**Teenage Mutant Ninja Turtles Role Playing Game**

**Description**

This RPG is based off of the four player co-op game from the Super Nintendo Entertainment System. Obviously, this game will be up to four players and will take place on Level 1 up to the boss battle in reference to the game. The players will proceed onto Level 2 up to the boss fight.

**Setup**

* You will need multiple sheets of paper to draw grids on. These grids will be 4x12 to simulate the side scrolling feel. Each sheet will represent one section of a level, so that the players do not get overwhelmed of viewing the whole level. There will be specific obstacles in each section such as Pizza(Health Pickups), Explosive Barrels, etc.
* You will need a D4, D15, and D20 dice.
* Pencil and paper will be required to keep track of your statistics such as Health Points, Lives, Weapons, and Attributes.
* Special Tokens will be required to keep track of players, enemies, and boss.

**Character Generation**

* In the beginning of the game, players will choose between a red, blue, orange, or purple mask. They will then get a choice between close-range, mid-range, and long-range weapons.
* Red masks will allow you to roll a D4 to determine how much damage will be added to your damage output which is by default, 2.
* Blue masks will allow you to choose 2 weapons. Only one weapon can be used per turn.
* Purple masks will allow you to roll a D4 to determine how much hit-chance will be added to your hit-chance roll.
* Orange Masks will give you double the effect of pickups.
* Close-range weapons have a +1 for damage but -1 for hit-chance.
* Mid-range weapons are the balanced weapons. Therefore, they have no adjustments.
* Long-range weapons have a +1 for hit-chance but -1 for damage.

**Master Rules**

* Movement is determined by D4 rolls. Each player/enemy gets a movement roll. You can move horizontally, vertically, or diagonally.
* You can only initiate contact if you are next to the enemy. Vice versa.
* Players can share spaces, which will double their hit-chance roll.
* Players have 3 lives.
* Players have 16 health points. Enemies’ health points will vary from 3 to 5.
* Health pickups are 5 Health Points.
* Enemies can deal from 1 to 2 hit points.
* Obstacles have a specific hit-range. If the player is not out of that specific range, then they lose 2 Health points. These hits occur every other turn.
* Transitioning from level to level does not recover health/lives.

**How to Play**

* Players will start at the beginning of a 4x12 grid. They will roll for their movement.
* Enemies will eventually spawn according to how far you proceed. They will then roll their movement after the player roll.
* Combat can be initiated by the player or the enemy. The initiator will be able to attack first, by rolling their hit-chance roll, which is a D15. Players and Enemies must roll higher than 5 for a successful attack. Combat does not end until one side is out of Health Points.
* After reaching the end of one grid, it proceeds to another grid, with a different layout.
* This continues until, they reach the boss battle. Bosses deal 3 damage and can have up to 20 Health Point. Bosses roll a D20 for movement and can attack while moving until they have finished movement. Bosses take up 2x2 of the grid, allowing the player to initiate combat easier. In boss combat, each player has a choice to continue attacking, or move.
* Once the boss is defeated, the next level is started and the players that have died come back to life.