

# TEENAGE MUTANT NINJA TURTLES AND LOST EPISODES

Hit that catchy theme [song](#)

Teenage Mutant Ninja Turtles

Turtles, count it off!

1, 2, 3, 4 (Turtles!)

Mutant chain reaction (Turtles!)

Livin' underground / Never let us down (Turtles!)

Ninjutsu action (Turtles!)

It's a shell of a town!

Turtles, count it off!

1, Live by the code of the martial arts / 1, Leonardo's always in control

2, Never fight unless someone else starts / 2, The wise guy is Michelangelo

3, Always stick together no matter what / 3, Donatello, he's the brains of the bunch

4, If all else fails, then it's time to kick butt! / 4, Count on Raphael to throw the first punch!

I love bein' (I love bein')

I love bein' a Turtle!

Teenage Mutant Ninja Turtles

Turtles, count it off!

1, 2, 3, 4 (Turtles!)

There's no one better (Turtles!)

Watch out for Shredder (Turtles!) / We shredded Shredder (Turtles!)

They're like no others (Turtles!)

Those teenage brothers

1, 2, 3, 4

1, 2, 3, 4

Teenage Mutant Ninja Turtles! (Turtles!)



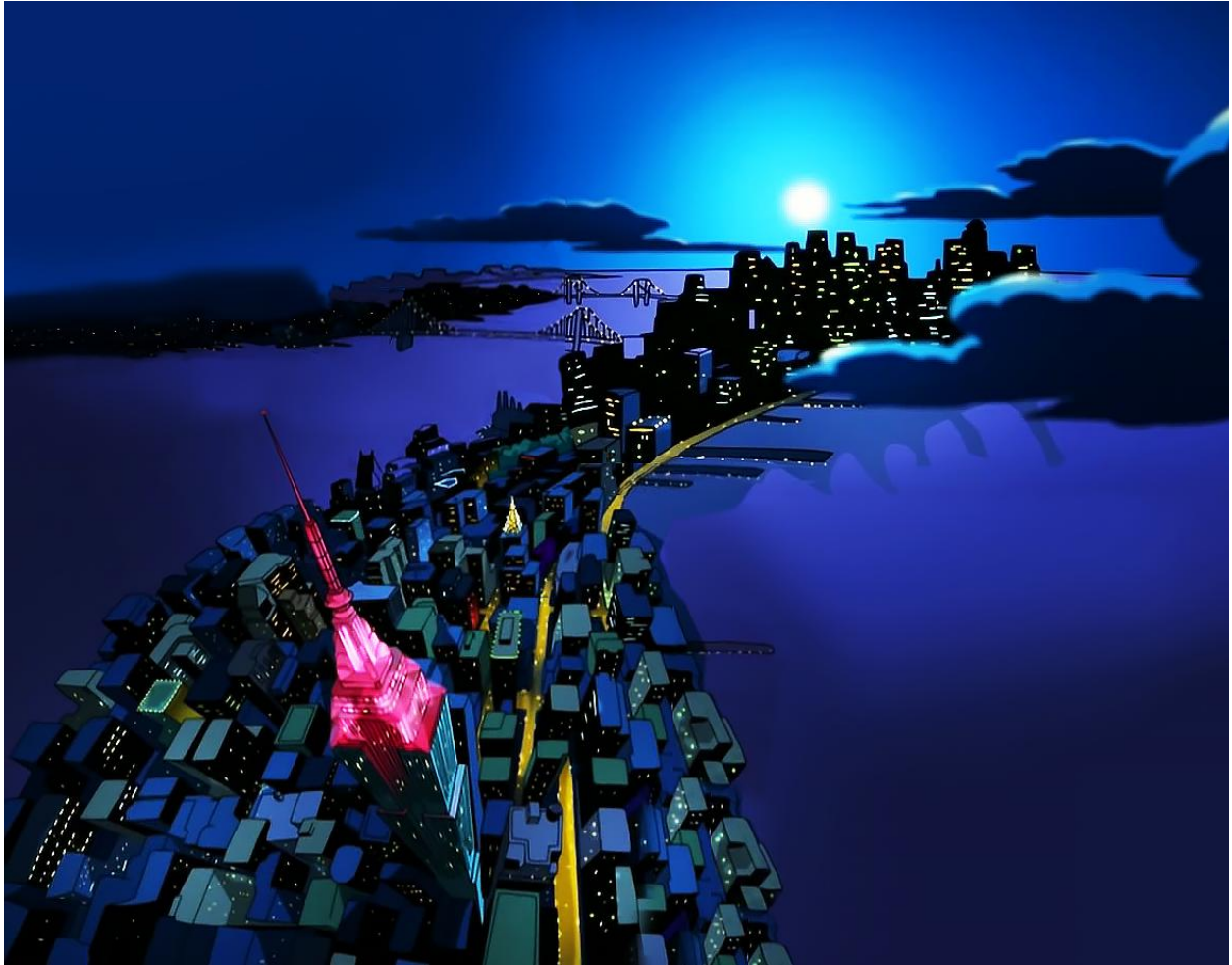


Welcome to New York! The home of the Giants, big corporations and Mutants. Yes my friends you are in Teenage Mutant Ninja Turtles. Specifically the 2003 era. So expect some Intense and extreme things to happen. And You will be here for three years. So basically from Season 1 to Season 5. This series is filled with great dangers and threats. So, you are going to need this:

**1000 TP**

Good Luck and try not to get Shell Shocked.

# LOCATION



Roll 1d6 to see where you end up.

1. **Sewers:** The Turtles turf.
2. **TCRI Building:** A high tech company headquarters...very mysterious about it though
3. **Foot Strong Hold:** The base of the Foot Clan and home to the Shedder
4. **Casey's house:** Well apartment complex but you get the point. This place is close to where the vigilante Casey Jones calls home
5. **Antique Shop:** April's shop and house. Two for one special.
6. **Free Choice:** Lucky you. You can choose where you want your starting point is in this jump is.

# BACKGROUND



You may choose your gender as you see fit as for age anywhere between

**Drop In:** A visitor from another dimension. That what you are.

**Turtles:** A member of the Ninja Turtles. Be you human or Mutant it doesn't matter you are family now.

**Former Scientist:** Used to be a Scientist but then you decided to change your career path.

**Vigilante:** The Cops don't do enough to get rid of the filth so you decided to do it yourself

**Super Hero:** Yes, super heroes do exist and you are one of them.

**Guardians:** A group of secretive warriors that are acting as protectors of TCRI. They also seemed to be keeping a secret about something. You are a part of this group but you must keep their secrets a well, secret of course.

**Foot:** A clan of ninjas. They are ruthless, despicable and dishonorable. Yet they are effective as ninjas. But be warn! Unlike the other versions of the Shredder if you fail the Shredder of this foot clan you may end up being viciously punished by Hun or killed, so do your job right and you should be fine.

**Earth Protection Force:** EDF! EDF! ED-wait. Wrong series and its Earth Protection Force. These guys are a shadowy organization and you are a member of this group. Hope you know what you are doing.

**Purple Dragons:** A gang of thugs that seemed to be more competent than they look. They also have connections to the foot clan. You better keep your wits about you jumper.



# PERKS



## General

**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.

**Brains of the Bunch (100 TP):** You are wiz of with machines. You can create vehicles and all sort of gadgets with nearly anything. Let it be garbage, scrap metal, or broken-down vehicles you can make something out of it.

**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.

**Super Attacks (200 TP):** This is actually something for the games that is being include in this jump. By concentrating you can unleash a powerful attack. Shell Slash (A ranged slash attack that will travel for a few feet), Turtle Flame (Flaming attack that cause a circle of flame to surround you, burning anyone that get near you), Shell Bash (A blue barrier that will protect you, damage and knock back foes), Fire Blast (A projectile attack that fires 5 orbs).

**Mystical Ninja (300 TP):** Okay this perk is actually a collection of abilities. First you have an understanding of how to utilize the power of Chi. Second you have the basics of Ninja Mysticism:

Invisibility, augmentation of your abilities (Speed, Strength, durability, etc.), astral projection. And finally, third you have a connection to a certain element: Water, Fire, Earth, Wind, Metal, and Wood

**Master of Disguise (300 TP):** Its amazing what a few baggy clothing, a hat and a pair of sunglasses can accomplish with hiding one's identity and species. Seriously the turtles just put on some baggy clothes and no one knows that they are mutant turtles. The same applies to you. Just put on some clothes that covers most of your body, a hat and a pair of sunglasses and no one will be able to figure out who you are. This also grants you some skills in disguising yourself.

**Super Powers (300 TP):** There's something different about you. You seemed to have something special about you. Oh yeah, you have superpowers. Which means you have access to the super power section of this document.

**Inner animal (Varies):** You have learned how to harness your ki to summon forth an animal spirit within you. But how powerful depends and how much you paid. 100 TP will grant you something like a falcon or a raven powerful but nothing special. 200 TP will grant the Wolf or Bear stronger and can fight by your side, like a stand. 300 TP is the big guns, Your inner level is now on par with the Dragon, the strongest of all inner animal. Your inner animal at this level can fight by your side and with enough training and concentration you can become your Inner Animal. One more thing your inner animal can be any creature just be smart about it.

## Drop In

**Strange Visitor (100 TP, free for Drop In):** Some people can be fooled and some can't. You can't fool them all but you can be very convincing. You are able to somehow convince people that you are just a foreigner that came from over seas or your appearance is a result of a birth defect. Whatever it is you can fool people with a quick and logical explanation.

**Gladiator (200 TP, Discount for Drop In):** Two men enter. One-man leaves. You know your way around gladiatorial combat. Wow the crowd as you fight, while staying efficient in combat. You know how to fight in close quarters and know how to be intimidating.

**Space Traveler Expert (400 TP, Discount for Drop In):** Space is a vast, big and dangerous place. Good thing you are so used to it by now. You a certified genius when it comes to space travel. Location, coordinates, evasive maneuvers, trajectory, and all that other stuff you hear in sci fi shows and movies when space is involved. You know about it all and can do the calculations for each of these things in you head like no one's business. Also, you can get into any space craft and instantly know how to fly it. Stay sharp Jumper.

**Bushido Master (600 TP, Discount for Drop In):** You are skilled in the ways of the Samurai. You are a master at all forms of Japanese swordplay, you are also an adept in the other weapons of the samurai, archery, and you know how to ride a horse. In addition, you are also skilled in 3 martial arts. Let them try to beat you in a duel. They'll find it a near impossible task.





## Turtles

**Live by the Code of the Martial Arts (100, Free for Turtles):** You have this inner Karma meter. This means that you know what actions are right and what actions are wrong. In addition, this also acts like a training booster. You can learn techniques, improve your skills and your body in half the time that it takes a normal person.

**Never Fight Unless Someone Else Starts (200, Discount for Turtles):** Stealth is the key to your survival. I mean you're not exactly human. You have the stealth and parkour skills necessary to stay out of sight and out mind. Just mind the volume of your voice and you should be fine. Also comes with amazing balance.

**Always stick Together no matter what (400, Discount for Turtles):** Team Work. Well actually this perk is more than Team Work. You have this innate sense when a team mate or family member is in danger. You can also enter a trance like state to figure what happened to a team mate or family member as well as find out if they are alive or not by meditating.

**If All Else Fails, then it's Time to Kick Butt (600, Discount for Turtles):** Let's face it you can't really just sneak way through all of your problems. Especially when the Foot is out there and looking for you. Sometimes you have to fight. Select one weapon that is commonly associated with ninjas you are now an expert with that weapon. In addition, you are also skilled in 3 martial arts in addition to Ninjutsu. You are also an expert with each weapon that turtles uses and the weapon you have chosen.



## **Former Scientist**

**Shop Clerk (100 TP, Free for Former Scientist):** You are skilled in the ways of business. You know how to manage and operate a shop of your own. You also know how to manage your taxes. Hey not all problems can be solved with martial arts. Taxes are no joke, Jumper. Even the Joker fears the IRS.

**Archeology (200 TP, Discount for Former Scientist):** When it comes to artifacts, fossils and even ancient texts. You know your stuff. You can analyze an artifact and can discern the age and heritage of the artifact.

**Science Master (400 TP, Discount for Former Scientist):** Computers, Biology, Astrology, Every form of science there is you are a master at. Well except maybe Alien Science but with enough time you can learn that too. This can make it easy for you to hack into any computer system, construct robots, and even create an antidote to poisons. Use this knowledge wisely Jumper.

**Wild Fighter (600 TP, Discount for Former Scientist):** Somehow you know how to fight in a very...interesting way. Most of it is improvised but you are able to fight as if you are a tribal warrior. That is to say you have a mean of defending yourself regardless if you are in civilization or far from civilization. You can create makeshift weapons out anything you can get your hands on. In addition, you have some skills in Silat and Coreeda.



## Vigilante

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

**You're better than this (200 TP, Discount for Vigilante):** Not every person that's a part of a gang is bad. You know this despite your...aggressive nature. The hard part is figuring out who's the really bad guys and who's just in a desperate situation. It like a radar to you, you just need to follow it is all.

**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

**Goongala (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 sport equipment to use. Now you 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.



## Super Hero

**Heroic Looks (100 TP, Free for Super Hero):** In order to be a super hero, one of things you need is the right look. So, when you don your super hero persona, you look awe inspiring, brave, and courageous. This can be simple things like amazing hair, good jawline, and in some case cute. Hey you got to be marketable to.

**Glorious Mask (200 TP, Discount for Super Hero):** Whenever someone takes your mask off, they find your identity is concealed by another mask. Or rather for some reason people have an aversion to the act of unmasking you for some reason, thus keeping your secret identity safe

**Friend of Justice (400 TP, Discount for Super Hero):** When fighting the good fight, you are never alone. There will always be other heroes who will join in your adventures. You can out to them too but do not confuse this for a companion option. For this team up will temporary and only as back up. The other thing that this perk does is make you more trust worthy.

**Infraggable (600 TP, Discount for Super Hero):** You are as durable as you are strong and you are pretty strong indeed. Or in other words your durability is now linked to your strength. The more durable, you get the stronger you become. There are limits though. This perk covers physical durability,



## Guardian

**Air of Mystery (100 TP, Free for Guardian):** Something about you makes you seem more unknown to others. Thus, making it a bit harder for people to identify you. Which is good because your mission is supposed to be kept a secret and away from the public.

**Battlefield Awareness Expert (200 TP, Discount for Guardian):** First off, the Guardians seemed to be experts when it comes to combat however they seemed to be able to take on more than one foe. This is because they have a constant awareness of their surrounding and any changes to the battlefield. So do you. During a battle you are always aware of how many there are in the current fight and know when one is trying to get the jump on you. Kind of like a Spider Sense.

**Batman Trick (400 TP, Discount for Guardian):** Okay this is just ridiculous. Sure, this is a setting about ninjas but the fact you can just instantly disappear like that is just insane. How this works is like this: the moment people stop pay attention to you can instantly disappear without a trace. Combine this with some smoke bombs and you can slip out of any situation. Good for a quick get away or to do hit and run tactics.

**Ninja Master (600 TP, Discount for Guardian):** You are step above the rest. You are skilled in stealth to the point you can hide in plain sight no matter what you are wearing. You are skilled at all form of swordsmanship and you are also a master at three additional weapons that are associated with ninjas. You are also a master at Ninjitsu and 3 martial arts that have originated in Japan. Your speeds are as the wind in a hurricane.





## Foot

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

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

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

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





## Earth Protection Force

**Professional (100 TP, free for Earth Protection Force):** You are a Professional. Being Professionals need to act a certain way. You have these skills. You know how to carry yourself in a business only attitude. Useful for interviews or to be taken seriously by the press about certain topics.

**There is No Such Thing as Too Far (200 TP, discount for Earth Protection Force):** 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.

**Bioengineering Expert (400 TP, discount for Earth Protection Force):** People have limitations. The human body while impressive has it flaws but you have the means and knowledge to change that. Genetic Splicing, mutations, and DNA manipulations. Just a short list of what you are an expert at. With time you can create the perfect super soldier program to defend the world.

**Alien Tech Expert (600 TP, discount for Earth Protection Force):** Ray guns, Exoskeletons, Hover Crafts, Teleportation pads. The Utron have left behind some impressive technological device and weaponry. And you know how to use them. In fact, you can figure how to use weapons that seemed to be from a species from another world. Alien to your species but to you it's only another piece of complicated technology that can be understand and possibly replicated



## Purple Dragons

**Punkish Tactics (100 TP, Discount for Purple Dragons):** Lockpicking, pickpocketing, extortion. All the skills that a street thug needs to survive on the streets. You know how to a punkish thug here in this setting.

**Surprisingly Competent Fighter (200 TP, Discount for Purple Dragons):** The Purple Dragons is a gang of relatively normal thugs. So how do they keep up with the likes of the Turtles or the Foot? Well, they are actually good fighters just not as good as the Turtles. The dragons are experts of improvised weaponry and street brawling. Might not be much but it is enough taking care of the cops or someone who has any ideas to be a hero. This also applies to you...and we'll throw in a bit of Karate and Jailhouse Rock.

**Tech Savviness (400 TP, Discount for Purple Dragons):** Despite being a normal street gang, they have a tendency to get their hands on some high quality, futuristic pieces of technology. Tech that would normally take an expert to handle, but somehow every Purple Dragon knows how to use these high-tech weapons and devices. This fact extends you. After all it just another weapon or doo dad to use to steal stuff.

**Criminal Mastermind (600 TP, Discount for Purple Dragons):** Crime pays if you can get away with it. And you most certainly can get away with it. You are a criminal mastermind. When you come up with a heist you tend to have the knowledge that can make sure that you get away with all the valuables without getting noticed by the cops. Basically you are now on par with the payday crew. In both the loud and quiet approach of doing a heist. Stealth, marksmanship, Melee Combat you have it all. Be careful though some freaks have been spotted lately



# SUPER POWERS



Yes. You read that right Super Powers. Because there are super heroes in this version of TMNT. And there a good selection of Super Powers to choose from. Each power has three tiers. Tier 1 is worth 100 TP, Tier 2 is worth 200 TP, and Tier 3 is worth 300. Obviously you need to have purchased the “**Super Powers**” Perk in order to have this section available for you to use.

**Super Strength:** Well, this power is use the most in comics and superhero genre. Lift more heavier object, punch harder, all the that good stuff. Tier 1 makes you strong enough to wreck an entire room and throw sofas with ease. At Tier 2 you'll be able to destroy an entire city street by tossing around vehicles and throwing people through walls. Finally at Tier 3 will give you the ability to able to lift and throw tanks, tear apart giant mechs, catch a jumbo jet that's falling out of the sky, and send an opponent flying through several buildings with a single punch.

**Super Durability:** At Tier 1 you'll become tough enough to survive beatings, explosions, falls, electrocutions, and other physical hazards that would normally kill someone without superpowers. Granted you won't always instantly get back up, and a lot of things will definitely leave you really hurt if you try to push yourself, but you can still take on aliens, monsters, and magic powered warriors without having to worry about being instantly destroyed. At Tier 2 on this power will allow you to survive being crushed by cars and thrown through buildings multiple times during a fight, In fact I'd say you could handle such severe punishment for at least a few minutes before you start to tire or show any major signs of injury. Finally at Tier 3 you'll be able to go a few rounds with Silver Sentry and survive being crushed by a building, thrown into a volcano, or blasted multiple times by powerful alien energy weapons.

**Super Speed:** Don't blink you might miss it. Same thing can be said about your enemies and you. At Tier 1 one you can move at sonic speeds and can punch at the same speed as well. At Tier 2 you can move faster than a speeding bullet and defeat your foes through the power of velocity and quick thinking. Not only are you able to run up to several times the speed of sound and react just as quickly, you can also use your enhanced speed to increase the force of your attacks, perform complex tasks in seconds, run up flat surfaces or across water, spin your arms or body to generate vortices, and accelerate your heartbeat to appear dead. Tier 3 of this power, not only will you gain all of the aforementioned abilities but your movement speeds will be drastically increased to the point where you'd gain the ability to run up to a fraction of light speed, you'll also be able to vibrate fast enough to pass through solid objects and generate explosions. Keep in mind that traveling near light-speed is extremely difficult. At best you'll probably only be able to go up to Mach 40, fast enough to carry an exploding bomb from the center Las Vegas to the outskirts of the city in about a second, without any sort of help.

**Flight:** At Tier 1 You can fly under your own power, and reach speeds of mach 1. You have the obvious protections for flying at mach speed as well as the ability to survive flying at high altitudes, you can even fly into space, but you need protections against the vacuum. At Tier 2 You're able to fly up to several times the speed of sound and react just as quickly. Aside from being able to quickly travel between continents you can also fly in outer space so long as you have an environmental suit or some other means to protect yourself. Additionally you should be able to find plenty of ways to use your flight capabilities for combat. At Tier 3 your flight powers will be greatly improved. While out in space you will no longer need any sort of environmental suit or life support system and you can travel fast enough to reach distant alien planets in only a few hours or days.

**Super Breath:** A strange super power make no mistake At Tier 1 your breath is powerful enough to blow people away with gale force winds or quickly freeze them into solid blocks of ice. Amazingly you won't exhaust yourself or damage your lungs after using this power, but you may have to pause a few moments to catch your breath. At Tier 2 you can add an additional element to your super breath like fire, water, or even electricity. At Tier 3 your breath attacks can affect an entire skyscraper in terms of size of breath weapon.

**Healing Factor:** One of the simplest and in certain circles, the most overpowered superpowers: The Healing Factor. Basically, you heal fast. At Tier 1 any minor wounds you receive such as cuts, bruises, or broken bones will fully heal in a few seconds, minutes, or hours at the longest depending on their severity. At Tier 2 you'll be able to heal from any minor injury in seconds and regrown limbs in minutes. At Tier 3 your healing powers will become so great that you can almost instantly regenerate from a few puddles of blood, flesh, or whatever else you might be made of after being crushed, blown to bits, shredded into a bunch of small pieces.

**Technopathy:** The ability to control machines with your mind. Tier 1 is useful for multitasking it will allow you to control power tools, vacuum cleaners, and even phones. Tier 2 allows you to operate computers, ground vehicles, small robots. Tier 3 will allow you to manipulate mech suits, power armor, and larger robots. Tier 3 also makes mech piloting much easier.

**Psionics:** Power of the mind! At Tier 1 you will have Telepathy, Mind reading and Telekinesis. The power your telekinesis at this level will allow you to throw boxes and boulders around and if you concentrate you can throw a car. At Tier 2 you gain Mind control and Psionic barriers; also your telekinesis can lift cars and trucks with little effort you can even levitate with your telekinetic power. At Tier 3 your Telekinesis

has evolved into Vector Manipulation, turning you into a weaker version of Accelerator. You'll be able to life small houses and trailers like they're nothing.

**Aquakinesis:** The ability to control water is an interesting one. On one hand it can be the most dangerous ability that anyone can have. On the other hand it can also be the most situational, depending on the potency. At Tier one you can only manipulate water from the environment, like puddles, lakes, sinks, etc. But you can only use about a hole swimming pools worth of water before taxing yourself and even then any attack you use with it will only be as strong as a normal punch. At Tier 2 however you can now draw water from the moisture molecules in the air and can control a large lakes worth of water at once. And the attacks you make with the water will be enough to break walls in buildings. At Tier 3 you can just generate water that you can manipulate at will, thus you no longer need a source of water to draw from. In addition, you can control enough water to flood all of New York City. Also, as an added bonus you can also breath underwater.

**Electrokinesis:** Give your foes a true shock to their system. You have the power to manipulate and generate electricity and electromagnetism. At Tier 1 you can fire off simple energy blasts, disrupt magnetic fields, generate devastating beams of electricity, create EMPs, absorb electricity, manipulate magnetism with precision, and much more. At Tier 2 you can manipulate your electrical powers to the point you can black out an entire city block and absorb electricity from other forms of energy. At Tier 3 you might as well be called storm because at the point you can summon large lightning bolts and lighting storm at your leisure.

**Shapeshifting:** For 100cp you gain the ability to change your physical features and disguise yourself as different people but you must remain roughly the same size and shape. After spending 200cp your body will obtain elastic properties similar to those of Elongated Man, allowing you to stretch out your limbs to incredible lengths and bend, reshape, or compress your body to impossible degrees. Finally for 300cp you'll gain a fully amorphous physiology, allowing you to grow new limbs, reshape your body parts into deadly weapons, flatten and expand like clay, stretch your body and limbs to several times their original length, perfectly mimic a person's voice and appearance, and transform into practically any creature or individual you can imagine.

# ITEMS



**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.

**Cybernetic Armor (200 TP):** A unique set of armor that despite it's appearance is actually cybernetic in its construction. Making several times stronger than a normal man. In addition, it makes more intimidating by appearance alone.

**Weapon of the Forge (400 TP):** A weapon that has been made by mystical means very powerful and gives you access to the **"Weapons of the Forge"** Section to build your weapon.



## Drop In

**Traditional Japanese Garments (100 TP, Free for Drop In):** Kimono in a color of choice and Socks, and sandals.

**Samurai Weapons (200 TP, Discount for Drop In):** Wakizashi, Katana, Yari Spears, Naginata, Yumi Bow, Kanabo Club, and Odachi. The weapons of the samurai. All of them easy to repair, and very strong.

**Dojo (400 TP, Discount for Drop In):** Okay the name might be a bit misleading because this dojo is essentially an exact duplicate the entire complex that the Battle Nexus takes place. An Arena, recovery rooms, guest houses, the works. You can use this place for training, hold a tournament, as a place to rest.



## Turtles

**Ninja Gear and Weapons (100 TP, Free for Turtles):** This item includes several things: Mask, outfit, inventions that Donnie has made for his brothers, and weapons. Mask? This a cloth that just covers your eyes, yet it tends to turn your eyes white when you get serious or do something awesome. So yeah, it might be worth your attention. Outfit? This is actually a traditional ninja garb and a set of street clothes to be used as a disguise while your top side. Gear? This includes Grappling hook, Communicators, a Shell Cell, a ton of shurikens, Shoko Claws. All these wonderful items were created by Donatello to aid his brothers during their patrols, adventures, and other things that goes on with the TMNT. Weapons? Well naturally you will receive a pair of Katana, a Bo Staff, a pair of Sai and a pair of Nunchucks. It will also if you have the **"If All Else Fails, then it's Time to Kick Butt"** perk you will be given the weapon you have chosen in that perk. You are now fully kitted and ready to take on the world.

**Turtle Vehicles (200 TP, Discount for Turtles):** Hey it helps to get around faster if got yourself a set of wheels. This is every vehicle that the turtles used from season 1 to 5. This includes: Battle Shell, Shell Cycle, Turtle Taxi, Shell Sub, Shell Sled, and Sewer Slider.

**Lair (400 TP, Discount for Turtles):** A large underground area with enough bed rooms to house you and each of your companions. It also has an elevator of sort that will take you topside to a garage that no one is using besides you.



## Former Scientist

**Science Coat (100 TP, Free for Former Scientist):** A Lab Coat that has the added bonus of not only makes you look smart but it so that no chemicals accidentally spill on you.

**Personal Weapon (200 TP, Discount for Former Scientist):** Taser, Pepper spray, and a Bat. Not much but good enough for you to crack some skulls.

**Antique Shop (400 TP, Discount for Former Scientist):** This actual a shop and a home. The shop part of this complex is an antique shop that will allow to sell various of wares that you might have, and its on the ground floor. Meanwhile the home part is on the second floor. The Home includes a kitchen, a living room with a TV, and a bedroom.



## Vigilante

**Hockey Mask (100 TP, Free for Vigilante):** 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 and Motorcycle (200 TP, Discount for Vigilante):** Bats, Hockey sticks, Football armor, golf clubs, hockey pucks and much more. All included in this item option. May not seem like much but it can be used as weapons if you're creative enough. In addition, you get a motorcycle. Well, you're gonna have to get around the city somehow. A car? Nah too 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.

**Farm House (400 TP, Discount for Vigilante):** A nice cozy place to just relax. It's out of the way enough that many won't immediately find you if you chose to hide there for a while and inconspicuous enough for most to see it as an ordinary house.

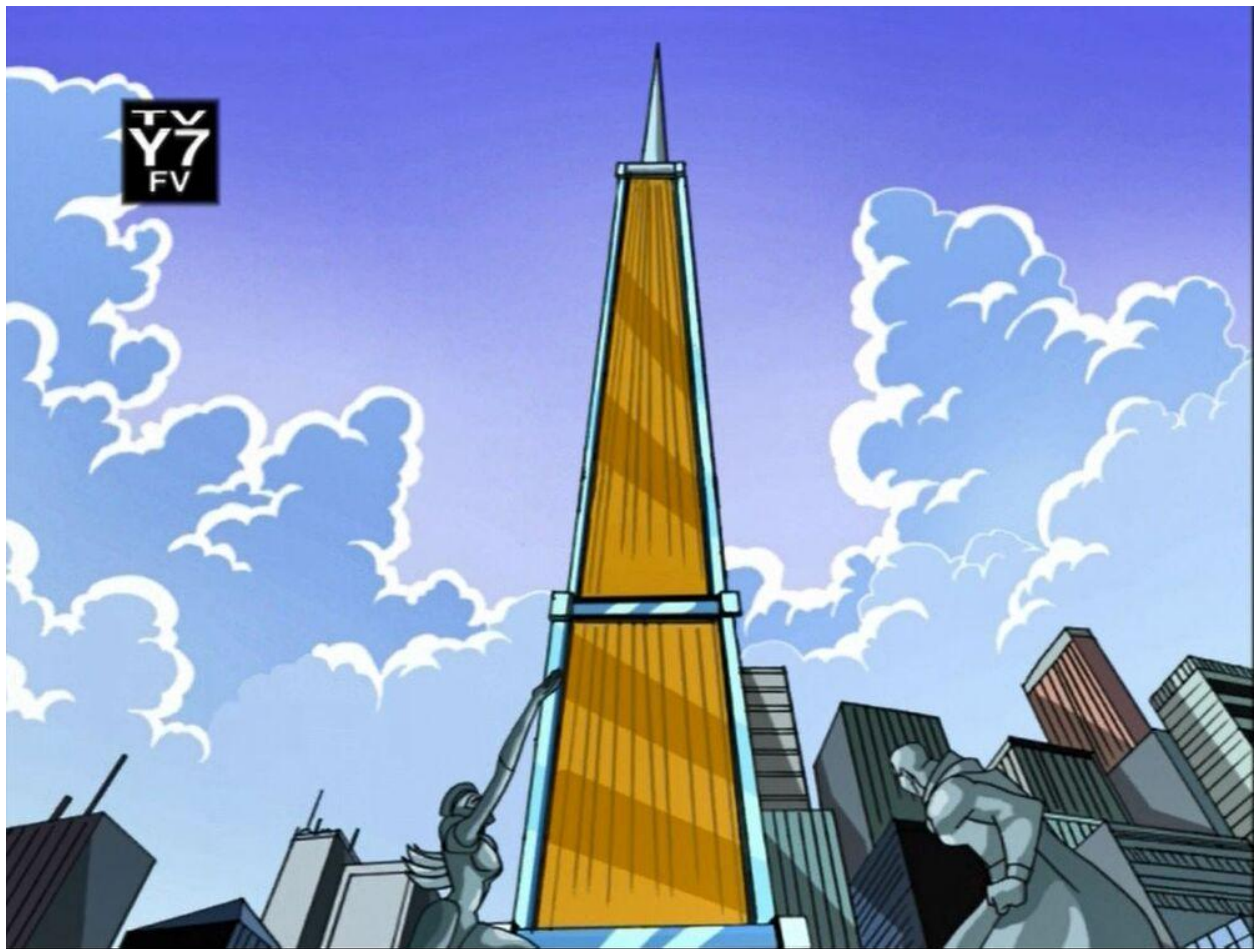


## Super Hero

**Costume (100 TP, Free for Super Hero):** Well, you can't go out in a hoodie and some sweats and call it a day. You need a costume! And this is a costume of your own design.

**Gadgets (200 TP, Discount for Super Hero):** Grappleling Hook, shield, smoke bombs, and whole other sort of stuff that the usual Batman like super hero would have. Also comes with a utility belt.

**Super Hero Headquarters (400 TP, Discount for Super Hero):** May it be a large skycaper or an out of the way cave. You have your own base that you can go to recuperate and even keep tabs on the local news for any crime.





## Guardian

**Guardian Garments and Sunglasses (100 TP, Free for Guardian):** Dark blue garments that would be befitting of a ninja in real life. A trench coat to add to the style of the outfit. And a special type of sunglasses that will allow you to communicate with others.

**Energy Sword (200 TP, Discount for Guardian):** This sword is special. Not like a light saber though. From a glance it looks like a normal sword but it has a secret button on it that when pressed will cause energy to through it making the blade more potent.

**Tower (400 TP, Discount for Guardian):** A normal skyscraper that doesn't seem to be anything out of the ordinary



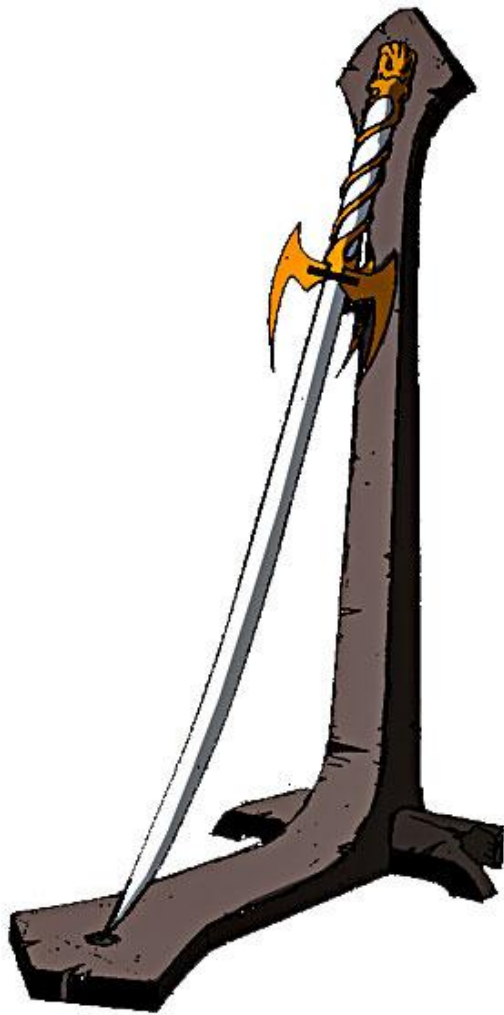


## **Foot**

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

**Foot Mansion (200 TP, Discount for Foot):** A large estate that can house you and several others. With all the enmities needed. It also comes with an armory, a dojo, and garage.

**Sword of Tengu (400 TP, Discount for Foot):** A sword that at first glance looks like an ornate blade...except when you pick up which will activate it. While activated the blade of the sword will be electrified. It can fire sonic waves when swung that can obliterate anything and anyone in its wake or just injure them if they are strong enough to resist the attack, you can also control the potency of this attack. In addition, this sword is considered to mystical in nature as well, capable of harming enemies that would require magic to defeat. The normal Sword of Tengu was too dangerous to handle without some special equipment, such as a gauntlet or an exo armor. Yours doesn't have this problem as long it is you and your allies are wielding it.

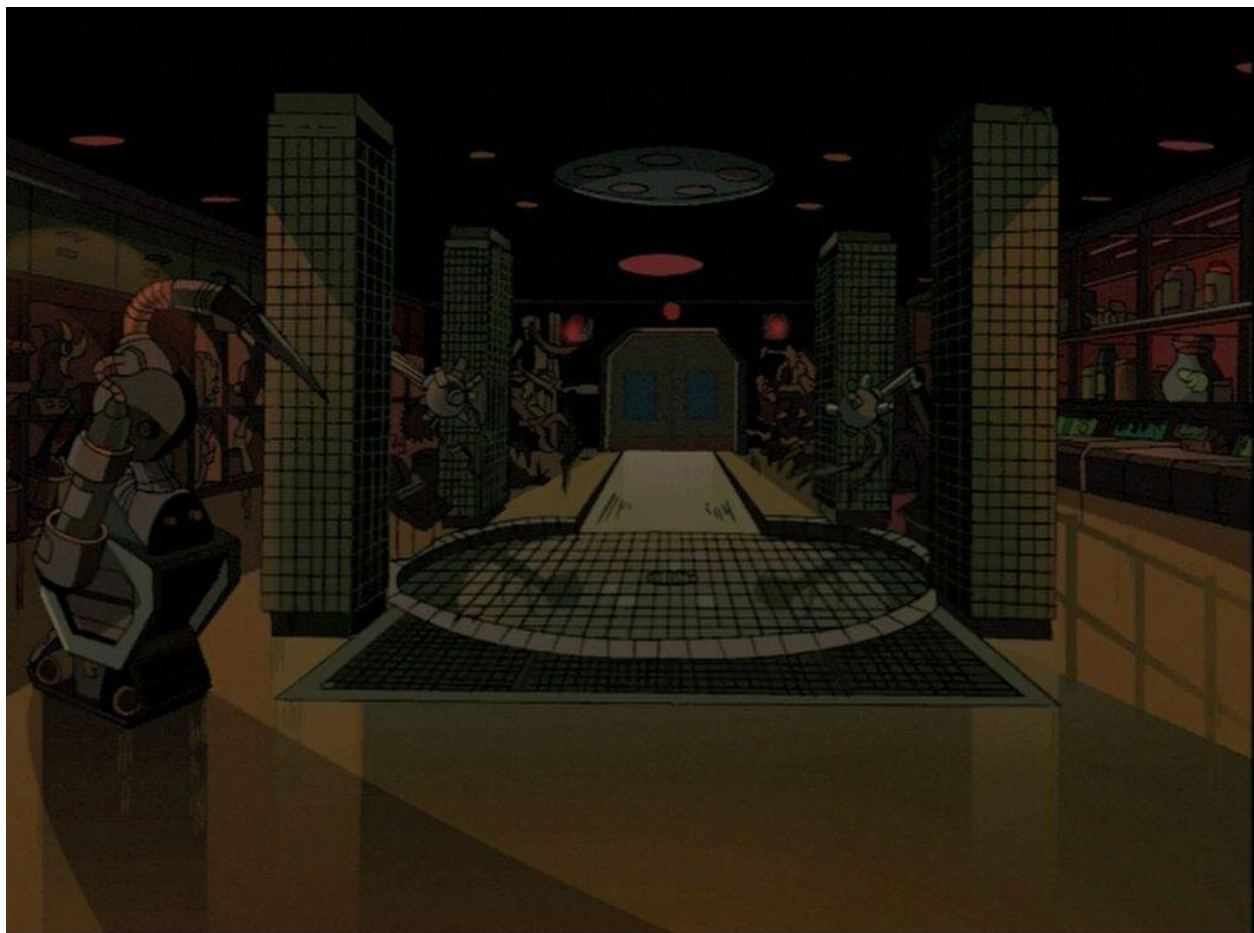


## Earth Protection Force

**Agent Suit (100 TP, Free for Earth Protection Force):** A good business suit that seems to never tear or get messy. Neat

**Alien Tech (200 TP, Discount for Earth Protection Force):** The Triceratons and Federation are quite the technologically advance civilizations. Too bad they was all that tech trying to conqueror each other and possibly other galaxies. You have that technology. Their Blasters, spacesuits, everything short of their space crafts. If the alien threat is going to bring some advance weaponry and equipment you might as well do the same.

**Secret Headquarters (400 TP, Discount for Earth Protection Force):** A lab, an arsenal room, and more stuff and areas you would see in a conspiracy sci fi film. Hidden from the public eye and only the more perceptive people will figure out its location.



## Purple Dragons

**Punkish Gear (100 TP, Free for Purple Dragons):** Jacket, dark colored shirt, and some jeans. May not seem like much but these clothes can hide a rifle in them no problem. It would be like it was never there to begin with until you take it out of course. So basically you want to carry more weapons without them being visible to the public eye...this is the item you need

**Hide Out (200 TP, Discount for Purple Dragons):** An abandon warehouse that you have modified and customized to be your base of operations. Capable of holding loads of weapons and “questionable items”. Also most people won’t even inspect the place. Win-Win.

**High Tech Weaponry (400 TP, Discount for Purple Dragons):** Military Grade Bang Bang. First are an assortment of hand guns that fire lasers. Then we have rifles that can fire projectiles that can blast through steel. And Finally a rocket launcher with a clip...meaning you don’t have to reload after every shot. All capable of doing serious damage. You have 12 crates filled of these weapons.



## WEAPONS OF THE FORGE



These items are special. They are mystical with unusual abilities. This section is to build your weapon of the forge. This section is only available if you bought the Weapon of the Forge item from the items section. You will be given 1500 Wp for this section. This section is separated into three parts: Weapon Type, Elemental Affinity and Special Attack. You can purchase WP by spend TP at a rate 1 to 2. This means that 100 TP would give you 200 WP. You can also Import a weapon of your own to be used for this section, giving it an alt-form for free.

## Weapon Type



This section will dedicate what form your weapon will take. Some weapons will give bonuses to certain Elemental Affinities and Special Attacks. Each selection is worth 100 WP

**Sword:** Katana by default but can be any type of sword really...except laser swords. As weapon types go this one is your all-rounder. Balanced in speed, range, and damage. This weapon type tends to have Beam attacks or Elemental Projectile abilities. They also commonly have an affinity of Fire, Air, or Light.

**Spear:** Spears have the longest range out of all of the weapon types here but are pretty slow as a result. They can also include Naginata. Spear Weapons tend to have Empowered Strikes and Razor Wind abilities. In terms of element Spears have the Element of Electricity, Air, or Wood.

**Sickles:** Sickles chained together like Raphael's Banrai. Their attack speed is impressive but deals the least amount of damage per strike. Sickles tend to have Spin Attacks and Lashing Strike abilities. The Elements that Sickles have are either Metal, Sound, or Earth.

**Nunchaku:** This can actually be either a Nunchaku or a Three Section Staff. The way this weapon works depends on which one you pick. Nunchaku is the faster one of the two and the fastest weapon here but also the weakest; you are going to have keep up the pressure if you want to take down the tougher enemies. The Three Section Staff is has the longer reach between the two and its attack range is only beat by the Spear Weapon type, but is slower than Nunchaku. Special abilities that both of these



weapons tend to have Lash Strike and Bolt Strike. Nunchaku and Three Section Staff weapons tend have either Electricity, Ice, or Fire.

**Hammer:** Hammers, the weapon of choice for most paladins. They do the most damage out all of the weapon types. They tend to have Explosions or Shockwave attacks. They commonly have an affinity of Earth, Metal, or Wood.

**Scythe:** Scythe the weapon of the Grim Reaper. Think of this weapon as a combination of Sickle and Spear. It has the same speed of the Spear but can be used to slice and dice like a sickle. The Scythe weapon type tend to have the Spin Attack and Razor Wind Special Abilities. In terms of elements Scythes have either Darkness, Fire, or Air.

**Staff:** Staff. Nothing to complicated about this one, it's a Bo Staff. Has a long reach, can hit hard but a bit slower than the spear. Favors Lashing Strike and Shockwave special abilities Tend to have element of either Earth, Wood, or Metal.

**Stave:** The weapon of mages. Similar to the staff but this one is more focused on enhancing your abilities with Chi and Magic. Favors the Elemental Projectiles and Beam special abilities. Tends to have the elements of either Fire, Air or Electricity.

**Claws:** Claws, a pair of bracers with three blades attached to each of them. This Weapon type has greatest speed that is only beaten by the Nunchaku but is very weak. Spin Attack and Razor Wind tend to be the Special Abilities of Claws. Claws tend to have either the element of Water, Ice, or Sound.

**Mace:** Think of this weapon as a one handed and smaller hammer weapon. More like a club but not made of wood. Shockwave and Empowered Strike tend to be the special abilities of this weapon. Mace tend to have the element of either Ice, Water, or Darkness.

**Whip:** Whip. Indiana Jones most iconic weapon. Ranged rope like weapon can be made of leather or metal. Lashing Strike and Empowered Strike tend to be this weapons' special abilities. Water, Sound, Light

**Weapon Shifting (Varies):** You're not satisfied with one shape for your weapon take this option. Pay an additional 100 WP to add another form to this weapon that it can change into. However, it must be the options listed above.



## Elemental Affinity



This will decide what element your weapon has. It will be granted a bonus based on what weapon type you have chosen. It will also improve certain attacks. Also, if the weapon type you chose has an element listed, that element will be free. For example, if the weapon type you chose is sword, then elements Fire, Air, and Light will be free for you. However if you have chosen “Multi-Elemental” only the first element will be free.

**Water (100 WP):** The element that is about being fluid and flexible. Normally this element is associated with life and knowledge. With it you can summon waves and blasts of water. Claws with this element can cut with its power and can even shoot out high pressured water from its prongs. A Mace with this element can slam the ground to create geysers of water to erupt or summons large tidal waves with each swing. A Whip of this element may find their strikes being more like a tentacle from a kraken even ensnaring their opponents and by spinning the whip they can create a whirlpool.

**Fire (100 WP):** The element of power and destruction. With it you create arcs of flames and unleash a jet of fire from it. A Sword of Fire can enwreath their blade in fire making their strikes stronger and even send forth an entire stream of flames. Nunchaku of this element can create a tornado by spinning them and as well as mini fireballs from each end. Stave of Fire are a bit special; they can control any fire

in the area let it be flames you create or fire that is just nearby, as well as summon a wall of flame. A Scythe of Fire launch a ball of flames.

**Earth (100 WP):** The element of stability and strength. With it you slice through rock, create spikes of stone, launch stalactites and even encase your weapon in stone to deliver a stronger blow. A Sickle of Earth slice through mountain and create a curved spike to pierce a foe. A Hammer of Earth can launch stones by smashing the ground, make eruption of magma (Yes Magma is a part of the Earth element). A Staff of Earth makes its attacks stronger by encasing it rubble but in addition you can cause that rubble to break off and launch as projectiles.

**Air (100 WP):** The element of freedom and movement. With it you can send gales of wind, literally suck the air out of your opponent and even fly...just don't let go of your weapon. A Sword of Air can shoot razor winds, create a wind tunnel by spinning it, and make your attacks faster. A Spear of Air can create a typhoon of slicing wind and unleash a wind tunnel forwards. A Stave of Air can help enhance your wind attacks by giving it a larger arc, in addition you can use it to summon tornados. A Scythe of Air can fire discs of slicing wind.

**Ice (200 WP):** A sub element of water. Ice can be seen as a defensive element. With it you can encase yourself in a cocoon of ice rendering yourself invulnerable unless you are hit by a powerful fire attack. You can launch ice crystals to pierce and freeze your targets. A Nunchaku of Ice can create spheres of ice to be launched and when spun create a frigid wind that can freeze a foe. A Mace of Ice can create a large shockwave of frigid ice energy and can even create spikes of Ice. Claws of Ice are a bit odd first they can allow you to skate on the ground as if you are ice skating and can create blades of ices that extends the reach of your claws and allow you to do some interesting kicks with an attunement to the ice element.

**Electricity (200 WP):** A sub element of fire. Electricity has been shown to strike through defenses and be able to strike multiple of targets by chaining from to another with electrical stream and the use of lightning-based spheres. A Spear of electricity can launch lightning bolts and when thrown it can become lighting javelin that seems to always hit like Gungnir. A Nunchaku of Electricity can stike faster than normal and able to zap an enemy by striking with an electrical discharge and even cause lightning to erupt from the ground by slamming the ground with Nunchaku. A Stave of Electricity can call for lightning strikes and conjure arrows of lightning.

**Wood (200 WP):** A sub element of earth. Also refer to as nature Wood element cover things that are related to plant life. With it you can summon thorny vines, unleash a swarm of petals and leaves that are sharp like knives. A Spear of Wood can launch bamboo shoots like Javelins. A Hammer of wood can cause wooden spikes to erupt from the ground. Staff can use this element to essentially create a duplicate of itself to mimic your attacks.

**Metal (200 WP):** A sub element of wind...yes I am being serious about this. Metal is a strange element. With this you can harden your weapon to make strike harder, and even launch metal balls to bowl over your foes. Sickle of metal can shoot metal shurikens and even conjure a chain blade to swing at you foes. A Hammer of Metal can create spikes at the end of its head allowing you to pierce your foes with each swing. A Staff of Metal...is basically the staff of Sun Wukong the Ruyi Jingu Bang, which comes with its ability to change size and weight improving the force of the blows it makes; however it will never be

heavy to you but woe to the person who snatches it from you, then it will be very heavy. And before you ask yes you can shrink it to the point it can fit in your ear.

**Sound (200 WP):** Sound is a peculiar element in the fact that it's not connect to one of the basic elements. Create ear piercing sound attacks as well as sound barriers that reflect projectiles. A Sickle of sound can cause a disorienting slash attack that will cause your foes inside to shake in a way that will make them nauseous. Claws of Sound can create a sonic clap attack by slamming the two claws together. Whip can cause a horrid screeching strike that causes deafness for your foes for about a few minutes.

**Light (300 WP):** Light...let me be clear this is LIGHT not HOLY. Okay? Now then light is a guiding element and the element of morning. It is also commonly associated with heroes. This element can cause flashes of light to blind foes, summon pillars of light and create a barrir of light. A Sword of Light can fire sword beam, create miniature blades to attack alongside it, and even send a ground based projectile attack called Demon Fang. A Whip of Light, might as well be the Vampire Killer from Castlevania, because now you can launch light based crosses or conjure a large cross area of effect attack called Holy Cross.

**Darkness (300 WP):** Darkness... once again this DARKNESS not EVIL. Darkness is a element shadows and the element of night. Unfortunately, it is also commonly associated with villains. This element cause spiked claw to come from the ground skewer a target, darken a room and create a barrier of darkness. A Scythe of Darkness can be considered the Reaper's Scythe, can launch spectral flames, and summon several small sickles to strike the enemy. A Mace of Darkness can create a blackhole attack and even spectral flames to erupt from the ground.

**Multi Elemental (Varies):** You want more don't you? Very well. Very well choose this option to purchase more elemental affinities for your weapon. Just add an additional 100 WP to the price of the element. Can be taken as many times as you want.

**Aether (Free, Requires the purchase of Multi Elemental and at least 4 Elements chosen):** This is the big one, Aether. Juto will look in shock and a bit of fear if your weapon has this element attached to it. An understandable reaction. Considered to be the most powerful of all elements. It's basically Life Force itself. With it all elements are under your control. With this element you gain various of benefits. First off, each element that you have purchased to get this gets a huge power boost. For example, if Fire was chosen your flames can not extinguished unless by your command. Second, your attacks can even cause the Ninja Tribunal flinch and those guys are tough as nails. Third you have a bit of a healing factor as long as this weapon is unsheathe/being used for battle, your wounds will heal faster than usual during battles. Fourth in addition to the elements you have chosen you can use Aether for your special abilities, Aether tends to Manifest as purple energy.

## Special Abilities and Attacks



This section is a bit special because this one will dictate what your weapon can do in addition to being more powerful than a normal weapon and whatever boons that the its elemental affinity has granted. Also, you can purchase more than one ability here.

**Spin Attack (100 WP):** Weapons with this ability allows the wielder to spin at astonishing speeds to attack. Let it be like a tornado like attack like Link or Spin Dash like Sonic.

**Empowered Strike (100 WP):** By concentrating you can make the next strike to be 100 times stronger than a normal one.

**Lashing Strike (100 WP):** This ability can create a winding whip like attack strike that can ensnare your target.

**Bolt Strike (100 WP):** This ability will allow you to create a lightning bolt using the energy of the elemental attunement of your weapon.

**Elemental Projectile (200 WP):** Unlike the other projectile attacks that the other elements cause, this option will actually unleash projectiles a bout the size of a bolder to fired

**Beam (200 WP):** This ability allows you to unleash a beam attack from the end of your weapon.

**Shockwave (200 WP):** This attack will be like an area attack to released that affect a diameter of 3 miles

**Explosion (200 WP):** This ability can cause an explosion attack that will be as strong as 10 pounds of TNT.

**Element Absorption (200 WP):** Elemental Absorption allows you to absorb the element that your weapon is attuned to, this can be done to heal yourself or get rid of obstacles. One element has an unusual effect with this ability. If this ability is used with sound it can render you completely silent.

# 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. They will also gain additional TP equal to half the TP you have gained from drawbacks.

**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

**Give 'em weapons too! (400 TP):** This option gives each of your companions a "Weapon of the Forge" item and 2500 WP to spend on it.





**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 and when lost episode occurs, she'll be given a bigger fan weapon that summons geysers of water.



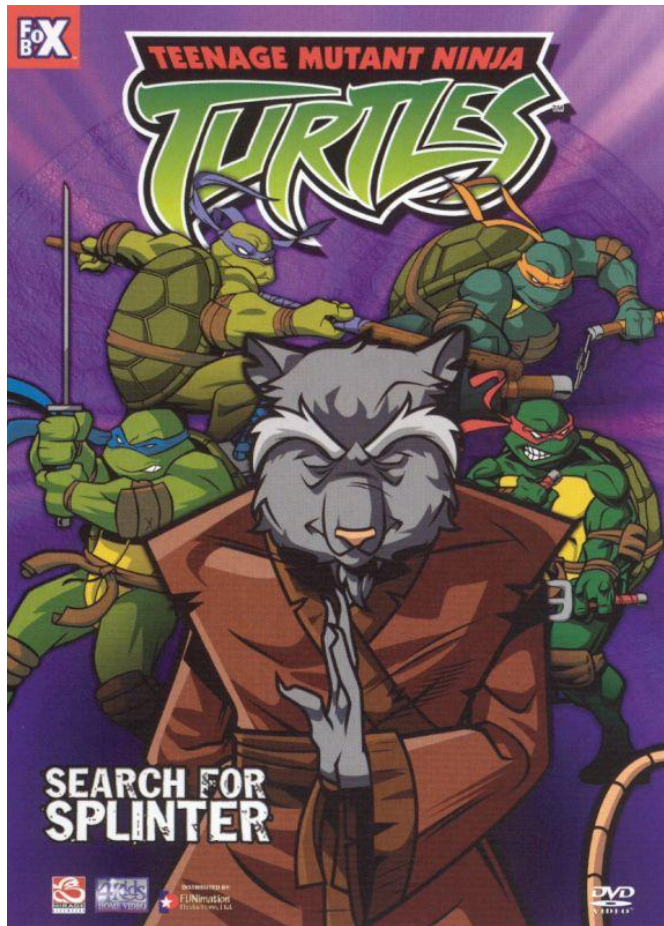
**Mona Lisa (100 TP):** A mutated Lizard that was found by Casey Jones at a young age, thus they became siblings. She is just as much of a hot head as a result of this upbringing. She also has brown hair for some reason. Anyways she is also an expert at improvised weaponry but she also carries a gun. Despite this she is good at hand-to-hand combat. During the events of Lost Episode she'll be given a pair of Tonfas that can create hands made of stones and earth.



**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. During the events of Lost Episode she doesn’t obtain anything but she is able to call upon the dragon.



**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. During the events of Lost episode she obtains a fail weapon that shoots ice.



**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



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**Casey Jones (100 TP):** The Masked Vigilante that uses sports equipment to take on punks on the streets





**April O'Neil (100 TP):** Smart, mature, and long-suffering tech genius and secret keeper of the Turtles



**Canon Characters (50 TP):** This is to purchase anyone else, 50 CP per person. But the ninja tribunal, and EVERY version of the Shredder (That is not Karai) is off limits

# SCENARIO

**Battle Nexus:** Well, this is interesting instead of only Battle Nexus being hosted every three years the Daimayo has made interesting change for your arrival in this world. You may make a claim for the title in a tournament that will before Mikey is challenged to rematch. The goal is simple, win. However you are restricted to your body mod, whatever you purchased here and your skills in martial arts. However, there will foes from dimensions similar to your home dimension, jumps you have been too and Power Rangers. Better bring your best Jumper. Even after that you're not done. You and Mikey will be challenge to a rematch for the legitimacy of your victory against your opponent from the finals of the Battle Nexus. Stay on guard your opponent may not be honorable. Roll a d4 to dictate who it is...or you can choose freely. If you roll you get an additional 200 TP though. Anyways good luck

1. **Green Ranger:** Tommy Oliver one of the oldest power rangers and said to be the best of them. He wants a rematch to see if you truly won the tournament fair and square. He won't rely on foul play. He will start the fight morphed.
2. **The Shredder:** The Shredder has heard of your victory and sees as an insult. He says he'll fight with honor but he's the shredder. However, he's not the Shredder of your dimension. He seems to be more Demon Looking.
3. **Dragon Lord:** A mystic anthromorphic dragon that you may have beaten in the last match. Out of spite he challenged you to get revenge. He uses magic so stay on guard. Also has a deadly fire breath attack
4. **Last Ronin:** Time is odd. Because this turtle looks like Mikey but he acts completely serious and he's well versed in all the weapons that the turtles wield. He will fight with honor. Stay on guard though, when the party dude gets serious...things tend go sideways for their foes.

**Reward:** Not only will you earn yourself a **Battle Nexus Trophy**. You will also be recognized as Battle Nexus Champion, meaning word about you will spread people might know about you in other jumps that feature martial arts or magic. In addition, depending on which opponent you fought in the rematch you will get different rewards from each.

**Green Ranger:** After you beat Tommy, he will bow to you and toss you a **Morpher** and then teleports away. Upon closer inspection it's an exact duplicate of Tommy's but its special seeing it will morph you into a hybrid of both Green Ranger and the White Ranger. You will be dubbed the **Nexus Ranger** And with this title you will be granted all the martial arts experience that Tommy Oliver has gained over the many years he has spent as a power ranger. When morphed

you will be imbued with the powers, equipment and abilities of both the Green and White Power Ranger.

**The Shredder:** When you triumph over shredder he'll roar in anger before disappearing in a bright light. Leaving behind **4 Mystic Weapons**. An Odachi, A pair of Tonfas, a Kusari-Fundo, and Bo Staff that seems to have given some upgrades. The Odachi in addition to being sharp enough to cut through nearly anything and cut open portals that you can travel through similar to the portal gun of aperture science. The Tonfa will enhance your punching power as well as create a force field that can protect you. The Kusari-Fundo, that's a mouthful, ensare foes and lift them up with no problem, it can also come life as a mystical flaming skull and go out of control. Then there's the Bo Staff or Tech Bo in this case, it has plenty of functions such a rocket fist, a drill, grappling hook and plenty of others battle function; also comes with a tracking device and is made from military grade titanium.

**Dragon Lord:** After loosing the Dragon Lord spews out smoke and leaves without a trace. However beating him seemed to leave you with knowledge and understanding of **Ki Magic**. You can now teleport, create illusions, fire purifying beams of light and cast spells.

**The Last Ronin:** After being beaten The Last Ronin Bows before turing around to leave he stops and mutters something, then tells you that you are the **Ultimate Ninja Turtle** in his book. He leaves after that After he is gone the skills and experiences of each turtle is downloaded into your mind. Your fighting skills has improved greatly, in addition any weapon that you use from now on seems to do more damage than it should.

**Take on the Rest:** Basically take on the remaining foes that you didn't fight in the battle nexus scenario

**Reward:** In addition to the rewards that each foe will grant you will also be dubbed **Battle Nexus Conqueror**. In battle you seemed to be twice as strong, fast, durable then when you are not.

## DRAWBACKS



**Moving forward (+0):** Normally after Yokai Shredder is dealt with you can leave but by taking this you can continue to Fast Forward and to the Fast Forward jump.

**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!!!.

**Mobster Mayhem (+200 TP):** Mobsters may seem like a bigger threat than the purple dragons but they are more of nuisance by comparison. Normally there is only one mobster gang, but now there is more than that. They will be sticking around for a while...like until the Shredder is truly gone for good.

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

**Foot Problem (+400 TP):** The Foot have upped their game. It feels like everyday they will have been aiding whatever foe you are going up against at the time. Even worse, they'll attack you themselves in large numbers. Do be prepared to show off your Matrix level fighting skills or else you will be overwhelmed.

**Public Menace (+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 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.

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

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

**City at War (+600):** The Purple Dragons, The Mobster, The Foot and Even The Earth Protection Force are all fighting against each other for control over the city. You are going to be in the middle of it all at some point. All side WILL see you as an enemy. Expect to get into a bunch of fights.



**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

**When the Evil Shredder Attacks! (+800 TP):** This is unusual. Normally this would happen during the Turtles Forever movie but now it just happens from the start and not in the way you are thinking. Effectively these two settings have become one. This will mean that the Shredder of this series will be aided by the Shredder and Krang from the 80s show. Also, there are going to be more villains to worry about now. This jump can be used to supplement this one

**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 Rangers but with TMNT Paint Job. And now this series has combined with 2003. Oh boy. As if the last episode didn't make things complicated enough.

**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 are everywhere. This jump can be used to supplement this one

**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. This jump can be used to supplement this one

**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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