Play that Catchy Theme!

Teenage Mutant Ninja Turtles, Teenage Mutant Ninja Turtles

Teenage Mutant Ninja Turtles

Heroes in the half-shell

Turtle Power!

They're the world's most fearsome fighting team (We're really hip!)

They're heroes in a half shell and they're green (Hey - get a grip!)

When the evil Shredder attacks

These turtle boys don't cut him no slack.

Teenage Mutant Ninja Turtles

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Splinter taught them to be ninja teens (He's a radical rat!)

Leonardo leads, Donatello does machines (That's a fact, Jack!)

Raphael is cool but (c)rude (Gimmie a break!) *

Michelangelo is a party dude (Party!)

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Neat Logo Huh?

Welcome to the first Teenage Mutant Ninja Turtles animated series. Uncle Phil voices Shredder, Hamato Yoshi has been turned into a rat, April is wearing a yellow jumpsuit, and Casey Jones is a psychopath. Yeah, this is where it all started, the origin of the series popularity. Yet this seems to be the safest of all the animated series…that being said it is still dangerous so take these:

1000 TP

Good Luck and try not to get Shell Shocked

Origins

Well, who are you? What is your background? Also, your age can be between the ages of 8 to 19 and you can choose your gender freely.

Drop-In: You are of this universe or the local multiverse.

Leads: Like Leonardo. You are a leader.

Does Machines: Like Donatello, you are a genius?

Cool But Rude: You are snarky and Sassy like Raphael

Party Dude: You like fun and parties just like Michaelangelo.

Reporter: You are a reporter for Channel 6

Master: You are a master of Ninjitsu.

Vigilante: Well, you are against bad guys but you are kind of a bit extreme about it

Interdimensional Samurai: You are not of this dimension, and you are Samurai.

Bumbling Fools: You are basically a minion.

Ninja Jerk: You may not be a villain but you are most definitely not nice.

Location

Roll 1D6 to figure out where you start or pay 100 CP to choose freely.

1. **Sewers**: The primary location of the Turtles
2. **Channel 6 News Tower:** April's place of work
3. **Crystal Palace Mall:** A large mall
4. **Central Park:** A big park
5. Aqua Land: An aquarium
6. **Free Choice:** Take your pick from any place from the cartoon.

Perks

Special Perk

Multi-Roled (100 TP): While this show is pretty clear-cut about who has what role, things can be shifted from time to time. What this basically means for you is that you can take another origin of your choice. You can purchase up to four times but no more. This only applies to this jump alone and before you ask yes you gain the discounts that comes with the origin.

General

Sweet Tunes (Free): You can have the background music of the 1980 Teenage Mutant Ninja Turtles series.

Fighter (Free): Well the setting is about combat. You know because the Turtles and the Foot are arch enemies. So it would be wise to know how to use at least one martial art

Keeping a Low Profile (100): A Trench Coat and a fedora…. That's all it took to fool the human on the surface. Sure, once they blow their cover or take off their disguises well that's a different story. The

same works for you. Just put on some clothes that covers your body and your face, and no one will be suspicious of you…. unless they are more observant or looking for a story to cover for the news

Coil Force (100 TP): At some point during your stay here you have been infected with a biomechanical mutation virus called Coil Force. This essentially allows you to punch and kick faster than the average human almost as if you have springs in your limbs.

Hyper Stretch (100 TP): What happened to you?! Well, whatever it is you seem to have mutated with the ability to stretch your limbs to great lengths, roughly about 2 miles. As a result, you can deliver punches and kicks over a great distance. In addition, you're a bit more durable than the average human

Mutant (100 TP): This is what you are here for isn't it? Well by default you receive a slight boost in strength enough to punch through a stone wall and you look like an anthropomorphic animal. Let it be a Turtle, a warthog, a rhino, a fly, or a lizard. But you can give yourself a different boost in another attribute and can look normal or have some other appearance change (strange hair color, strange skin color, sharp teeth, etc.)

> **Night Ninja (100 TP, requires Mutant):** This one is a bit odd. This is the ability to cause minor temporary Mutation that will increase your attributes (Primarily speed) and stealth. In addition, you will be given an overall improvement in your skills in moving stealthily and silently. In addition, this ability is boosted at night.

Unstable Mutation (100 TP): What's happening to you jumper?! You look so monstrous! Well, whatever it is you have obtained this ability to transform into this monstrous version of yourself…one problem though you kind of just rampage while in this state. Kind of like a berserker. Unlike the one that the Turtles you can trigger this transformation at will.

> **Super Mutation (300 TP, requires "Unstable Mutation"):** First of all instead of this Mutation is more like a super mode similar to the Unstable Mutation but without the decreased compacity to think. In addition, your strength, durability, agility, and speed will be tripled. And you are more flexible than Unstable Mutation. In addition, it has an effect on the Capstone Booster

Turtle Power (400 TP): Plot Armor? Check. Skilled in ten Martial arts of your choice? Check. A buff to your strength, speed, and durability? Check. A Capstone Booster that will affect the capstone perks? CHECK! Right, let me try that again. This perk does several things. 1) it gives you a weak version of plot armor. You won't be handed wins or anything like that but you will always be nudged in the right direction to achieve your goal. 2) You are skilled in ten martial arts. Personally, I would choose five weapon-based martial arts and five unarmed martial arts. 3) This will increase your strength, durability, and speed to be on par with the ninja turtles and yes, they are stronger than the average Joe. 4) this is a capstone booster for every 600 TP perk will receive a special upgrade for it. But there is one more thing you can get from this. If you have the Super Mutation perk your "base" Form will be as strong as your **Super Mutation** form. Your Super Mutation state will be twice as powerful as it was before.

Drop-In

Underestimated Geek (100 TP, Free for Drop-In): For whatever reason no one considers you a threat. This doesn't mean that no one respects you. This just means they won't take you seriously giving you an opportunity. Let it be an opening, giving you information, or letting you go. However, this won't work on the more observant, cautious, and those who know you (Like your nemesis that has fought you before)

Fan Instincts and Ingenuity (200 TP, Discount Drop-in): You know how Zach was able to find Turtle's lair? He found a Turtle Communicator and was able to figure out how it works. You also have this ingenuity that Zach had. If you are passionate about something, you can use that passion to find or figure something out. Let it be finding a lair or figuring out how a mech works. But it has to be connected to whatever it is that you are passionate about.

Kunoichi Skills (400 TP, Discount Drop-in): Odd these abilities shouldn't be available to you. At least not like this. You have obtained the abilities of a Kunoichi named Aska. This means you can utilize your aura to improve your attacks and perform tornado strikes without getting dizzy. You can also create actual tornados. There are other abilities that you can unlock with time and training.

Superhuman Elite (600 TP, Discount Drop-in): Okay, this might be cheating a little seeing who this is based on but stay with me on this one. You might be a current or former member of a group called "Shredder Elite". Your skills show that you are an expert warrior, with access to Ki attacks and can even create a javelin out of ki. In addition, you are super strong and can take loads of damage before going unconscious. You are also skilled at 1 unarmed martial art and 1 weapon-based martial of your choice.

> **Capstone boosted:** Okay, time to come clean this ability is based on Karai from the Tournament Fighter game... well some of them. But now this ability has been buffed so that you have all of them, including her abilities in Shredder's Revenge. These abilities are: being able to create ki constructs of yourself to attack enemies, blink (A short-distance teleport technique used to dodge attacks), Float in the air, and even conjure lightning. This will also grant you Karai's ultimate attack where she takes the appearance of a demon and shoots lightning from her mouth. If you have the **Super Mutation** perk. This will also grant you a power boon. As you fight your attacks speed and movement will increase for every hit you land. However, this boost will only last as long as you are in combat and while you keep landing blows. If you haven't successfully hit an enemy within a few seconds, the boost will disappear. So stay aggressive during combat. In addition as a final boon, you know how to use Nunchucks, Katana, Sais, and Bo Staff just like the turtles.

KARAI

Leads

Reliable One (100, Free for Leads): Ever wondered why Leo is the leader? That's because he is considered the most reliable of the four turtles. You have this air of reliability and dependability. Meaning that people are more likely to trust you with leading a group. Just don't push your luck, you might be reliable, but you might get on people's nerves if you are too pushy. Learn from Leanardo's mistakes!

Twin Katana Expert (200, Discount for Leads): Well technically Leonardo's weapons aren't Katanas, but the show calls them that so that's what we are calling them. Anyways with this Perk your skills with two Katanas is extraordinary. This doesn't mean that you can't improve your skills. In fact, as a bonus any martial art that deals with the use of a Katana will be easier for you to learn.

Deep Breath (400, Discount for Leads): Leo seems to be calm all the time even during missions and dangerous battles. The only thing that seems to break his cool is a device designed to make people afraid. You have a similar ability where you are able to remain calm and focused even when most people are stressed, panicked, or freaking out. Perfect for being a leader.

Master of the Way of the Blue (600, Discount for Leads): Okay We have a good selection of abilities from Leo's Origin, but we can get more. But where? The action figures of course and WHOO BOY! Leo has quite the catalog of abilities if you were to add the action figures which normally, he wouldn't have because that would be insane. But with this perk you get them! Basically, this grants you the skills, training, and abilities of a Communications Specialist, Barbarian, Biker, Native American Chief, Deep Sea Diver, Calvary man, Track and Field Player, Kickboxer, Cyclist, Soldier, Police Officer, Hockey Player, Football Player, Rocker, Party Animal, and Samurai. I told you it was a lot now, didn't I? A bit too much…well this is vague. So, here's a description of what each one means:

> **Communications Specialist:** Strange that this is something that Leo was given. But what this grant is the knowledge and skills of how to handle communication equipment. As well as how to stay in contact with the soldiers who are on the battlefield. Wait, that does fit Leo. Because you know leader
>
> **Barbarian:** Ba-Barbarian! First, no, it doesn't give you the rage power from DND, but it does give you instinctual combat skills. That is to say that when you fight your instincts can be used to help you in combat in various ways.
>
> **Biker:** The open road. Confused? Well, this is before the movies and before 2003. Anyways You also know how to ride and do tricks on a motorcycle.
>
> **Native American Chief:** Okay technically the Action Figure is talking about an Indian Chief Well Archery for one. Next is leadership skills, you ARE the chief after all. Finally skills with Axes and Axe like weapons
>
> **Deep Sea Diver:** You know this one is an interesting one…because the turtles do know how to swim. But it seems like they are conditioned to handle deeper waters. This will grant you the conditioning and skills to swim in depth of Davy Jones

Calvary Man: This might need some explaining. Calvary Man here means those soldiers that are on horses armed with a pistol and a saber from the American Revolution and stuck around until 1950. So, you are very skilled with a saber and flintlock pistol. In addition, you are good at mounted combat as well.

Track and Field Player: Somehow this is connected to Discus Throw, Hammer Toss, and Javelin Throw. So, you know how to do those events and how to weaponize those skills.

Kickboxer: This makes you a great…kickboxer. Wait a minute. What would count as kickboxing in this regard? In this case, it makes you good at punching and kicking.

Cyclist: Seems a bit redundant seeing we already have Biker right? WRONG! This knowing how to ride a Bicycle. This will require the knowledge of how to regulate your breathing, get a rhythm going with your peddling, and of course Balance.

Soldier: This one is all about the use of two explosive weapons: a Bazooka and a Grenade Launcher. You also know how to use Camouflage.

Police Officer: Okay don't tell Michaelangelo this but with this, you have some skills with nun chucks. Not on the same level as the Party dude though. Second, you have skills in modern pistols.

Hockey Player: You know how to ice skate, how to play hockey, and how to use a hockey stick…in combat. Hmmm. Feel like we are taking someone else schtick. Oh well

Football Player: HUT HIKE! So you know how to play football…. American Football. This also improves your skills in tackling.

Rocker: ARE YOU READY TO ROCK?! You know how to play Rock Music! Oh and how to weaponize guitars, But come on it's all about knowing how to rock! Shred that guitar man!

Party Animal: Now I can hear you questioning this. "How can this be useful?" Well for one you know when to lighten up. Second, you know how to weaponize party favors (Noise Makers, Party Poppers, Party Horns).

Samurai: Okay didn't Leo get the Memo? He's a NINJA Turtle. But whatever. With this you know how to wear samurai armor and what is considered Bushido in America…during the 90s.

Capstone Boosted: Why stop there? Let's add the games to the mix Plus another toy. This will grant you all of Leonardo's skills and abilities in every TMNT Video Game from 1987 to 2002, plus Shredder's Revenge. That's nice and all but there is more to be acquired from this perk. Four more things to be precise. The First is you have the power of a Cyber Samurai. The power of the Cyber Samurai is an interesting one for Leonardo; it will grant you access to a battle katana, a powerful sword that cuts faster than the eye can see, and it will give you a special armor that is armed with rocket fists that can fire from your wrist and missiles. Second Is the Power of the Shogun. This version gives the keen hunting instinct of the tiger, which means you are very stealthy and graceful, it also comes with its own unique armor. Third is the Metal Mutant. This one allows you to summon the Spirit of the Dragon, to fight alongside you. In addition, the Dragon can merge with you. In doing so the Spirit of the Dragon becomes a

dragon-styled armor. that you wear. This armor will grant you the ability to fly and empower your melee weapons transforming them into powerful magical weapons, in addition, you have an energy attack that takes the form of a dragon called Thundra Tonic Buster. Finally, you have gained the power of being an Elemental Warrior which grants you a transformation that makes you stronger, if you're more animal-looking (Like the turtles, or Bebop and Rocksteady) this transformation will make you look more human. But more importantly, you gain the ability of Elemental Manipulation. This version grants you the ability to generate and manipulate wind. However, if you have the **Super Mutation** perk, then this will grant you a special transformation that merges these armors together and combines with the Elemental Warrior Transformation granting all their boons.

Does Machines

Voice of Reason (100 TP, Free for Does Machines): You would think that Leo would be the voice of reason between the turtles being the leader and all. but nope. Leo is a bit of a hothead and its Donnie that is the voice of reason. What this perk does is that it allows you to calm a group down and listen to you when you talk…that being said please know that there is a time and place for morales. When it's an emergency and the quickest way in is to break down a door, just do that and don't give a lecture about breaking something that doesn't belong to you.

Bo Staff Brawler (200 TP, Discount for Does Machines): Despite Donatello being the technological genius of the group his weapon of choice is a simple staff. Yet he makes it work! The same can be said about you! You're a skilled expert of the Bo Staff. But this will also affect how quickly you can learn and understand other stick/staff-based martial arts. You can learn such fighting styles, much more easily than others.

Tech Wiz (400 TP, Discount for Does Machines): Okay this is what you are REALLY after. The skills and expertise that Donatello is known for: Machines. What this actually means is that Donnie has an outright supernatural understanding of machines, computers, and software. One look at something he can gain a complete understanding of how it works and how to use it. In addition, he can fix and create complex gadgets with whatever he can grab from the sewers or the garbage. It is really impressive. The same can be said about you. So, get out there and start experimenting with parts and junk that people throw out.

The Purple Scholar (600 TP, Discount for Does Machines): Knowledge is power. This is true but there's only so much you can do with knowledge. That's why you took this right? To give yourself a little oomph to keep up, right? Well just like Leo, Donnie has had some action figures of himself too. So, this perk will grant the abilities of what those action figures represent. In other words, you will be granted the skills, training, and abilities of a Demolition Specialist, Viking, Artic Explorer, Heavy Lifter, Delta Team Member, Cowboy, Basketball Player, Firefighter, Kung Fu Fighter, Punker, Pilot, Sleuth and Spy. This seems to be a bit too much for you huh? Well, let me explain it! Don't worry I won't use technobabble.

Demolition Specialist: This one is simple. EXPLOSIONS! Yeah, this grants the knowledge and skill of how to make and handle explosives of all kinds.

Viking: The power Norse flows through you, dude! The conditioning a Viking has you have. You are also skilled in all weapons that a Viking wields.

Artic Explorer: Brr. Cold. Being an Arctic Explorer is a hard and cold experience. Yet it does have its advantages. Sense of direction, techniques that help you stay warm, and knowing how to tread ice and those fragile areas that tend to be near a very big drop.

Heavy Lifter: Now you are as strong as an Olympic heavy lifter. And you know how to weight lift without killing yourself. Good for exercising and staying in shape.

Delta Team Member: Counter Terrorism? Okay well, this is an interesting set of skills that is connected to Donnie. Anyways this includes but is not limited to staying calm during intense firefights, The use of firearms, and the use of camouflage. Now get out there and protect the Freedom of America!

Cowboy: Quickdraw, the use of a lasso, riding horses. All the things that make a Cowboy, a Cowboy! YEEEHAW!

Basketball Player: IT CAN'T BE!!! DONNIE IS…BALLIN!!! Okay now that we got that meme out of the way. Let's get into what this grants you. First off knowledge of how to play Basketball, second you can jump higher, and third, your throwing distance has been increased.

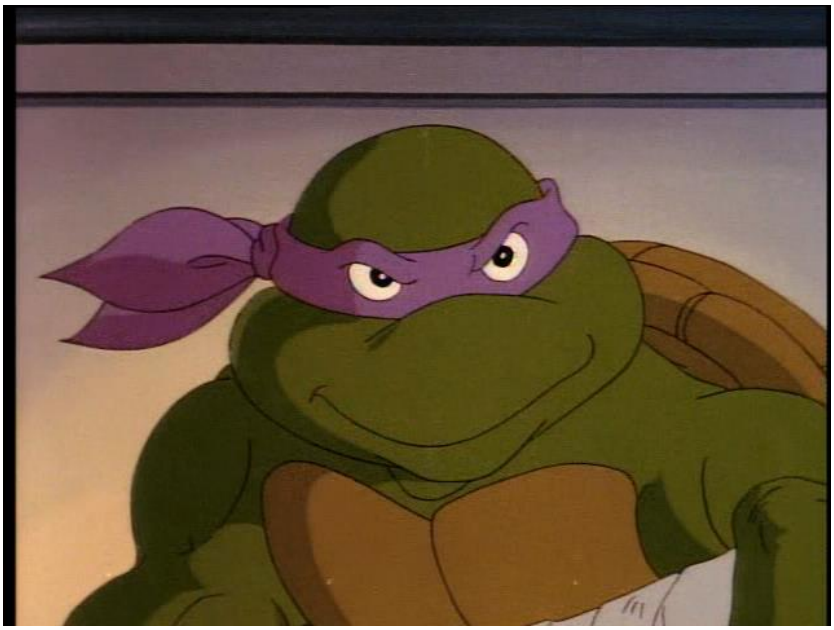
Firefighter: Well, It may not seem useful but trust me it is. Learning how to handle and put out fire is more useful than you think, and you can't go wrong with knowing how to use an Axe.

Punker: Huh so Leo isn't the only one who is musically gifted. This means you know how to play Punk Music and play the Keyboard. Using said Keyboard as a weapon.

Pro Pilot: Fitting for the Tech Wiz. You know how to pilot any air craft, using a helmet with High Altitude Oxygen System, deploying a parachute, and using a pistol

Sleuth and Spy: Going Undercover is complicated. But you make work. You know how to disguise yourself and find clues. In addition, you know how to handle a revolver and know how many shots you have left…even do that "Do ya Punk" scene from Dirty Harry.

> **Capstone Boosted:** Why stop there let's add the games to the mix Plus another toy. This will grant you all the skills and abilities that Donatello had in every TMNT Video Game from 1987 to 2002, plus Shredder's Revenge. That's nice and all but there is more to be acquired from this perk. Four more things to be precise. The First is you have the power of a Cyber Samurai. Cyber Samurai for Don grants him hydraulic strength and makes his weapon indestructible the same is true for you. and it will give you special armor that is armed with rocket fists that can fire from your wrist and missiles you. Second Is the Power of the Shogun. This version gives you the power of the unstoppable bear's strength and durability; it also comes with its own unique armor. Third is the Metal Mutant. This one allows you to summon the Spirit of the Lion, to fight alongside you. In addition, the Lion can merge with you. In doing so the Spirit of the Lion becomes a lion-styled armor that you wear. This armor will grant you the ability to fly and empower your melee weapons transforming them into powerful magical weapons. In addition, you have access to an attack that allows you to summon a homing ball of magma, called Lio Magnado. Finally, you have gained the power of being an Elemental Warrior which grants you a transformation that makes you stronger, if you're more animal-looking (Like the turtles, or Bebop and Rocksteady) this transformation will make you look more human. But more importantly, you gain the ability of Elemental Manipulation. This version grants you the ability to generate and manipulate water. However, if you have the **Super Mutation** perk, then this will grant you a special transformation that merges these armors together and combines with the Elemental Warrior Transformation granting all their boons.



Cool But Rude

More Sass than Rude (100 TP, Free for Cool But Rude): Here's something that you may be surprised about. Raph here is less a hothead and more of a sassy snarky jokester. And if you are to be like him you need to know how to be sassy like him. This is what this perk does, it gives the ability to make a snarky comment for any given situation.

Sai Fighter (200 TP, Discount for Cool But Rude): Sais are an interesting weapon…From a distance, it's a dagger with two additional sharp points. But there's more to it. And you know this. You are an expert at the Sais.

Combat Jokester (400 TP, Discount for Cool But Rude): Who said Spider-Man is the only one who can weaponize jokes? When it comes to taunting a target, you're a bro…but it has an interesting effect on you and your opponents. First off when you successfully taunt someone you seem to be moving and attacking faster than usual. As for your foes, their attacks seem weaker and slower. Also, the better the insult the joke the bigger the boost. Insult their mom? Minor boost. Have an insult that would require some sort of cream or ointment to heal? Large Boost.

Raging Red Expert (600 TP, Discount for Cool But Rude): Well maybe not raging but the principle still applies. What don't you know? Alright, I'll tell ya. Raph, like his brothers, had several action figures made about him. So, with this perk, you have become more than just a ninja turtle you know. You gain the Skills, Training, and abilities of a Sumo, Covert Specialist, Scuba Diver, Wild West Scout, Revolutionary War Soldier, Olympic Swimmer, Magician, Heavy Metal Head, Green Beret, Baseball Star, Soccer Player, and Space Cadet. Okay maybe it would be a good idea to expand what this means, don't you? So, let's go in order, shall we?

> **Sumo:** Well this one explains itself you are an expert at Sumo wrestling
>
> **Convert Specialist:** Well you are already a ninja but hey, there's no such thing as enough skills. This will grant you training in covert ops aka Military stealth training. Okay, not really this improves your ability to disguise yourself and keep a low profile during missions. Useful for infiltration.
>
> **Scuba Diver:** Scuba Diving obviously. But it also improves your ability to swim overall.
>
> **Wild West Scout:** This one is a bit deceiving but let me go into detail. So first of all you have a good sense of direction. Second, you are good at horseback riding, Third, you have skills in old-school rifles and bowie knives. Finally, you know how to set up traps of many kinds.
>
> **Revolutionary War Soldier:** VERY Old School military train. Using musket Rifles and Bayonets.
>
> **Olympic Swimmer:** Your swimming skills and speed have been increased. In addition, your cardio skills are impressive. Oh yeah, you also have the boon of always being in shape.
>
> **Magician:** This isn't skills in actual magic and more like stage magic and sleight of hand. This can be useful to fool your opponents and steal things from people without them noticing

Heavy Metal Head: ROCK IT! You know how to Create head-banging beats with the skills of a Heavy Metal band member. In this case, knowing how to play drums, or playing drum with you enemies' heads.

Green Beret: So now you have the military training of the Green Beret huh? Geeze Leo has Calvary, Don has Civil War soldier; what's next? Anyways with this you know how to handle modern pistols and sniper rifles

Baseball Star: Baseball is more than hitting a ball and running man. It requires a good aim, the ability to jump high enough, and fast reaction speed. So, you know how to play baseball like pro and you know how to weaponize those skills.

Soccer Player: Okay this one is an easy one. You are better at kicking and kicking object into things.

Space Cadet: Surprisingly enough, this one grants the ability to fly anything that is capable of flying especially into space and skills in ray guns.

Capstone Boosted: Why stop there? Let's add the games to the mix Plus another toy. This will grant you all the skills and abilities that Raphael had in every TMNT Video Game from 1987 to 2002, plus Shredder's Revenge. That's nice and all but there is more to be acquired from this perk. Four more things to be precise. The First is you have the power of a Cyber Samurai. Cyber Samurai for Raph grants him powerful punches and the ability to send his Sai flying through the air hitting an enemy and then coming back to him and it will give you special armor that is armed with rocket fists that can fire from your wrist and missiles that you can fire. Second Is the Power of the Shogun. This version gives you the power of the mysterious dragon's power; this translates to "Weapons are sharper and more dangerous and any armor you wear is more durable"; it also comes with its own unique armor. Third is the Metal Mutant. This one allows you to summon the Spirit of the Phoenix, to fight alongside you. In addition, the Pheonix can merge with you. In doing so the Spirit of the Phoenix becomes phoenix-styled armor that you wear. This armor will grant you the ability to fly and empower your melee weapons transforming them into powerful magical weapons. In addition, you have access to a fire attack in the shape of a flaming bird that will burn your foes called Phoenix Bomber. Finally, you have gained the power of being an Elemental Warrior which grants you a transformation that makes you stronger, if you're more animal-looking (Like the turtles, or Bebop and Rocksteady) this transformation will make you look more human. But more importantly, you gain the ability of Elemental Manipulation. This version grants you the ability to generate and manipulate fire. However, if you have the **Super Mutation** perk, then this will grant you a special transformation that merges these armors together and combines with the Elemental Warrior Transformation granting all their boons.

Party Dude

Radical Lingo (100 TP Free for Party Dude): 80s and 90s Skateboarder and Surfer Lingo is second nature to you. It won't sound like gibberish. You will know what they are talking about when they ask if you have "Tamed the Waves."

Nun Chuck Maniac (200 TP Discount for Party Dude): Nun Chucks…the weapon of Bruce Lee. And you know how to use them like a pro…. just not like the legendary Bruce Lee though, that will take some serious train.

No Party Like a Fightin' Party (400 TP, Discount for Party Dude): Whoever said that you can't use dancing skills for combat never met you…or heard of Capoeira, but that is not a part of this perk.

The Orange Meister (600 TP Discount for Party Dude): Well this is good but we need more for the party. Luckily Michelangelo has had action figures about him and buddy if you think he was a nuisance now, just wait you get a load of this. With this, you gain the abilities and skills associated with those toys. In other words, you get the skills, training, and abilities of a Rapper, Knight, Sumo, Submergence Specialist, Farmer, Navy Seal, Karate Master, Skier, Clown, Bandito, Wrestler, skateboarder, Roller Blader, Safari Explorer, Sailor, Surfer

> **Rapper:** Relax, remember this was the 80s and 90s so at best this is skills on rapping and insulting people. Besides this, is a kid's show. So, you know how to rap and how to sing…oh and you know how to weaponize a mic
>
> **Knight:** Funnily enough the skills of a knight can vary. So, you are getting the most basic choices: Sword and Shield, knowing how to ride a horse, and jousting. For Chivalry dude!
>
> **Sumo:** Well, this one explains itself you are an expert at Sumo wrestling
>
> **Submergence Specialist:** Well, this means you are good at aquatics operations and stealthily swimming into enemy bases.
>
> **Farmer:** Well besides actual farming skills you also know how to use farming equipment as weapons and know how to drive a tractor.
>
> **Navy Seal:** What? Okay, prepare yourself folks because No. I am not kidding. There is a Navy SEAL Mikey Action Figure and being a SEAL is no Joke. SO why does the PARTY DUDE, have it?! Anyways this is what you get: Firearms, Land Based Combat, Stealth, Underwater Demolitions, Underwater Combat, Scouting, and Handling of aquatic and land vehicles. Good Luck SEAL dude.
>
> **Karate Master:** You know Karate! A black belt at it in fact.
>
> **Skier:** You know how to ski. Don't worry, you know how to slow down and stop when you want/need to.
>
> **Clown:** Juggling, Telling Jokes, Weaponizing gags and props that a clown uses
>
> **Bandito:** Quickdraw, Using Revolvers, riding a horse, everything that an old western bandito knows, you know.

Wrestler: Grapple moves, working the crowd. Hang on… Let me explain it in a better way. OOOH! JUMPER YOU THINK YOU'RE READY FOR THE WRESTLER'S WAY?! YOU BETTER BE BECAUSE THIS WILL GIVE YOU ACCESS TO ALL THE MOVES AND THE CHARISMA OF A WRESTLING CHAMPION!

Skateboarder: This is more befitting of Mikey. You know how to skateboard and all the tricks. But you can also use those skills in combat. You can even weaponize your skateboard

Roller Blader: Well You know how to roller blade and that can be cool and all but you already have Skateboarding. Eh it can be useful especially if you have access to heelies or your shoes can turn into roller skates

Safari Explorer: You would think that this would only give you survival skills and the ability to explore the jungle…well you are partially right, You know how to navigate a jungle and find your way if you get lost. You also know how to use a hunting knife.

Sailor: Well I think Mikey wouldn't mind some Spinach on his Pizza. But I am sorry to inform you but no you won't be getting any power-ups via spinach with this. BUT you will know how to operate any sea vessel, no matter how old school or modern or futuristic. There is another interesting bonus to this you don't get sea sick or any disease that is associated with sea EVER!

Surfer: Well this fits seeing how Mikey talks. Anyways you have amazing balance and coordination. There is one more thing you know how to surf.

Capstone Boosted: Why stop there? Let's add the games to the mix. This will grant you all the skills and abilities that Michelangelo had in every TMNT Video Game from 1987 to 2002, plus Shredder's Revenge. That's nice and all but there is more to be acquired from this perk. Four more things to be precise. The First is you have the power of a Cyber Samurai. Michaelangelo's version allows him to spin his nunchucks at 30,000 rpm, basically whatever is hit by that attack is gonna go flying…or get decapitated and it will give you special armor that is armed with rocket fists that can fire from your wrist and missiles that you can fire. Second Is the Power of the Shogun. This version grants you the Stealth of a snake, in this case, it means you can turn invisible; it also comes with its own unique armor. Third is the Metal Mutant. This one allows you to summon the Spirit of the Beetle, to fight alongside you. In addition, the Beetle can merge with you. In doing so the Spirit of the Beetle becomes Beetle-styled armor that you wear. This armor will grant you the ability to fly and empower your melee weapons transforming them into powerful magical weapons. In addition, you have a blinding energy attack that will leave your targets blind called Beef Bee-tonic. Finally, you have gained the power of being an Elemental Warrior which grants you a transformation that makes you stronger, if you're more animal-looking (Like the turtles, or Bebop and Rocksteady) this transformation will make you look more human. But more importantly, you gain the ability of Elemental Manipulation. This version grants you the ability to generate and manipulate thunder (electricity). However, if you have the **Super Mutation** perk, then this will grant you a special transformation that merges these armors together and combines with the Elemental Warrior Transformation granting all their boons.

Reporter

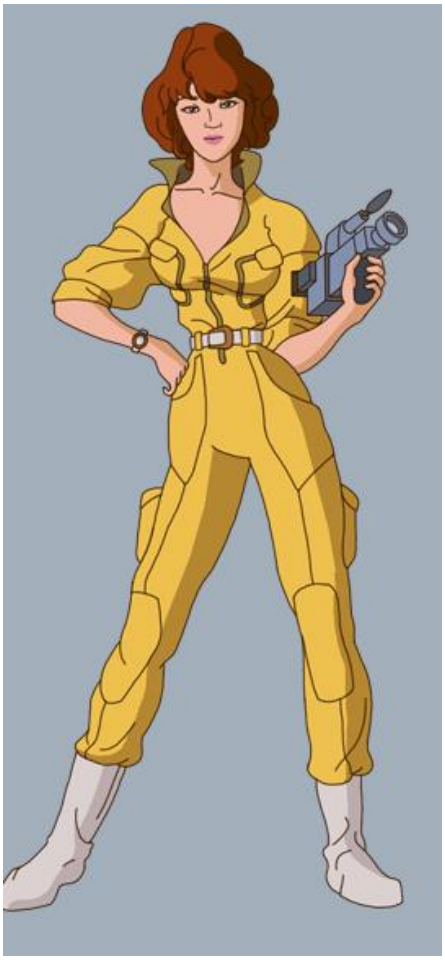
The Looker (100 TP, Free for Reporter): There's no other way to put this for a cartoon character April is looking FINE! Seriously look at that figure. You are the same you will always look good.

This Could Be Big (200, Discount for Reporter): You know what's the problem with this line of work? Managing your job and your social life. What if that wasn't a problem? That what this perk does. Basically, whenever you are doing something else, your goal/job/task will always present itself in some way. For example, you can be getting Pizza with friends trying to figure out the next big story for the news and then BAM! A bunch of crooks are thrown through the window of the store. You have your next big story right there! And this isn't exclusive to news, it can be used for other things. Like solving cases or finding inspiration for your next painting. Oh yeah this also make you a good reporter on the same level as April. Just don't tell her I said that.

I was just doing my job, sir! (400, Discount for Reporter): You seem to get away with things that would normally get you fired or arrested as long as you are doing it to do your job or complete a task that was given to you by your boss. But there are limits. Vandalism, destruction of private property? Excusable. Rape, murder, and taking part in a heist? Definitely not.

Not So Helpless Damsel (600 TP, Discount for Reporter): April tends to be captured. Thus, she has been designated as the Damsel of the group…if only they knew that she could be just as dangerous as the turtles. Well thanks to the game Shredder's Revenge, she can. Like her, you can use your skills in journalism and news reporting for combat. What this means is you can weaponize your reporting equipment and come up with a martial art based on your skills as a reporter. Oh, and it gets better as you become a better journalist and reporter. So, get out there and find some news to report on.

> **Capstone Boosted:** Hey, you can't have too much leverage in your line of work. With some research, exercise, and…a few mutation accidents you have obtained some potent abilities to call on. First, you are just as good of a marital artist as any other ninja, with skills in unarmed combat and a few melee weapons. Second, you have obtained the agility and grace of a cat and are able to cause claws to grow on your fingernails. Third, you possess the strength and ferocity of a cavewoman granting you some superhuman strength. Now even the most dangerous of areas won't be a problem for you to get that juicy story for the news. However, if you have the **Super Mutation** perk, then this will grant you a special transformation that turns you into a much more vicious cat girl. Making your claws like swords and you can scale up walks. You can leap several stories off the ground.



Master

Respected Elder (100, Free for Master): You know the saying "Respect your elders"? Well, this perk makes sure that people respect you. You have this air of gravitas and vibe that must be respected.

The Cur-Lee Technique (200, Discount for Master): Okay this is a two-parter here. First, you have a mastery over 2 unarmed martial arts. Second, you have access to the Curl-Lee Maneuver. An ancient and complicated technique. When done correctly your opponent can not move when you initiate the technique and will be knocked out when you have successfully done it against said opponent

Experienced Warrior (400, Discount for Master): Okay like the Cur-Lee Technique perk you are given two unarmed martial arts of choice that you are a master at plus an additional two that are armed martial arts. If you think that is all THINK AGAIN! This perk also acts as a training/teaching perk. You are able to pass on your teachings and skills to your students if they are willing to learn and listen.

Ninja Sage (600 CP, Discount for Master): Well, where can we go from here? Well, there is something. Well you gain 2 additional Unarmed and Armed Martial Arts. But you also are given the skills and abilities that Splinter has displayed in the games where he was playable. There is also another strange ability that you gain: Hypnosis. You can actually hypnotize someone with some strange ninja skill similar to mediating.

> **Capstone Boosted:** Yep Even SPLINTER has some action figures….Two of them…..Okay we can work with this. Just like his son, Splinter has how own Shogun Power. His unsurprisingly has the spirit of the rodent, which makes him move faster and attack faster; it also comes with its own unique armor. The other is…magic…No, I am not kidding. This means you have access to a variety of spells. For the sake of clarity for this jump, These spells are wizard's spells from DND 2E. All of them. May not seem like much but trust me this will be worth it. Also If you have the **Super Mutation** perk, then this will grant you a special transformation that turns you taller rat (About the same size of an average adult human) Your sense are vastly improved, and just to spite a certain sewer-dwelling villain you can command any rodents psychically; provided they are within 20 feet of you. Plus you are now immune to any attempt to control your mind.

Vigilante

Motorcycle Expert (100 TP, Free for Vigilante): You know how to ride/drive at motorcycle like pro.

Crime Radar (200 TP, Discount for Vigilante): No matter how minor or major, crime must be punished. And what better way to do so than having the ability to sense where a crime is taking place? While this isn't a true inner radar, you do have instincts to where a crime could take place. But the word of crimes happening in the area tends to reach your ears giving you hints as to where crimes are taken place.

Rage power (400 TP, Discount for Vigilante): The strange thing about anger is that it tends to cause more problems. Makes ya aggressive or dangerous. That's fine, you use that anger for strength. If any idiot pisses you off in any way you get power from it. So let those chumps take you lightly. Let em' taunt ya. They're the ones that are gonna regret it in the end

Hockey Wearing Warrior (600 TP, Discount for Vigilante): Those turtles and the foot have their fancy ninja training and martial 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 sports equipment to use. Now you are an expert at improvised weaponry and sports. And for the sake of keeping with the theme you know some skills in the martial arts of Jailhouse Rock and 52 Blocks.

- **Capstone Boosted:** Well this one is a bit different than other capstone boosters thus far. Well first 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. And second you can enter an invincible berserker rage state it only last for about a minute before wear off and then you're tired but you are strong enough to punch holes into concrete walls with your bare hands. There is also one more thing. You will be granted every skill and ability that Casey Jones had in any TMNT Video Game from 1987 to 2002, plus Shredder's Revenge. However, if you have the **Super Mutation** perk, then you basically become the Hulk, man. So, get out there and dish out some justice for the little guy.

Samurai

Honorable Ronin (100 TP, Free for Samurai): You know what is important to a samurai? Honor. Luckily in this serious this means being righteous and staying true to your morals.

Basics in Iajutsu (200): Iajutsu is the art of the quickdraw. It is one of the most exaggerated martial arts in fiction. And now you know how to use this martial art. Just be careful while using I, you can potentially cut yourself while doing this.

Adaptive Warrior (400): Usagi was able to adapt to his new situation and timeline. Quite quickly might I add. You too have this adaptability. No matter the location, time period, culture, or time of day you know how to live and even fight in your current situation. In addition, you don't get lost easily, you will always know where you are and how to get to your destination.

Kensei (600): Sword. The iconic weapon of the Samurai. Well okay, it's called a Katana, but it is still a sword. However, there is more weapons to the samurai, and you know how to use each and every one and are a master at each martial art that is associated with each weapon. Just name a few this includes: A Yumi Bow, Naginata, and a Kanabo Club. This is just a sample of what the samurai wields and you are a master of each of them. There is a word for what you are. Kensei which translates to Sword master or in this case Weapon Master

> **Capstone Boosted:** So where do we go from here? I mean you have every Swordsman ship Martial Art that Samurai have used. You have the skills and Abilities that Usagi had in Shredder's Revenge. What else? OH! SPACE USAGI! This means you have an affinity for all sci-fi weapons, and you are an expert at fighting space. With **Super Mutation**, your futuristic weapons skills can be used in tangent with your more traditional ones. But more importantly, you have the ability to transform into an Oni. A mystical ogre that is able to cleave through platoons of Soldiers like a knife through hot butter.

Bumbling Fools

Monstrous Jerks (100, Free for Bumbling Fools): Well, You may not have much in your brains and you are kind of slow but…you are good at intimidating. Let it be your appearance, the way you talk, or what you carry/wear you can always find ways to be more intimidating than you are.

We are Good at Smashing Stuff (200, Discount for Bumbling Fools): Why yes you are. You are skilled at smashing stuff and martial arts that focus on crushing and bashing. With this perk, your ability to destroy things is now twice as effective. You are skilled at Jailhouse Rock.

Why Do I Keep You Around?! (400, Discount for Bumbling Fools): Good Question…It kind of like Bebop and Rocksteady. Those two colossal numbskulls and yet Shredder keeps them around instead of replacing them. Maybe he enjoys their company, maybe they are the only loyal non-robot minions. Well whatever the reason he tolerates them enough to not fire them or kill them. You too have this strange luck/quality to you. No matter how much you mess up, your superior won't fire you or kill you…he will insult or punish you in some way (Where in some case you will be begging for death) but you will still be alive at the end of the day, right?

Best Minions (600, Discount for Bumbling Fools): Well, there is the obvious choice of granting you the abilities of Bebop and Rocksteady but there is so much more that can be gained! Specifically, the foot soldiers from the games. Yes, those minions that go down in a few hits. But consider the various weapons that each Foot Soldier uses in the games. This perk would make you a master of each weapon that they wield. Now let's add Bebop and Rocksteady's abilities and skills that Bebop and Rocksteady have in the show, and from every TMNT game they appeared in from 1987 to 2002, plus Shredder's Revenge.

> **Capstone Boosted:** But you want more than that. Well just like those Turtles Bebop and Rocksteady have had several action figures made about them and well it would be rude to not include them as a part of the package but first let's add several things before that. Cyber Samurai, Warrior, and Metal Mutant. Cyber Samurai makes you tougher and stronger and you will be given special armor that is armed with rocket fists that can fire from your wrist and missiles that you can fire. Warrior, this one is special because it covers the abilities of the warrior of medieval times with a bit of magic. Basically, you're a knight-barbarian combo with some spells you can cast. Metal Mutant is as the turtles' version, except for the fact that there are two of them, one of a fish and the other is a collection of serpents. So, you can summon the Spirit of the fish…which looks like a piranha and the spirit of the Snake to fight alongside you. In addition, the Sanke and Fish can merge with you. In doing so the Spirit of Fish or the Spirit of the Snake becomes Fish-styled and Snake-styled armor that you wear. This armor will grant you the ability to fly and empower your melee weapons transforming them into powerful magical weapons. Both operate similarly, but they both have their own unique attacks. The Fish armor has the ability to create a great flood with an attack called Great Killer Whale Wave. The Snake Amor can call forth hundreds of snakes to constrict and entangle their enemies. However, if you have the **Super Mutation** perk, then this will grant you a special transformation that merges these armors together. Now about those action figures and the powers they bring. Here they are:

Ninja: You are skilled in ninjitsu not on the same level as the turtles but about half their skill level

Soldier: This one is a bit odd but It covers Pistols, Rifles, Grenades, and Grenade Launchers

Machine Gunner: Well this one speaks for its self. You know how to use a machine gun.

Boxer: Skilled in boxing in all of its styles

Ninja Jerk

You Morons! (100, Free for Ninja Jerk): You seemed to have an insult for every occasion and for everyone. Seriously you can come up with an insult instantly. This can be used to lower enemy morale.

What Heart (200, Discount for Ninja Jerk): Emotions can get in the way. Sentiments can get in the way. That's why you can simply turn them off. For a time at least you can ignore your morals if they get in the way of completing your job.

Surprisingly Tech Savy (400, Discount for Ninja Jerk): You know for a Ninja and an earthling you are surprisingly adept at alien technology and other strange equipment. No matter how strange or alien a device is you know how to handle, and use said item. Though be careful this doesn't mean you won't mess up in some way while handling said device.

Shredder's Disciple (600, Discount for Ninja Jerk): This is it…. the big one for this origin. Being the Shredder's disciple. First you are as skilled as he is in melee combat and just as strong. You know all the moves that any foot ninja may know. In addition, any ability or skill that those foot soldiers from every TMNT game they appeared in from 1987 to 2002, plus Shredder's Revenge. May not seem like much but you also are a master at three weapon-based martial arts and three unarmed martial arts

> **Capstone Boosted:** Okay Shredder's disciple nothing. YOU ARE THE SHREDDER! , whether you are evil or not is up for debate. But now it doesn't matter. For you are his equal You have the skills, abilities, and powers of the Shredder from the 1980s show and from every TMNT game he appears in from 1987 to 2002, plus Shredder's Revenge But just like the turtles the Shredder asl had some action figures…sadly they are not as varied as the turtles for there is only three that stand out. Cyber Samurai, Shogun, and Metal Mutant. Cyber Samurai operates similarly to the others you gain armor that is armed with rocket fists that can fire from your wrist and missiles that you can fire but also makes you bigger and shoot beams from the armor as well. Shogun doesn't have as much flair as the other versions but this one makes it impervious to nearly all attacks while the armor is on, doesn't stop your opponents from taking the armor off you and there are gaps in the armor that an attack can get through so don't get cocky. Metal Mutant is just like the others. This one allows you to summon the Spirit of the Tiger, to fight alongside you. In addition, the tiger can merge with you. In doing so the Spirit of the Tiger becomes tiger-styled armor that you wear. This armor will grant you the ability to fly and empower your melee weapons transforming them into powerful magical weapons. In addition, you have access to a beam attack that fires from your weapon of choice or hands. This attack is known as Tiger Blade. Shame you can't gain the Super Shredder form or can you?! If you have the **Super Mutation** Perk not only do all the armor transformations above merge into one you also gain access to your very own Super Shredder form unlike the ones from the games this one is a fusion of not only the Super Shredder from the games but also from the Anime (Yes there is an) and the movie, turning you into a terrifying champion of might. So let those foolish enough to stand against you try to test you. You'll pass every time.

Items

General

Dress for the occasion (Free): Clothes. Basically, this item provides three casual outfits and three Ninja outfits that are designed to match your background and your personality.

Collection of disguises (Free): A collection of disguises trench coats, sports jackets, masks, sunglasses, fedoras and other face-concealing accessories

Basic Weaponry (Free): Any mundane melee, a taser, a can of pepper spray, and a pistol

Jet Board (100 CP): A unique skateboard that can fly in the air, on top of water, and skate on the ground. As a plus, you will never fall off of this board while in use. Hell, if you jump forward the board will follow so that you will always land back on your board.

Mecha (200 CP): A large exosuit that is strong enough to toss trucks a couple of feet away. It also comes with its own melee weapon…. maybe in the future you can use the mech as a basis for bigger and stronger mechs. So, it's a good starting point for you mech pilot jumpers. Click here to get an idea of how it looks

Drop-In

TMNT Duplicate Mask(100, free for Drop-In): This domino mask is a good replica of the ones that the turtles wear. Somehow it helps conceal your identity

Elite Equipment (200, Drop-In): A Javelin, Battle armor, Chain whip, and a strange sword. These are the items that Karai wields in the various of TMNT games that she was in.

Dimensional Vehicle (400, Drop-In): A strange hovercraft that is in the design of a car. It helps hop between dimension…. well, its restricted to the local multiverse of jump though. But hey it looks cool though.

Leads

Katanas (100 TP, Free for Leads): Leonardo's signature Weapon double katana. You get a pair of Katanas nothing really special about them except they don't break.

Other Ninja Tools (200 TP, Discount for Lead): Grappling hook? Check. Kunai? Check. Shuriken? Check. You get the point all those tools and equipment that ninjas used in 90s cartoons and cinema

Leader's Gear (400 TP, Discount for Lead): Okay now this one is a bit crazy. Every Leonardo Action Figure came with accessories that go with the toy You have actualized versions of these accessories that is to say you have the weapons and gadgets that each Leonardo action figure uses.

Does Machines

Bo Staff (100 TP, Free for Does Machines): The Iconic weapon of Donatello. A bo staff not , nothing really special about it except it doesn't break.

Inventions and tools (200 TP, Discount for Does Machines): Turtle Communicators, Rocket pack, and all sorts of other gadgets and devices that Donnie has made in the show. You have them all.

Genius Armaments (400 TP, Discount for Does Machines): Okay now this one is a bit crazy. Every Leonardo Action Figure came with accessories that go with the toy You have actualized versions of these accessories that is to say you have the weapons and gadgets that each Leonardo action figure uses.

Cool But Rude

Sais (100, Free for Cool But Rude): Raph's preferred weapon of choice. Double Sais. A pair of daggers like weapons with two additional prongs, nothing really special about them except they don't break.

Turtlecycle (200, Discount for Cool But Rude): A turtle styled motorcycle that's about it but its looks so cool!

Toys of Joy for the Boy (400, Discount for Cool But Rude): Okay now this one is a bit crazy. Every Leonardo Action Figure comes with accessories that go with the toy You have actualized versions of these accessories that is to say you have the weapons and gadgets that each Leonardo action figure uses.

Party Dude

Nunchaku (100, Free for Party Dude): Ah Mikey's weapon of choice. The Nunchucks originally. You are given a pair of them, nothing really special about them except they don't break.

Party Van (200, Discount for Party Dude): A special van that is designed with a turtle motif. With various features included. Such as cup holders, onboard computers and onboard weapons….like missiles and sewer lid launchers.

Party Favors (400, Discount for Party Dude): Okay now this one is a bit crazy. Every Michaelangelo Action Figure came with accessories that go with the toy You have actualized versions of these accessories that is to say you have the weapons and gadgets that each Michaelangelo action figure uses.

Reporter

Camera and Microphone (100 TP, Free for Reporter): Well what else would you use to make news reports? Hopes and Dreams? No. You need a Microphone and a news camera to get all the footage. Theses are personal versions that always seem to be nearby. You never know when a big scoop will show up

News Van (200 TP, Discount for Reporter): A regular van with all sorts of new equipment.

Reporter special (400 TP, Discount for Reporter): This one is a bit crazy one it comes with a tasteful one piece form, fitting jumpsuit. Every April Action Figure came with accessories that go with the toy You have actualized versions of these accessories that is to say you have the weapons and gadgets that each April action figure uses.

Master

Collection of Cheese (100 TP, Free for Master): CHEESE! CHEESE FOR EVERYONE! Wait…wrong series. But the fact stands. You have a collection of all sorts of cheese enjoy!

Walking Stick (200 TP, Discount for Master): A powerful and indestructible walking stick that is able to cut and pierce steel. It can even deflect energy beams.

Ninja Master Equipment (400 TP, Discount for Master): Okay now this one is a bit crazy. Every Splinter Action Figure comes with accessories that go with the toy You have actualized versions of these accessories that is to say you have the weapons and gadgets that each Splinter action figure uses.

Vigilante

Hockey Mask (100 TP, 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 a traditional one or the one more on par with Casey's current hockey mask which looks more like a skull.

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

Motorbike (400 TP, 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.

Samurai

Samurai Outfit and Armor(100 TP, Free for Samurai): A Samurai garb and Samurai armor. Both provide you protection just as effective as any modern-day armor that soldiers use these days

Katana and Wakizashi (200 TP, Discount for Samurai): One is a Katana. The iconic Samurai Sword. The other is Wakizashi, a short sword version of the Katana. Both are powerful weapons that don't break

Space Samurai Gear (400 TP, Discount for Samurai): A set of Sci-Fi gear that will help you in battles in the future. A special laser with a silencer that can fire with noise being made. An explosive launcher that causes a massive explosion with each shot. A helmet that can scan the area with a scouter. A cape that can block laser fire

Bumbling Fools

Punkish Duds (100 TP, Free for Bumbling Fools): Well strange set of clothing that helps you look more intimidating and makes you a few inches taller. Just enough to tower over the average human being

Guns (200 TP, Discount for Bumbling Fools): A see of energy-based guns that Rocksteady and Bebop uses in the shows and games.

Second in command Loadout (400 TP, Discount for Bumbling Fools): Okay these weapons and armor are a bit wild. Every Bebop and Rocksteady Action Figure comes with accessories that go with the toy You have actualized versions of these accessories that is to say you have the weapons and gadgets that each Bebop and Rocksteady Action Figure uses.

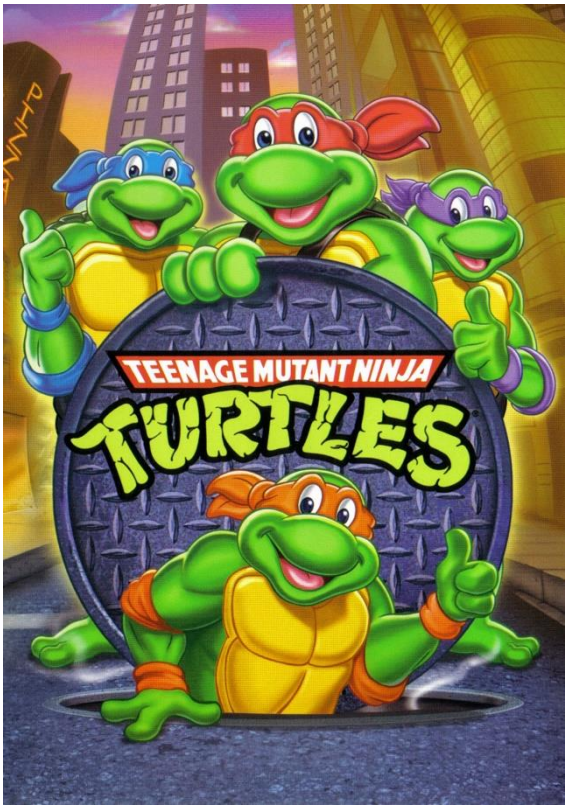
Ninja Villain

Foot Clan Armor (100, Free for Ninja Jerk): Shredder's Iconic Armor and garment. Complete with claws and spikes

Non-Ninja Weapons (200, Discount for Ninja Jerk): Any weapon that Shredder uses tends to be a non-ninja weapon. This means guns, lase weapons, and even a rocket launcher. Basically, every weapon that shredder uses in the show and the games from 1987 to 2002, plus Shredder's Revenge.

Super Mutagen (400, Discount for Ninja Jerk): Sometimes you need an extra edge in a fight. For you that means mutations. This vial contains a serum that grants a person super mutation. Simply smash the vial on the ground to trigger the Super Mutation.

Companions



Import (50-200 TP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 TP to import one companion. 200 TP to bring them all. Each gets 800 TP and a background.

Create (50-200 TP): Same as above but you make new companions that you'll come across in this jump. 50 TP for, 200 TP for 8. You can never have too many friends. Each gets 800 TP and a background

Heroes in a Half Shell (200 TP): Well this is probably what you really wanted. Every Member of the Teenage Mutant Ninja Turtles and Master Splinter.

Canon Characters (50 TP): This is to purchase anyone else, 50 TP per person.

Scenario

Well if you really want to prove yourself. Try to complete some of these Scenarios. You are given 200 Cp for each Scenario you take on.

NES Game Adventure: This one is a bit interesting. The first Teenage Mutant Ninja Turtle Game didn't have any subtitle to go with it it was just called Teenage Mutant Ninja Turtles. But the plot is simple Shredder has kidnapped April and she needs to be rescued.

> **Reward – Angry Winner:** Cow A Bunga Cow a piece of….Right, to complete this challenge required a lot of patience, skill, and a tolerance for pain. So, this perk does four things for you. First, it makes you more resistant to electrical shocks, to the point that a lightning bolt would be like a taser to you now. Second, your fighting skills are now on the same level as the Turtles. Third you are now really adept at swimming you won't have to worry about struggling underwater…though you can still drown if you don't have the ability to breathe underwater. Fourth, is a bit strange…you can get angry enough to essentially do a super attack….that causes explosions. And for some reason when the attack is initiated…you look like a nerd.

Arcade Adventure: This adventure is basically the first season of the cartoon series but with notable differences. For you, this just means following the events of the first season with some notable additions, which are basically the levels from the arcade game…both versions of it. There is the normal Arcade game and then there is the one for the NES that serves as the sequel to the original NES title.

Reward – Beat-em-up Master: Well this adventure is basically asking you to take part in the plot of the most iconic beat-em up arcade games so the reward should reflect that. This perk has several boons. The first one is that it serves as a 1-up…three of them in fact. When you are killed you are revived completely healed. Be careful this will only work three times after that it will take an entire jump or 10 years for this ability to recharge. Second no matter what weapon you are using (this includes being unarmed) You can damage foes without suffering any damage to your weapons (Or yourself) Meaning that you won't have to worry about your weapons degrading. Third You will be given hints on where to go next in your mission/quest/task that you are doing at the moment.

Turtles In Time: Shredder has sent you and the turtles back in time…along with some Foot Soldiers to ensure your demise. You have to fight your way back and stop Shredder and Kraang's plans.

Reward – Time Traveling Ninja: Time Travel is complicated. But not for you luckily enough. Especially after this adventures. As such you are now immune to any temporal paradoxes and any attempts to Banish you to through time (Sending years in the past or sending years in the future). In addition to this, you have access to the Scenarios "Prehistoric Trouble" and Space Terror"

Prehistoric Trouble (must have completed the "Turtles in Time" Scenario): Well while you are trying to stop the Shredder and Kraang could you perhaps investigate what the Foot were doing in prehistoric time? They have been experimenting on dinosaurs for something. The plan is simple, beat the Foot Soldiers and kicked them out of the age of the dinosaurs.

Reward – Dino power: Tyrannosaurs, Ankylosaurus, Pteranodon, Stegosaurus, Triceratops. The DNA of these mighty dinosaurs are now a part of your physiology. You are much stronger, your body is now more durable than before, you have sharp claws, you now have wings on your back that you can fly and glide with your skull is thick enough to ram through walls. That's not tall you also gain a special transformation of each Dinosaur boosting certain aspects for example the Pteranodon transformation will make your flying abilities better allowing you to fly with the grace of an eagle. The **Super Mutation** grants fuses these transformations together.

Space Terror (must have completed the "Turtles in Time" Scenario): Okay no this is personal The Foot are now trying to turn the moon into a space base by going back in time to the Moon Landing. That's right the scum bag Shredder is going to pervert one of humanity's greatest accomplishments. STOP HIM!

Reward – Space Traveler: Well that was fun but you had to adjust to environment of space…that is to say the lack of gravity, as a result your know how to fight ion a low and zero gravity environments and you know how to fly a space ship. Strangely you have knowledge about Star Trek to the point that you know how to operate the Enterprise provided you have a crew to help.

Hollywood Freakout: Somehow the foot was able to create a monster out of the many props found on movie sets. Normally this shouldn't be a problem, but it just so happens that there was a monster movie being filmed…so now you have to deal with a bunch of horror themed monsters. Put a stop to this madness

> **Reward – Hollywood Magic:** Whatever Shredder was using to bring those monsters to life has affected you as well. You have been imbued with the powers of the Wolfman, Dracula, Frankenstein's Monster (Or Bride of Frankenstein if your female), Mummy, Invisible man, Creature of the Lagoon and the Mutant. Each is a transformation. The Wolfman grants you claws and improved acrobatics. Dacula grants you flight, sharp fangs and the ability to drain blood to heal yourself. Frankenstein's Monster (Or Bride of Frankenstein if your female) grants you superhuman strength, superhuman durability, and lighting attacks. The Mummy allows you to summon scarabs to attack your enemies and control the bandages that your body is covered in…and they are sharp as knives in your possession. The Invisible Man allows you too…. well turn in invisible. The Creature of the Lagoon grants you the ability to breath underwater, swim and survive in any body of water no matter how polluted or poisoned it is; also you have razor sharp claws. And The Mutant give you super strong lobster claws and the ability to emit radiation. The **Super Mutation** grants fuses these transformations together.

"The Foot are Kung Fu Fighting!": Okay so Kraang and Shredder has kidnapped masters of various styles of Kung Fu. They were able to copy their years of experience and teaching and downloaded them into their Foot Soldiers, themselves, and Even Bebop and Rocksteady. This resulted them into becoming Kung Fu masters. You must take down these Kung Foot warriors and free the Kung Fu Masters

> **Reward – Kung Fu Jumper:** After you have freed the masters they have rewarded with some Kung Fu skills. This means you are at an intermediate level of the following schools of Kung Fu. Shaolin, Drunken Fist, Five Animals (Tiger, Mantis, Crane, Viper, and Monkey), and Eagle Claw. May not seem like much…and you are right! Because one of them has given you a scroll that contains the following Martial Arts: Nine Sword of Dogu, Nine Yang, Nine Yin, Thousand Hand Divine Fist, and The Eighteen Dragon Subduing Palms. These Martia Arts you need train your own time to master them. It turns out that this is what the Shredder was really after.

Tournament Challenge: April and Master Splinter have been Kidnapped and you have to you have to save them! Team up with the turtles and their new allies to save them by engaging in this tournament that Shredder has set up for you.

> **Reward – Tournament Master:** Well, here it is. Your reward! This boost will grant you the abilities of every playable character from Teenage Mutant Ninja Turtles Tournament Fighter…that it isn't the Turtles, April, Casey, Bebop, Rock Steady, Or Shredder. Plus, this will also grant you the powers of every member of the Shredder elite. The abilities that you gain from this are Hydrokinesis, the ability to grow razor-sharp claws, aura generation, and Supersonic attack.

Stomp out Dregg: At Some point during your stay the Turtles will defeat Shredder and Kraang trapping them both in Dimension X. Only for a new threat to arrive: Lord Dregg Unfortunately he is a bigger threat than Shredder or Krang or both of them combined. Work with the Turtles to take him down…basically the final season of the 1980 series have become too hard for the turtles to handle on their own and you need to help them out

> **Reward – Mutation Upgrade:** Whatever happened during your battle with Dregg and his forces has left mutated you are much stronger, faster, tougher, and more flexible than before. It also boosts your **Super Mutation** Perk into a perk called **Ultra Mutation**. Ultra Mutation is Super Mutation on steroids your much bigger, you can fly, shoot energy, and breathe in space. In addition to this you know how to make mutagen that can grant others the **Super Mutation** Perk…permanently.

Shredder's Revenge: With Dregg gone not much you can do with your remainder of time than stop a few petty crooks here and there. That is until the local news is hijacked by Bebop who proudly announces that the Shredder is back and wants revenge. And he starts by seizing the Statue of Liberty…again. Time to stop the Shredder again

> **Reward – A True Ninja Warrior:** Well as a reward for beating Shredder again has granted you an interesting boon…the knowledge and skills of each Turtle making you a variable fighter of the bunch But what makes this boon something really special is when you keep fighting. As you keep beating foes the better you get at fighting. Think of it as a Level Up system but for your martial arts skills. So get out there kick some bad guys in the shin and kick some shell…wait wrong Teenage Mutant Ninja Turtles series

The Final Shell Shock (requires the completion of all other Scenarios): Well Shredder seems to have had it with your constant meddling in his plans. He messed with space and time to give himself one hell of a boost. With any ability that is connected to his action figures (Summoning armor, Becoming Super Shredder, etc.) he also in addition has the skills and powers of his movie counterparts. Worse yet, so do his minions. But that's not the worst part he has become scarily competent. For example, when Kraang fails and blames Shredder instead of just taking the insults Shredder will banish Kraang back to his home dimension without his android exoskeleton body. At this point, Shredder is too much of a threat to leave alone. Put a stop to end to his plans and defeat him once and for all. Either by sending him to maximum security prison or by….killing him.

> **Reward – Green Machine:** Well you did it. You beat him. The Shredder is no longer a threat. And you are rewarded wit thisperk. First off I am not kidding when I say this you are given every capstone from this jump and if you happen to have the capstone booster they get boost. Secondly you will always be able to sense criminal organization that need to be stopped by getting their buts kicked. Third you have this special transformation, granting you with unique armor and weapons. This transformation has all the benefits of all transformations abilities from this jump. Get out there jumper and fight with honor!

Drawbacks

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!!!.

Water Hazards EVERYWHERE!!! (+200 TP): Luckily for you the water barely plays a role in the show proper but when it does it becomes a huge problem for you. Simply put any time you are traveling by sea/water you are suddenly ambushed by some water creatures and water-faring foot soldiers. Also if you have to do some underwater exploring, expect to see a bunch of electrified sea coral or similar water hazard.

Oh, that's embarrassing (+300 TP): Okay this doesn't seem too bad. I mean the only thing that seems to be hindered is your ability to be able to sneak around because you seem to make noise no matter how hard you try to sneak around. Let it be the way you walk or your surroundings….okay never mind this is a hindrance. A very big one.

Crime Spree (+300): WHAT THE HELL?! How on earth are there this many Criminals?! And why do they have it out for you? Okay, hang on let's calm down. The entire city has a bunch of criminals and crooks occupying small neighborhoods. This will impede your ability to move about the city. They WILL try to get in your way and look 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 than done.

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 believes you are a good guy. Oh, and you can't really kill him. He'll just reappear the next day fully healed somehow.

You rely too much on those things! (+500 TP): You rely too much on the items that in your warehouse. So lets see how well you fair without them. Outside of whatever weapon you imported into the Weapon of the Forge, all item in your warehouse is now sealed away for the duration of the jump.

There are no Shortcuts! (+500 TP): Perks, powers, system? PALOR TRICKS I SAY! One does not become a master with such things. Only blood, sweat, and tears will do. There are no shortcuts. Therefor any perks that are not from this jump have been confiscated and sealed away for the duration of the jump.

Foot Problem (+600): 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.

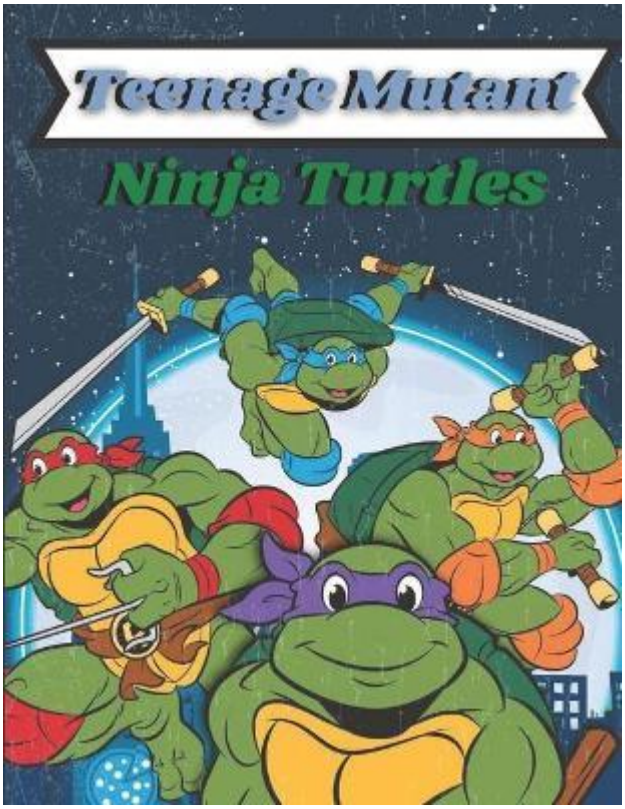
A GIRL TURTLE?! (+800 TP): Fun fact. Fox Kids had made their own Teenage Mutant Ninja Turtles show called The Next Mutation. It was weird. First off, the Shredder was killed in the second episode and the main bad guy was a dragon. There was Magic. And a girl turtle. The whole thing feels like Power Ranges 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.

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

BOOYA KASHA! (+800 TP): Hmm this is interesting another set of turtles have been seen but they seem to be younger than the turtles of this jump. That is to be expected because these guys hail from the 2012 series. TMNT 2012 has now become one with this series. The Krang are going to be causing trouble left and right. The Foot are more competent and Mutants everywhere.

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

COWABUNGA: Move on to the next world

Notes

By Sonic Cody 12/Sonic Cody 123/Cody Majin

Some of the capstone perks found in this jump are based on the many action figures that were made during the 80's era of the TMNT which went from 1987 to 1999. Basically, before the 2003 series began.