fitness and the training and conditioning of your body to put you roughly at the level of Keno, or one of the better Foot Clan members, though it's up to you to maintain this.

For 300 CP your sheer combat skill is at a level that you could challenge Shredder himself in a straight up fight. This is a level of skill necessary to dominate any of the turtles one on one in a fight despite their superior strength, though you won't have Shredder's ninja agility and acrobatics just from this. Still you are a master combatant, skilled enough in the martial arts to understand it at the level to be an effective teacher, and you are no longer a master of only one weapon, but able to pick up any traditional ninja weapon and use them with great skill. This also comes with a one time boost to your general fitness and the training and conditioning of your body to put you roughly at the level of Shredder, though it's up to you to maintain this.

A Fellow Chukur (50 CP): You excel at flashy and showy presentations of your martial skills. These are things that aren't meant for real combat, like exhibitions of the control and finesse you have with nunchaku or flashy displays of your excellent sword skills, but they sure do look impressive. Of course, while learning a weapon helps some with these displays, one normally would have to waste their time learning them separately, dedicating time, practice, and muscle memory to things that aren't really useful in a fight, but you will find that your skills at showing off with a weapon (including your own body as a weapon) scales directly in proportion with your actual skill without any need for you to put in the time to teach yourself these choreographed displays.

Ninja Agility (100 CP): There's more to being a ninja than punching, kicking, and stabbing people with a ninja sword, though. You've got the second part down, being an excellent acrobat and tumbler, capable of seemingly superhuman flips, jumps, and feats of acrobatics. Things like scaling the wall of a building, jumping from roof to roof, or leaping up and catching yourself in the air against the walls of a building and holding yourself in place by them are all quite easy for you, and you could generally keep up with the turtles if you had to.

Art of Invisibility (200 CP): Now, though, we're at the true art of the ninja. You are a master of the art of invisibility, skilled enough that you could easily play the cryptid in a city like New York, or the invisible crime wave. You can move almost completely silently, and are capable of easily maintaining awareness of line of sight and where you are visible from, giving you the ability to sneak about unnoticed, easily disappearing from all but the closest and most attentive watchers. Simply put you seem to know how to vanish in little more than the blink of an eye, and could keep pace with the best of the Foot Clan, or the ninja turtles themselves in that regard, making your stealth practically unbelievable.

Scientist Perks

Mr Fixit (100 CP): You're rather handy with your hands. You know how to fix cars, or fix up a farmhouse that's been abandoned for decades, and have a general all around low level handiness. You might have trouble planning a city's plumbing system, but you could fix a house's, and when changing the lightbulb doesn't work you know how to tear into the wiring, find out what's wrong, and fix it up. It might not be as pretty and nice as a real professional's job would be but you can get a home working again, or make a sewer into a home.

You are also quite good at giving shoulder and back rubs. You're just that handy with your hands.

Sometimes the Best Way to Hide is Right Out in Public (200 CP): Let ninja run around in the shadows. You know how men of importance hide. You are a master spin doctor. You know how to obfuscate events and information through controlling what is given to the media, how to put out a PR statement that does its job, how to hide corporate misconduct either from the records of a corporation itself or inside of them, and generally how to spin a story to make yourself look good... or at least less bad for long enough to keep it hidden for several years. The truth might eventually come out, but you're prepared for that, right?

Junkyard Laboratories (400 CP): Did... did they just synthesize a highly sophisticated anti-mutagen in an old subway station, with improvised glassware and instruments scrounged up from the trash, all while the lab assistants were eating pizza directly over it and sometimes dropping it in? Yes, yes they did.

While this won't give you the scientific brilliance that allowed Professor Jordan Perry to create the anti-mutagen or modify the ooze, it does give you his ability to make scientific and engineering tools and sophisticated technology out of scrap and junk. You'll not be making top of the line chips in a sewer, but you could make computer chips in one and are generally good at getting precision out of improvised tools and the sort of quality you'd expect from machine worked tools from things built by scrap and junk modified by hand. Also while you might not make top of the line chips in a sewer, you might manage in conditions several steps less perfect and sterile than they normally require.

Secrets of the Ooze (600 CP): Did you perhaps study the mutagen for years? Well this perk is not, unfortunately, giving you the skill to recreate it, but it's giving you something potentially better. Like Professor Jordan Perry, you demonstrate an odd mastery of the ooze, being able to understand how to modify its function, such as spiking it to mentally impair the mutants it creates, or even reverse them with an anti-mutagen.

And this isn't limited to the ooze. You might need to familiarize yourself with them, but you seem to be able to find ways to modify, or reverse the effects of mutagenic substances you encounter. Some things are easier or harder; making it work less well or reversing it is probably going to be easier than making it more effective and it's generally easier to make it less precise and perfect than more so, so increasing intelligence further is gonna be a lot harder than reducing the boost it gives to intelligence.

Foot Clan Perks

Pick Pocket (100 CP): And pockets aren't the only thing you can pick. You excel at filching objects unobserved. You could steal bells tied to someone's body without making a sound, while you're blinded by a cloud of smoke, or make objects just seem to disappear with incredible ease.

Oni's Presence (200 CP): You have presence, and it oozes out of every pore. It's in the way you move, and the way you talk, as when you walk into a room everyone seems to take notice, and when you speak you know how to make each word have impact. This is the sheer sort of stage presence needed by a successful villain, or a leader, able to steal the spotlight and the scene, and to make melodrama (especially villainous one) look good even if you're wearing armor based on kitchenware. Of course you can turn this off as simply as not putting in the effort to do it, in case you want to pass unnoticed and if you're sneaking around this won't help people see you, though it might make sure they remember you if they do.

This is Your Family (400 CP): You excel at taking in those who have lost their way, those who are in the midst of emotional problems or issues, and helping them to find a place. That place being serving you, as you are skilled at indoctrinating individuals, binding them in loyalty to you and your organizations in a twisted perversion of a family, and generally corrupting and leading people astray. You possess a cult leader's charisma, and an eye for how to take advantage of troubled and emotionally immature minds, especially those without a strong guiding influence. This is therefore best with children, and troubled teens tend to be perfect targets, but adults can be emotionally immature as well.

Serious Trouble (600 CP): When Shredder appears the jokes stop, and there's a good reason for that. You carry something of this with you as well. When you enter the picture things in the narrative get a good deal more serious. Things that function based on 'rule of funny' or the so-called 'toon force' seem to simply stop doing so, even things like the 'rule of cool' or 'power of friendship' seem to be muted in your presence, as if you cast a pall of solemnity over the area. This does require you to act seriously, if you start joining in the gag this effect will weaken, and possibly eventually fail all together at least until you regain your serious aura, but when you show up things get serious. Engaging in things like the 'rule of cool' or 'power of friendship' will reduce it for those sorts of narrative powers, but won't necessarily remove the gag protection.

Journalist Perks

News Anchor (100 CP): You're skilled at public speaking, and talking smoothly on the spot. Whether you're reading off of the teleprompter, a script, or having to make it up as you go along you know how to talk cleanly, well, and in a way that is easily understood and is good at presenting your side. You're also something of a dish. That is to say you look good.

I Will Tell You Where We Come From (200): People are naturally inclined to exposit to you and open up to you with secrets or explain things. Something about you makes people just feel like talking and telling you their stories. An enemy might still not, especially if they think you'll live, and don't expect a police chief to share damning evidence of his incompetence just because of this, but it is a lot easier to get people to talk, and it might just be enough to get an enemy to start monologuing before killing you.

Investigative (400): You're not just a pretty face that reads the teleprompter. You're a proper field journalist, who goes out, finds, and investigates the news. You have all the skills of an investigative journalist. You know how to find and follow up on leads, how to write up the news, how to investigate, and just the whole slew of skills necessary to be an investigative journalist.

Beyond this, you are just plain good at noticing things and recognizing what doesn't belong and points to something more going on than it might initially seem. You're good at spotting little details like the toes of a ninja sticking out from behind cover, the flash of movement in a mirror, or an object dropped in the chaos of combat. These sorts of details don't get past you.

Bad Timing (600): Or maybe it's very good timing? Either way you have a way of tumbling into unusual, interesting, exciting, and sometimes dangerous things. A silent crime wave is spreading through town where no one can find the culprits, especially not in the act? You just happen to arrive as they're robbing your van despite all of their precautions. Secretive mutant ninjas living underground? Well you'll stumble into them the one time they slip up on hiding. If there's something interesting going on you just seem to accidentally wander into it. Even better, you seem to wander into these things in circumstances that help you get involved in them and give you a leg up in befriending it, becoming part of whatever it is, or stopping it whichever you'd prefer to do.

Sage Perks

Scavenging for Whatever I Could Find (100): You're good at scavenging, hunting, gathering, and generally finding food and other essential survival supplies. This won't always be pleasant stuff, and it can be hard and time consuming, but you are rather lucky in finding what you need to survive whether it's available game in the wilderness, edible plants, or discarded pizza.

A Friendly Ear (200): You're good at reading people, picking up on their emotional states and problems. This makes you good at connecting to people, as you're able to quickly identify how they feel, and what they emotionally need. This could also be used for manipulation, of course, such as goading someone into a violent rage where they will slip up and make a damning mistake.

Ultimate Mastery (400): Is not of the arts of battle or even invisibility. The ultimate ninja skill is mastery of the self. And like Splinter you have learned it well. You have a meditative mastery of your own mind. Beyond a mastery of meditative techniques to help you rest your mind, turn it to self-analysis, or focus it into clarity, you've got a sense for your own emotional stability which helps you to retain emotional balance and inner harmony and keep emotions such as anger or hatred from clouding your mind, as well as to push pain away. This mastery of your self also provides you with several seemingly mystical or psychic powers; you can through meditation send your spirit out to communicate with those who are themselves properly sensitive to such messages, open yourself to receive mystic or psychic messages or information, or even focus your mind to help you resist such forces.

Single Father (600 CP): All fathers care for their sons. Some are just better at it than others. You are one of the best, even if they're not your sons by blood, or are someone else's son you've just met. You excel at raising children, teaching them what they need to know, and guiding them to grow emotionally, becoming functioning, psychologically healthy adults and even wise. While this is obviously best with those you raise as your own, you're good at helping guide others in general, having a store of fatherly wisdom with which to advise children, helping them grow healthy and wise. Coupled with a way to figure out their problems, you could put troubled teens back on a better path with a few well chosen words. And while this does tend to be best with teens and younger children – their emotions tend to cause them the most problems – adults are still someone's children, and age is no limit; if someone needs guidance to grow emotionally or find their center and psychological health you have a knack for pointing them to the right path. It's hard to raise a child right, but it is infinitely rewarding.

Vigilante Perks

Radical (100): You're something of a comedian. You've got a good sense of comedic timing, and are good at making up jokes on the fly and performing word play off the cuff. You are also somehow able to pull off late 80s and early 90s teen slang and cultural behavior that was already cringe inducing at the time with it somehow feeling, perhaps ironically, cool.

Comic Combat (200): Oh no not comic book combat, but comedic combat. You are skilled at mixing comedy into fights. This isn't necessarily more effective than fighting normally, but you do find it strangely easy to incorporate slapstick, and physical comedy into fights. You might still lose something compared to a more efficient and dedicated combat style, but this does tend to be somewhat befuddling and confusing to opponents, and make it harder to predict given it really shouldn't work. If nothing else it should make losing to you extra humiliating.

Let Them Get Their Own Cab (400 CP): As long as you don't directly interact with them people are strangely willing to just blasely accept your oddities. So you're a giant turtle in a trenchcoat, or you're a monstrous animal-man tearing apart the city, this won't cause panic from people as long as you don't directly interfere with them. It's almost like you are just somebody else's business, and people would prefer to just put your oddities out of their mind. This works on most people, but you can expect the particularly curious or those whose job is to investigate things to be more investigative; you are sort of a journalist's business after all and if you start committing crimes you sort of become the police's business.

That said people are also strangely accepting of your odd nature once they do really meet you. You might not find everyone simply accepts you being a turtle person without noticing or acting upon it, but there's a whole lot less freaking out over the ways you shatter someone's concepts of what is possible and can happen than you'd expect; though if you're a ratman and they're scared of rats you can expect some screaming going on.

Jonesing for a Fight (600): You might not have the skills of a master ninja, but you've got some pretty good fighting instincts. You have a good sense and feeling for the flow of a fight, a quick comprehension of where people and things are positioned, and a quick uptake on how people move in a fight. This seems to be especially effective when fighting groups, exploiting the weaknesses in their coordination, and the gaps in the flow where you can bring down a foe, or even make less cohesive groups end up attacking each other by accident.

You are also highly talented at using improvised weapons, and making use of things not directly intended as a weapon to attack, confuse, or befuddle your enemies. Coupled with your instinct which generally improves your ability to take in awareness of the battlefield and its environment, you are an expert at using your environment to gain an advantage in a fight.

Finally this instinct and awareness of the battlefield means you excel at fighting, or otherwise functioning, in conditions where your senses are impaired. You aren't necessarily at your best, but you are able to use your existing mental picture of a location to great effect, and find it easier to rely on your other senses helping you overcome the disadvantage you might suffer, and to find and strike your foes with terrifying precision. It also makes you just about as good in taking advantage of the disorientation in enemies caused by impaired or lost senses.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Ninja Weapon (1 Free, additional 50 CP each): This is a traditional ninja melee weapon such as a sai, nunchaku, ~~katana~~ ninja sword, bo staff, or two-handed battle ax. This weapon is sturdy and strong, guaranteed to remain sturdy and strong enough for you to effectively use it as a weapon. And if it is a one-handed weapon you'll even get a pair.

Colored Bandana (50 CP): This is a brightly colored bandana in the color of your choice. It's designed to wear around your eyes for some reason, but holes in it for your eyes, and is guaranteed not to slip in front of your vision when worn. It also serves to identify you to those who know you when you wear it, so they know it's you and not someone else who looks similar.

Headphones (50 CP): Well they come with a cassette player but it's the headphones that are important. Just put them on and you can hear the soundtrack or OST of any of the TMNT films, or since you are paying for this any TMNT media. It can also be used to listen to any music or soundtrack you've been provided with through a perk or another item gained directly from a jump document. All you have to do is think of the song you want to listen to, or let it produce an appropriate mix. And while it won't add other people's OSTs, this is an item so anyone who wears these headphones can listen to this music if they want.

Skateboard (50 CP): This is a skateboard. It's a pretty normal late 80s skateboard, except it does seem to roll over difficult terrain – such as uneven masonry or slick, slime covered sewer tunnels – with more steadiness and ease, and is surprisingly easy to do tricks with.

Condo (200 CP): This is a luxury condo somewhere in New York. It's all paid up, and as long as you stay within something reasonable for residential use that includes utilities; start shorting out the power grid and you might have a landlord who is through putting up

with you. Casey Jones would love to be your friend. In future jumps you'll find that you have the equivalent luxury accommodation in a major city in the setting.

Professor Items

Junkyard Chem-Set (100): This is a set of glassware, bunsen burners, pipettes, scales, and various other tools used in performing basic chemistry. It doesn't include anything requiring electronics, or chemicals to use in your chemistry, but if it's part of low tech chemistry you've got it here. These tools are largely made out of junks and scrap, but they are every bit as good as anything that you'd find in a college chemistry lab, and they'll even clean themselves over time if you forget to wash them... unless you'd prefer them not to.

Proof of Education (200): This is a degree or diploma. It serves as proof that you have actually obtained... well whatever degree you'd have the equivalent of. It'll even be worked into the records so if anyone checks you have it.

Anti-Mutagen (400): This is a small bottle of anti-mutagen. Normally this is something that would probably have to be carefully calibrated for a specific mutagen, but yours seems strangely universal. If you can get something to consume this it will reverse any effects induced in them due to mutagens; this won't undo mutations they were born with (even if it was induced in their parent by a mutagen), but if something mutagenic has changed them this can strip them of its effects.

This bottle will refill at the start of each jump, and very slowly during a jump.

The Ooze (600): This is a glass and metal tube containing glowing green radioactive ooze. This ooze is a mutagen like that which made Splinter grow in size, uplifted the turtles to human-like attributes, and would be used by Shredder (though unlike Tokka and Rahzar's it's not been laced with something to cause mental impairment).

You receive one tube, though if you've used it you'll get a new one at the start of each jump, and even possibly some shipments in between.

Foot Clan Items

Smokebomb (100): This is a smoke bomb. Throw it hard against a surface and it'll release a concealing cloud of smoke. If you use it you'll receive a new one in no more than 24 hours, and maybe significantly less.

Shredder Suit (200): This is a copy of Shredder's armored suit either his original, or his somewhat more ostentatious suit worn in the second film. It seems to function as actual armor, being similar to chainmail or an anti-sharkbite suit, and its arm, hand, and even shoulder blades will always be strong and sturdy enough for you to use as effective weapons, and you could probably use the spike or blade on the top for an effective headbutt if you had to. In addition to this, the suit is light as a second skin, and far from impeding your movements or being noisy you seem to be somewhat stealthier when you wear this. It even comes with a cape. The cape has no special qualities, and while it looks pretty intimidating, probably shouldn't be worn given the way it catches on the blades. Well ok the cape has one special quality; the whole suit, cape included, seems capable of shifting with your body so that it'll still fit you even if you mutate into a monster while wearing it or change alt-forms.

Alternatively this can be a generic Foot clan's suit. It'll still work as armor – yours is special – but it will lack the blades that can be used as weapons.

Paradise of Sin (400): This is a warehouse that has been converted into a secret hangout spot for runaway teens. It has roller parks, arcade machines, pool tables, and all sorts of entertainment facilities for the teens that come to it, and even comes with restocking supplies of alcohol, cigarettes, and we'll even throw in some of the softer recreational drugs. We'll even let the arcade machines update to match the setting's technology so you can have computers with wi-fi access in a more modern day setting. Either way it's a wonderful hangout for kids who are looking to indulge themselves outside of their parental eye, and somehow teenagers coming and going from this location are strangely likely to avoid detection or notice. Of course, a portion of this warehouse is instead dedicated to areas for training elite ninja.

Appendage Clan (600): This is a group of a few dozen highly trained ninjas. Well they're American teenagers and twenty-somethings playing at being ninjas, but they are highly trained being expert martial artists, acrobats, and skilled in the art of invisibility, though the majority won't actually have any of those quite at the level of the perks available here (they do, however, have **Pick Pocket** as a general rule). They each have their own ninja suit, a bandana bearing your personal symbol or a kanji of your choice,

and some form of ninja weapon as well. There is finally an older, Japanese individual who does have the martial arts, acrobatics, and stealth skills expect of the **Martial Arts** (100 CP level), **Ninja Agility** and **Art of Invisibility** perks, who can serve as a decent leader for the group. They're all loyal enough to you that you could repeatedly send them to get their ass beat up by mutants, captured by the cops, or otherwise generally humiliated and they'd remain loyal.

They are followers, not companions, unless you import individuals from among them as such.

Journalist Items

Van (100): This is an old, rather beat up van. It's pretty large, though, and it will refuel, repair, and maintain itself when not in use so it should stay functional.

Makeup Napkin (200): Sometimes you just don't have the chance to do your make up properly. Thankfully you have this napkin. With just a few minutes and it you can fix your hair, your make-up, and the like to a level that would be worthy of a professional anchor woman about to appear on the news. Even if you didn't do your make-up, and just had to fight a band of evil ninja, just a few minutes and you can get everything just right, like you had professionals working on it with professional grade cosmetics and hair supplies.

News Studio (400): You're no mere journalist now. This is a full blown, if minor, local tv news station and studio. You can choose your position in it, whether you want to run it yourself, be on the staff, be a vaguely connected freelance journalist, or something else. You can change it when you start a new jump, your exact position. You can also choose whether this remains a 1990s local tv news station or adapts to meet the standards of the local setting in new jumps.

Farm That Time Forgot (600): This is an old, poorly maintained farm. It comes with the house and the surrounding farmland, and it will repair and maintain itself up to the standard of 'livable but probably should be condemned.' If you want better than that grab a hammer.

What it does have, though, is that when you go here your troubles have difficulty following. Oh, a persistent or powerful enough enemy will eventually find you, though at least the first time you retreat here you can rely on at least a few days before they find you no matter how all-knowing they seem to be, but it is oddly hard for enemies to follow you here or find you here, and more generally speaking disaster doesn't strike it, and danger is strangely unlikely to wander in. As long as you live peacefully here and don't bother with what's outside what's outside doesn't seem to want to bother with you; it'd take something truly apocalyptic, or induced by a Drawback, to creep in here if you just want to stay nice and cozy and don't make waves outside of this farm. It's a safe place.

Sage Items

Bow (100): This is a simple, wooden bow in the style favored by ninja as a silent but deadly weapon of ranged combat. It is every bit as good as the finest composite longbow, despite its much greater simplicity. It comes with a quiver of arrows which will resupply over time should you lose them.

Art Book (200): This is a book of art. It contains pictures of the greatest artwork by all the Renaissance masters, as well as other great pieces of art from before and after the Renaissance. It could be said to contain pictures of all the greatest pieces of visual art made by humanity, as well as annotation adding background information and analysis of themes, symbols, or techniques used. It will update in future jumps with all the finest works of visual art in the new world you're entering. Despite this it will never outwardly grow in size and always seems to turn to something you'd like to see if you open it at random, or to the page you want if you open it with a specific goal in mind.

Hideout (400): This is a living space from just barely large enough for a father to raise a whole brood of rowdy boys, up to the size of an abandoned grand central (subway) station. This living space is situated underground, beneath a major city. It can tap into local water and electricity networks, and should go unnoticed unless you start causing some serious drains on the infrastructure. It is also well-hidden. Enemies and those looking for you will have difficulty finding you here short of directly following someone who you've shown the way to, and it can even have secret chambers. It's not quite as hard for enemies to find as the **Farm That Time Forgot** and it won't ensure bad things don't crawl in, but it is very hard to find.

Antique Egg Timer (600): The Rod of the Sands of Time... though this one doesn't have the digital upgrade it'd receive in the comics. In truth it's much much more limited than even the unupgraded version from the comics. Still this is a magical time scepter which is able to transport whoever is holding it through time. This works via equal mass displacement, or at least that's what Donnie says though it doesn't seem to have to be precisely equal – the turtles are a good deal more massive than a normal person but got swapped with them – and only seems to swap sapient living beings. Well not quite only sapient living beings as underwear, identifying headbands, and weapons transported with people, but not other clothing, or armor. In simple terms it swaps the user in time with someone near to it at the other point in time. To activate it one must simply say a series of magic words, and then it will begin to glow, the sands of time within it spinning about, and electrical disturbances will crackle out around it, and it will perform the swap. There are, however, some major caveats. First, while you can control if this transports you

forward or backwards in time, the exact amount is harder to control, and you can expect somewhere on the scale of multiple centuries, but less than a millennium, and at a time in there where someone was holding the scepter if there is one. Second, once used the temporal connection will remain for only about 72 hours, during which time any use will transport precisely the same distance in time as the first did, and after that time the scepter will not function until the start of the next jump or many years have passed.

This item will insert centuries to a millennium in the past when you enter a jump so that you can use it to enter the past, and it will continue to exist in the future of the setting even if you'd have taken it with you seemingly teleporting into your keeping at the start of the jump, and teleporting back into the world at the end of the jump. It can even include a scroll that lists the magic words so others from the past and/or future can use it to reach the present, though you might not want to stay too close to it personally if you let that secret out into the wild like that because if used from outside of the time frame of your jump it will always lead to inside of that time frame meaning you could be at risk of being randomly swapped through time should you share the words to command it.

Vigilante Items

Brought to You by Domino's (100): This is a card that has a number on it. Just dial this number – doesn't even have to be on a real phone – and place your order for a pizza, and a Domino's pizza will arrive within 30 minutes or less as long as you're at a place a normal human being could feasibly reach assuming there were normal human beings nearby. That means you might have trouble getting a pizza if a human couldn't survive the environment, or if you're sealed in a prison or a tomb with no means of ingress, but you'd still be able to order a piping hot pizza on a habitable alien planet, some dimension humans can survive in, or back in the Cretaceous. The pizza boy will accept USD, the equivalent in precious metals, or the equivalent in local currency, and won't freak out or judge you no matter what sort of inhuman thing you are.

Trench Coat (200): This trench coat is an oddly effective disguise. When you wear it, it seems to disguise your clearly inhuman traits. You could be a humanoid turtle that's noticeably bulkier than a human should be, with your feet, hands, and face uncovered and nobody would notice you in a crowd except as the guy in the trench coat. You could even possibly interact with someone for a brief span and they might not notice, though once you get too in someone's face they tend to pay more attention; still it's probably good enough to buy something at a convenience store without inhuman qualities being noticed. You're just the guy in a trench coat, which is still weird but less so than the giant turtle, rat, or alien horror which man's mind can't comprehend.

You can choose to have this be medieval Japanese armor instead, though that might stand out even more than a trench coat.

Sewer Scrapyard (400): This is room, built in the style of a New York sewer, which is filled with junk. A surprising amount of it is in pretty good condition, practically brand new skateboards, clothes, even furniture. It's the sort of stuff that might get thrown out by those living in 1980s or 1990s US of A with more money than good fiscal habits and too little room, or simply get lost, or even sold at a flea market as if the flotsam and jetsam of New York City somehow was pulled into this room. Except sometimes it's not from the 80s or 90s or the USA at all, as you can find things from your current jump mixed in as well. This will never be anything too rare, too valuable, or too cutting edge – you won't find one of a kind magic artifacts, a mint condition Action Comics #1, or the very newest model of iPhone – but you will find a constant supply of surprisingly good condition second hand goods.

This can insert somewhere into the setting or exist as a warehouse add-on.

Sports Gear (600): This is a hockey mask, and a golf bag full of various bats, sticks, clubs, and assorted striking implements used in sports. These striking implements all are surprisingly effective weapons, seemingly balanced for the purpose of hand to hand combat when you, and only you, want them to be despite being normal sports tools for anyone else. They also will always be sturdy and strong enough for you to use them effectively as weapons. The two together make them certainly far more effective weapons than they would initially appear. However their true advantage doesn't come till you put on the hockey mask as well, at this point you will find that enemies tend to be sloppier and dumber in a fight, leaving themselves more open and underestimating the danger you could represent. This does require you to be wielding this sports gear as a weapon, though, if you pull a gun or a machete you're no longer just the weirdo with a sports obsession and you're recognizably the guy with a dangerous weapon.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

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

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Pizza Boy (Free): Or maybe girl? Either way this is a pizza boy who at some point when delivering a pizza to you will somehow discover your nature as a jumper and decide that they are now your friend and companion. They're pretty good at martial arts, and not too morally dissimilar to you so maybe they'd actually work as one. Alternatively this can be Keno.

The Turtles (200 CP): Leonardo, Donatello, Michelangelo, and Raphael are a family and it's be a shame to split them up. As such you can take them as a group sharing a single companion slot. And because you can't simply steal away a father's sons, Splinter is of course included.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

TMNT 2007 (Toggle): According to the director of the 2007 TMNT cartoon movie it is part of the same continuity. According to Peter Laird, co-creator of the turtles, and general continuity guru for the franchise, co-producer of most things, and the realities shown in Turtles Forever they are wholly separate universes. Still if you squint they can fit together well enough to be the same continuity, and by selecting this toggle you're choosing to squint.

Claustrophobic (+100): You're claustrophobic. It's not a terrible case, but you're uncomfortable in tightly enclosed spaces and you'll never be comfortable in a place like a cave or a sewer. Hopefully you'll not end up trapped somewhere like that, or find yourself having to live in a sewer.

Donnadweebo (+100): You're something of a socially awkward nerd. You have a tendency to make references (you know) no one will understand or give way too much information on a topic nobody else cares about. You're just a bit *awkward*.

Leadernardo (+100): You are the leader. At least you feel you are even if everyone else disagrees. Not only do you find yourself feeling responsible for any failures of any group you're part of, but you can't help but attempt to take control – at least over your nominal peers, you might accept the guidance of a father or sensei – of any group, and don't do well when left on your own.

Mutated Appearance (+100): You are locked in an obviously inhuman form. This could be an existing non-human alt-form, the results of the **Mutant** perk found here, or if you have none it will give you something as thoroughly and obviously inhuman as the turtles or Splinter.

Passionate (+100): Like, Raphael, you feel emotions deeply, and they heavily influence your behavior. Your emotional control has taken a clear nosedive, and you'll find them being a boisterous, ever flowing tumult which you can't ignore or conquer for long with reason or rational thought.

Quality Drop (+100): The quality of everything just took a nosedive. The turtle's? They look more and more like guys in suits. And the way they're acting is like theirs – and everyone else's – actors are just sort of phoning it in for a paycheck. Maybe it's because

they saw the script, and the writing of this world has gotten way worse, the comedic timing is completely off, either shotgunning comedy to the point of pointlessness or forgetting it altogether, and events in general manage to both make less sense and have less dramatic stakes. And don't get me started on the fight choreography and why your focus does stuff like zoom in on two blades so you can see them inexpertly clash at the end of the arcs in the middle where they never could have hit anything directly blade on blade. The overall quality of this world has declined to the level of TMNT III, and it will go downhill from there.

Quest for Vengeance (+100): You seriously pissed off someone. Now they want vengeance against you, and they're not going to stop until they get it. They're at least as dangerous as the Shredder, and they are hunting you like he hunted the turtles once he was aware of them and their connection to his former love rival. And just like the Shredder they have a way of coming back, though it's not impossible to eventually put them down permanently, just expect it not to be easy and to take a while.

Banished to the Shadows (+200): You are unable to find yourself accepted by society as a whole, and will find yourself forced to hide in the shadows, outside of normal society. Maybe you're stuck at the fringes of the criminal underworld, or living in the sewers, but you won't ever be able to live like a normal person. And unfortunately you are now guaranteed to be at least somewhat extroverted and vulnerable to loneliness and will find yourself wanting to interact with the great masses of humanity during your time here. You might be able to find a society that accepts you, but that will only make things worse since one way or another you will lose it again very shortly, though you can perhaps find acceptance among your family and close friends even if it will never quite be enough.

Party Guy (+200): You are something of a goof ball and a fool, like a badly exaggerated version of Michelangelo. You just can't seem to take any situation seriously, always have a bad joke to make, and tend to combine these to do foolish things in situations others would be serious. Beyond just having a tendency to grate on those near you and annoy them, you'll just make bad decisions sometimes, and your priorities are skewed towards jokes meaning you'll do things that you know are bad ideas because they're funny. Maybe something that leaves you really depressed or traumatized could quiet this for a time.

Practice Harder (+200): You don't seem to understand the concept of stealth. When it comes time to sneak into a castle or a lab you'll go straight in simply walking through the halls as obvious as can be, and you'll not hesitate to start very public dance crazes – and have your picture taken for the papers – when you're supposed to be on a secret mission

where you're keeping your very existence secret. You are a complete failure when it comes to staying hidden, hiding your true nature, or even keeping up a poker face.

The Past Returns (+200): Dangers, enemies, and just annoyances from your past jumps seem to have followed you here. After all, they just persistently keep popping up to bother you. You might even find multiple enemies from multiple worlds teaming up against you at once. And even if this is your first jump you'll find people you dislike from the real world coming along, and problems from it too.

And if you don't have enough enemies to be a real problem – say this is your first jump or another early one – you'll find problems from other pieces of TMNT media popping in to mess with you; if you want they can appear too even if you have a full roster of foes. That will make things harder on you, though.

An Unconquerable Enemy (+300): Your anger has turned inwards, and has spread through your mind. You have a very short temper, easily growing annoyed and angry, and this anger clouds your mind. Besides meaning you're going to be pissed off at something for most, if not all, of your time here, this gives you a tendency towards semi-senseless violence and picking (unnecessary) fights. Furthermore this anger clouds your mind in battle, making it hard to strategize, and easy for calmer foes to bait or manipulate you.

Stupid Infant (+300 CP): You are mentally reduced to the level of Tokka and Rahzar. You can perhaps eventually mature from a stupid infant to a stupid teenager but expect that to take time, and you'll still be a stupid teenager.

Suit Actor (+300 CP): You might not be literally stuck in a turtle suit for your time here, but it's going to feel a lot like it. Your body is heavy and not as flexible as it should be, leaving your movements slowed and awkward. You're prone to overheating from physical activity, find yourself having difficulty breathing, and generally find your stamina massively reduced. Your field of vision is sharply curtailed, and you'll find your other senses similarly obscured. Finally, you are simply uncomfortable in your own body, and nothing you can do will change that, but you won't ever grow fully accustomed and insensate to it either.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

My headcanon is that TGRI is ultroms, because while it didn't get explicit in the final version, April noted TGRI disappeared yesterday in her final broadcast which... a company doesn't just disappear over night normally, but TCRI did because of ultrom technology, and it serves as a neat easter egg hint as to why Jordan Perry functioned like he did. I do recognize this is headcanon, but it gave me a reason to make the Professor background a Drop-In one and inspired the 200 CP item which otherwise is just 100% me bullshitting something to fill the slot.

Yes, Mr Fix It is based on Casey Jones not Professor Jordan Perry. Yes I could have worked to stretch for a data analysis perk based on Donny's analysis of the Scepter of Time. But given Donny's slow development towards his scientific archetype through developing towards Mr Fix It with Casey, and how Jordan put together labs I felt it was appropriate.

Serious Trouble: I thought about not including this (making This is Your Family 600 CP and including a perk for teaching large groups quickly for 400 CP) since Shredder in the 2nd film is defeated by a joke before becoming Super Shredder, but even in the 2nd film his presence makes things get a lot more serious, and in the first film... the jokes just sort of stop and the turtles' comedic fighting style is completely ineffectual so I went with it, and just added the part about it requiring you to be serious as well and not playing into the joke. Also this is actions and how you present yourself; Shredder as a character is a joke, he is literally dressed in armor based off of a cheese grater and a parody of the edgy hyper serious villain... but he still shuts down the jokes when he arrives until he starts playing into gags directly himself.

Jonesing for a Fight might should get its name changed. It originally had Comic Combat as part of it with the skill at fighting blind as the 200 CP perk because those were three aspects Casey Jones and the Turtles shared that the Foot didn't, with the turtles showcasing skill at fighting in confusion of smoke screens and the like, but I realized all three worked ultimately on a good awareness and instinct for positioning in a fight where Comic Combat was more narrative so rearranged them but now it is less Casey Jones.

The Ooze should probably be handled with care. Super Shredder was pretty much crazy, though whether that was because of his anger, or if the ooze had been sabotaged by Professor Perry, is hard to say.

Let Them Get Their Own Cab vs Turtle Grade Trenchcoat: Let Them Get Their Own Cab people still *notice* you, it just makes them not *care* as much as usual as long as it doesn't actually affect them directly. You could fly through town and, unless it was their job to care, people who noticed just wouldn't do anything about it or report it unless they were the FAA or a reporter, they still would know if someone questioned them later. The Trenchcoat stops people from noticing, but only works for your inhuman appearance; you're a weirdo in a trenchcoat instead of a monster in a trenchcoat but you start breathing fire and you're a weirdo in a trenchcoat who is breathing fire.

Quality Drop exists because... TMNT III has a plot I honestly love the concept of. It just felt like no one was really trying though (admittedly the suits actually don't look worse than in Secret of the Ooze, and I can understand why they moved to ones that were less heat stroke inducing after the first film even if I do prefer the weightier appearance to the turtles). It is 100% possible the drawback doesn't actually change anything but your perception of the world.

Changelog:

Version 1.0.0: Released.