Teenage Mutant Ninja Turtles

Fast Forward

Hit that catchy theme song!

It's Ninja Time!

Four Teenage Turtles surfed in

On a wave from the past,

It's like the future's a party

That these brothers just crashed.

Don't know when they'll go home,

How long the good time will last,

But just stick around and see

These Turtles go...

Fast Forward!

Leonardo, Donatello

Fast Forward!

Raphael, Michelangelo

Teenage Mutant Ninja Turtles!

Fast Forward!

Teenage Mutant Ninja Turtles!

It's Ninja Time!

This future stuff is so strange,

Time can get rearranged.

But the more things change,

The more they also stay the same.

Still kickin' butt,

And playin' video games,

Drivin' everyone nuts,

Future's really insane!

Fast Forward!

Raphael: "Get outta my way!"

Fast Forward!

Donatello: "It's so not yesterday!"

Fast Forward!

Michelangelo: "It's the ONLY way to play!"

Fast Forward!

Leonardo: "Guess we're here to stay!"

Teenage Mutant Ninja Turtles!

Fast Forward!

Teenage Mutant Ninja Turtles!

Fast Forward!

Welcome….Wait a minute…what? Oh right I forgot to mention this if you took the Fast Forward Drawback you will end up following the turtles into the future. So anyways welcome to the 6th season of Teenage Mutant Ninja Turtles: Fast Forward. Now you may be thinking "If this is just the 6th season of the 2003 series then why is it its own jump?" Simple Fast Forward is different from the season that came before it. Vastly different in many ways. But you won't be here long. You will be here until the end of Fast Forward, which is a year's time, just before the turtles leave to go back to the Present. For your survival you will be given TP:

1000 TP

Good Luck and try not to get Shell Shocked

Location

Roll 1d6 to see where you end up.

1. **Cody's Penthouse:** Cody's Personal Home.
2. **O'Neil Tech Labs:** A Laboratory where all sort of devices, gadgets and even weapons are created
3. **Levellex Mall:** A large mall with all sorts of stores
4. **New Madison Square Garden:** An indoor sports stadium in the New York City borough of New Manhattan.
5. **Original Famous Jays:** A Hot dog stand, that has become a fast-food restaurant.
6. **Free of Choice:** Take your pick from the options above

Origins

Drop In: You may have come from a completely different planet or timeline. Whatever the case you sort of just showed up

Turtles: Maybe you are a descendant of one of the turtles. Maybe you got caught in the accident that brought the turtles into the future. Whatever it is you have connections to the Teenage Mutant Ninja Turtles

Kid: Maybe You are the younger or twin brother of Cody. Maybe you are the descendent of one of the Turtles many allies.

Tech Wizard: You are a Mastermind when it comes to technology.

Villain: Let it be for money, conquest or just for laughs you are criminal. Law be damned

Perks

General

Know the Lingo (Free): There are strange words and phrases that exist in this time period. You know what they mean and what they are used for in conversations. Helps you blend in. Works in future jumps too.

Wise guy (100 TP): People know you have a bit of snark. This essentially give you the ability to come up with the perfect snarky comment to someone when you want to.

Throw the First Punch (100 TP): Choose one martial art. You are skilled in that martial art.

Mutant (200 TP): Okay how you became a mutant doesn't really matter but it boils down to 2 things. You were a normal animal that became an anthromorphic Creature or you were a human that became some anthromorphic creature or something else entirely. This perk will grant you enhanced intelligence (For your species that is) and the conditioning on par with a human at peak condition. This will include things like flexibility, dexterity, perception, etc.

Drop In

A Boogie Man (100, Free for Drop In): You have this reputation about you….that seems near mythological. Because of this people tend to find your existence a bit far fetch and any mentions about you tends to be seen as mere urban legends. As a result, any sighting of you will not be investigated. Useful if you don't want the general populace looking for you. Can be toggled on and off

Hasty exit (200, Discount for Drop In): One moment…that's all you need to get away. If you have been spotted by someone, and if you can distract them by doing something that will obscuring their sight of you; you can seemingly disappear without a trace. How is this done? You use the confusion to make a quick and silent getaway. How you go about doing this is up to you. Hell the "Look over there" trick will be acceptable for the perk.

There's No Such Thing as Too Far (400, Discount for Drop In): When it come to the safety of the earth and its people from alien threats, there is no line that shouldn't be crossed, nor any action that is amoral. Most people understand it. Just as long as your actions meet the severity of the threat people tend to turn a blind eye to your actions. But be warned some actions cannot be forgiven no matter the circumstances. Rape and genocide are good examples. After all your goal is the safety of the world not personal goals.

Bounty Hunter Expert (600, Discount for Drop In): Gunmanship, stealth, charm, luck and the use of gadgets. These are the must haves to being a bounty hunter. And you have years of an experience in each. With the exception of Luck. You just have a lot of luck. Any gun that you come across you can use. You easily sneak into an heavily guarded area as if you are just taking a casual stroll in the park. Your Persuasion skills is so impressive that you are able to convince people to trust you despite being a known backstabbing jerk. You know how to use a wide variety of gadget and tools seen in the show and several spy movies.

Turtles

It's The ONLY Way to Play (100, Free for Turtles): Despite being drawn away from their home the turtles don't seem to be bummed out about your situation. In fact, they seem to be okay with it. You seem to be able to take a bad situation and turn it around into a positive light just like Mikey.

Get Outta My Way! (200, Discount for Turtles): Even in the future crime is a foot. No not the foot clan those guys are gone. For real this time. No, I mean just crime in general. So better know how to defend yourself. You have some skills in ninjutsu and 2 other martial arts.

Guess We're Here to Stay (400, Discount for Turtles): You know after being thrown years into the future the turtles adapted to their new situation really quickly. You to have this ability. You are able to adapt to a new location rather quickly and with little trouble on the emotional side.

It's So Not Yesterday (600, Discount for Turtles): Okay this is getting weird. You were thrown into this period of time suddenly and you somehow are able to just get an instant understanding of the technology here?! Well, yes it appears you do. Not only do you have complete mastery of the technology that turtles use in the show. But you have acquired an innate understanding of technology as a whole. This means that any piece of technology that you may run into you can figure out how to use in mere minutes. Not bad for a guy from the past huh?

Kid

Know His History (100 CP, Free for Kid): Similar to how Cody knows about the turtles; You have an uncanny ability to obtain knowledge about an area based on a few stories and rumors that have been around for a long while. What you do with this knowledge is up to you.

Tech Savvy (200 CP, Discount for Kid): You know your stuff when it comes to computers and gadgets. The stuff that exists in the future are mere child's play for you to understand. If it is a piece of technology, you know how to use it.

Made it Myself (400 CP, Discount for Kid): Lesser-known fact about ninjas is that they actually made half the stuff they use. This fact extends to you and your gadgets. You can take a piece of outdate technology and create something truly amazing out of it.

Ninja Apprentice (600 CP, Discount for Kid): You are an acolyte in the ways of a ninja, but you are eager to learn. You know the basics of Ninjutsu but the real draw from this perk is the training booster. Anything revolving martial arts or stealth, you will learn 10 times faster. In time you may be able to stand on equal footing against the turtles.

Tech Wizard

Cutie (100 CP, Free for Tech Wizard): You are adorable and have this aura of cuteness to you. Making it harder for people to try and harm. Can be toggled on and off.

Organized and Prepared (200 CP, Discount for Tech Wizard): You are surprisingly organized. You are able to keep your files in order, and recall exact time for meeting and special events. Also you always seemed prepared for something…and can never be taken by surprised.

The Anti-Hacker (400 CP, Discount for Tech Wizard): Considering that computers are a big part of the future, hackers can be a huge problem. But you know how to counter them in every way. Every Trojan Horse, every back door, every single trick that a hacker will use; you know about it and what to do. You are the anti-hacker

Technological Expert (600 CP, Discount for Tech Wizard): You know your stuff when it comes to computers and gadgets. The stuff that exists in the future are mere child's play for you to understand. If it is a piece of technology, you know how to use it. But in addition to this you know how to create vastly impressive pieces of tech. Not only that you can take one look at something that is broken and can figure out what is wrong with it in a matter of minutes. Nothing is too complicated for you to use, make, or fix

Villain

Trusting Face (100, Free for Villain): You have this look to ya. Most people won't be suspicious of you unless they know you and what you are capable of. Also, can help you in poker because this perk also makes it hard to read your emotions. The perfect poker face.

Slippery Devil (200, Discount for Villain): You have a way with retreating or slipping away from a tense situation. You can find an opening more easily than others and then you take the opportunity to run for it!

Dark Turtle Power (400, Discount for Villain): The turtles are formidable foes. So someone decided to replicate their physiology and martial arts onto you through experimentation. The process was a success you are stronger, faster, tougher, and smarter. But you are also noticeably more monstrous and larger. But despite this you are just as capable of a fighter as the turtles.

Awakening (600, Discount for Villain): While you are not a true Kanabo but you have their DNA integrated with your own. As a result you are 10 stronger than the usual human. Your healing factor is impressive being able to recover from nasty gash in matter of seconds. You are durable enough to survive a blast from a rocket at point blank range. Now go forth an conquer.

Items

General

Enviro Pack, Graviton Regulator and Wrist Translator (Free and Mandatory): Basically, attachments to your normal attire that will allow you to breathe and adapt to the sudden change in gravity in this futuristic New York. As well as understand Alien Language.

Iconic Clothing (Free): Clothes that helps you gives you an identity. Unique in design, it allows you to pop out in a crowd…at least to your allies. To your enemies you may stand out or blend in its really up to you.

Emergency Weapon (Free): A knife, a pistol, and a police baton. May not seem like much but its enough to keep you safe from the usual thug that might be out on the streets.

Night Vision Goggles (100 TP): A pair of goggles that will allow you to see in the dark.

Drop In

Cloak and Hood (100 TP, Free for Drop In): Doesn't do anything special except obscure your face a bit and make it harder for people to identify you.

Bounty Hunter Gear (200 TP, Discount for Drop In): Two Blasters, some Bolo-bombs. Holographic projector that will create a holographic decoy that will taunt enemies, and a wrist mounted grapple hook.

Personal Space Craft(400 TP, Discount for Drop In): A space craft armed with lasers, and with a functioning cloaking system.

Turtles

Collection of Video Games (100, Free Turtles): A collection of video games that exists in the future and system to play them on.

The Hovershell (200, Discount for Turtles): A turtle themed hover craft. It doesn't have any weapons but a part of it can detach from the vehicle and fly off on its own. It Also holds a mini-fridge near the rear seat behind the passenger's seat.

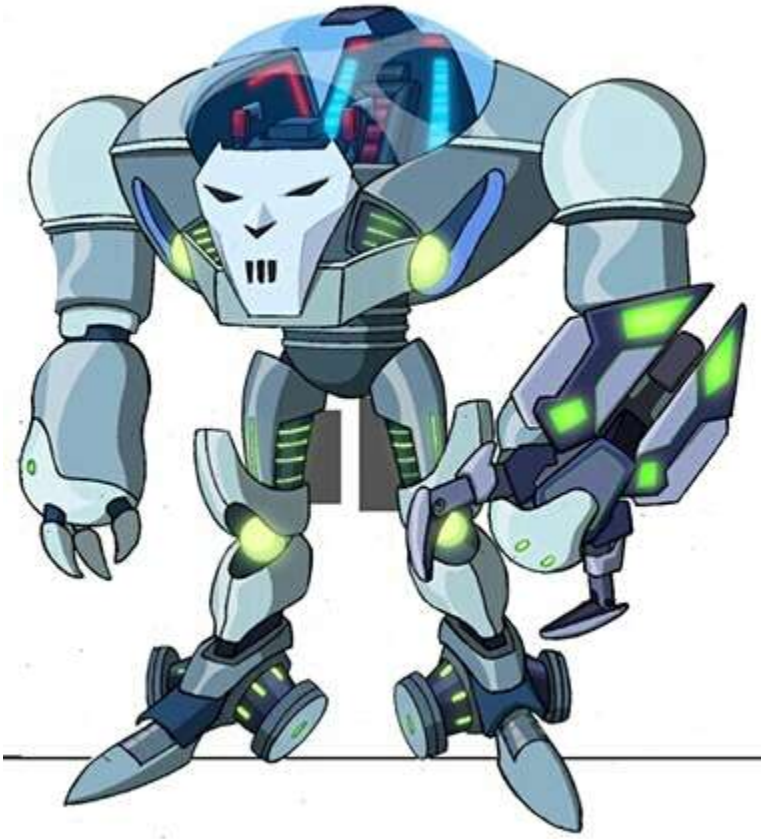
Ninja Weapons of the future (400, Discount for Turtles): Not only do you have an exact Duplicate of each of the turtles' futuristic weapons, Including the Mikeytron 9000. You will also get your own futuristic weapon with same capabilities as the turtles' weapons. You can also import any weapon into this item, granting it some upgrades. However, the upgrades cannot be magical.

Kid

Awesome Coat (100 TP, Free for Kid): A pretty sweet looking trench coat. Comfy, keeps you warm, can hide weapons that you can pull out. And it just looks REALLY cool.

Holo dojo (200 TP, Discount for Kid): A futuristic dojo. In addition to being a great place for you to train the normal way; it is also a battle simulator with preprogrammed battle scenarios and five hundred twenty-three high resolution background modes. You will get PLENT of practice with this!

Mecha Turtle (400 TP, Discount for Kid): A powerful mech suit that will help you fight off the more tougher foes that you may face. It has strength and weight that's roughly equal to a small tank; wields an ice hockey stick and goaltender mask resembling Casey's; has laser guns in its hands, has decompiler shield and ray, A Faceplate that opens into the pilot seat and controls. And Finally an Auxiliary data port under the faceplate on the left side. ENJOY!



Tech Wizard

Data Slab (100 TP, Free for Tech Wizard): Think of this item as a high-tech hybrid of a clip board and an !-pad. It can keep track of all your stuff, any project that you are working or helping with.

Personal Lab (200 TP, Discount for Tech Wizard): A lab that you own for you to do your own experiments and inventing.

Transcendental lathe (400 TP, Discount for Tech Wizard): A device built in 2105, designed to create whatever the user thinks of, or as Donatello explained, it: "it turns your thoughts into stuff."

Villain

Drones (100 TP, Free for Villain): A robots that will scout out the area for you and can't be hacked.

Vile Weapons (200 TP, Discount for Villain): These are exact duplicates of the weapons that the Dark Turtles use. A Giant katana, Twin-bladed short sword, Laser gun, Wrist guards, Twin talon knucklers, Double-bladed clubs, and Triple-headed whip-mace.

Personalized Starcraft (400 TP, Discount for Villain): an interstellar ship That has been designed to fit your personality big enough to house you and your companions and is equipped with a warp drive.

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 SP to import one companion. 200 SP to bring them all. Each gets 800 TP and a background.

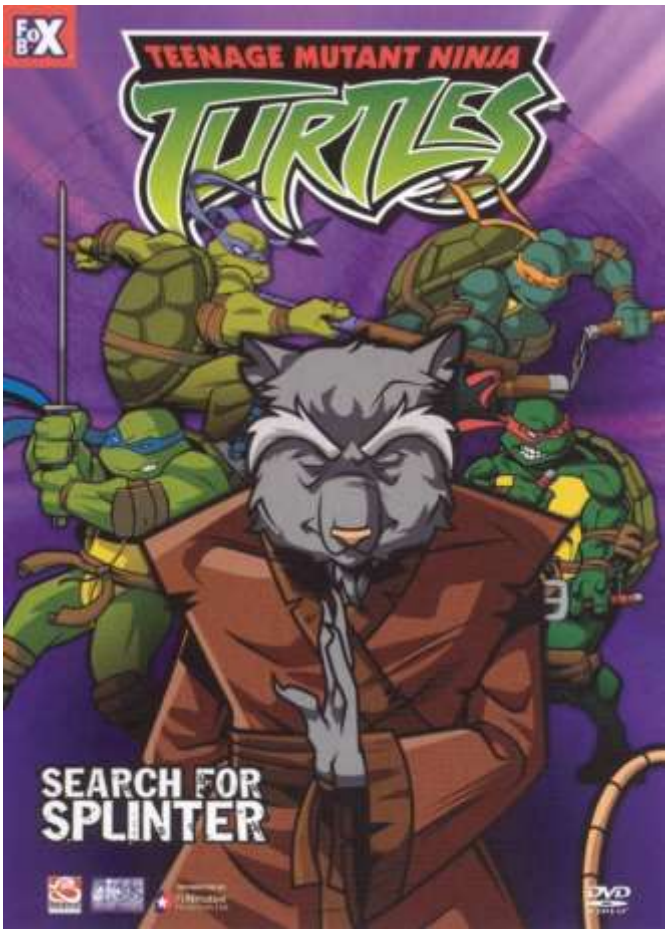
Create (50-200 TP): Same as above but you make new companions that you'll come across in this jump. 50 TP for, 200 TP for 8. You can never have to many friends. Each gets 800 TP and a background

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

Mona Lisa (100 TP): A mutated Lizard that was found by Casey Jones at a young age, thus they became siblings. She is just as much as a hot head as result of this upbring. She also has brown hair for some reason. Anyways she is also an expert at improvised weaponry but she also carries a gun. Despite this she is good at hand-to-hand combat.

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

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



The Turtles and Splinter (100 TP): Here they are! The main gang. Leonardo, Donatello, Raphael, Michelangelo, and of course their father: Master Splinter. These guys are a lean green team, and if you are able to survive the jump fighting alongside them, they may warm up to you. Just be careful choosing to companion them may make you a target for the Shredder

Cody Jones (100 TP): Grandson of Casey Jones. Bright Kid but Reckless and Lonely

Starlee Hambrath (100 TP): Smart and mature Omatran girl. Has a thing for Cody

Canon Characters (50 TP): This is to purchase anyone else, 50 CP per person. But the Darius Dunn, Viral, Sh'Okanabo are off limits. You can however theoretically create a copy of Viral but by then its not Viral anymore.

Drawbacks

Continuity (+0): Been to this setting before. Maybe from another TMNT jump? Well whatever changes that has happened in those jumps will affect the state of this world. Especially if you have been to the **TMNT 2003 and Lost Episodes** jump.

Get Back to the Sewer! (+0): By taking this drawback you have chosen to go straight to "Back to the Sewers" jump

Hot Headed (+100 TP): 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 TP): 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 TP): 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!!!.

Future Sucks (+200 TP): Junk food? Gone. Wrestling? Turned into a snore fest. The Technology may be good. But the future sucks. All the more amazing and entertaining things in the world were either removed or dumbed down in some way. You won't be able to find much enjoyment during your time here

Ghost Problems (+400 TP): Well not actually ghost but a gang known as the Street Phantoms. Unlike the Purple Dragons or Mobsters of the 21st century these guys are more than just criminals. They can also be seen as terrorist. And they seemed to have grown in number, and looking for you

Public Menace (+400 TP): No matter what you do the public throughout your time will distrust you. You will eventually earn their trust but expect the Police and Civilians to try to make things your life much harder during time here.

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 "Ninja Weapons of the Future" item, 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.

BOX OF TROUBLES!!! (+700 TP): WHAT THE HELL?! Okay what is happening?! Apparently, every show, series, and anime that was shown on the FOXBOX has now merged with this setting. More bad guys to deal with as well as trying to prevent everyone from fighting each other

End

Go Home: You have had enough the jump chain and decided to head home

Stay Here: You like it here? Stay then

Continue Onward: Time for the next jump

Notes

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