



Kaizoku Sentai Gokaiger

~Super Hero Getter~

*The showboat pirates of **Gokaiger***

Space Empire Zangyack, a powerful interstellar empire, made of all manner of alien forces have conquered many planets. Just days after the Goseiger's victory over their final foe, countless Zangyack battleships came to earth bombarding human cities. Hundreds of gormin troops led by Sugormin commanders fought on the ground. How long the war lasted is unknown, what is known is that before the final confrontation a battle between hundreds of mecha and the Zangyack fleet occurred. Many of the mecha were destroyed during this battle.

The Goseigers as the 34th sentai team went to war with Zangyack, but suffered greatly their maches crippled or destroyed. They were forced to flee, hiding in a forest. Just when all hope was lost and the forces of Zangyack had cornered them, they were saved by Akaranger the first red ranger. He had begun mobilising all 33 previous teams with Big One of JACKQ as his right hand. Fighting their way past enemy lines, the Goseigers, Akaranger, Big One and several other legendary sentai made it to the main sentai force. Together all 34 sentai teams went to battle with Zangyack, eventually combining all of their powers in one final attack.

Shortly afterward the Sentai awakened and, though they had one, they all lost their ability to transform. Their powers were scattered across space in the form of Ranger Keys. Knowing they did the right thing the sentai went their separate ways and carried on with their lives. Yet AkaRed, the embodiment of all red rangers, sought to remedy this. He formed the Red Pirates to seek them out across the universe. Sailing upon the Gokai Galleon he encountered

Captain Marvelous, a young space pirate who discovered Akaranger's key, who refused to part with the treasure he found. After AkaRed defeated him, MARvelous revealed his dream: to find the greatest treasure in the universe. AkaRed invited marvelous along and together they found many ranger keys.

Eventually they encountered the legendary space pirate Basco ta Jolokia, who had a bounty of Z 3,000,000. And though he joined them AkaRed feared him, his power, and his intentions. Once all the ranger keys were gathered, Basco betrayed the red pirates, conspiring with Zangyack to take the keys for himself. AkaRed saved Marvelous and gave him the chest containing all of the ranger keyes, telling him to go and find the greatest treasure in the universe.

Marvelous and his robot parrot Navi recruited four others to form Pirate Squadron Gokaiger. Joe Gibken, a former Zangyack soldier who betrayed them when he refused to execute a group of children, became GokaiBlue. Luka Millfy, a woman who grew up poor and is obsessed with wealth and treasure, became GokaiYellow. Don Dogoier, a doctor who saw his father killed by Zangyack when he was a child, became GokaiGreen. Ahim De Famille, a princess who's planet was destroyed by Zangyack, became GokaiPink. Marvelous himself of course became GokaiRed.

Together they came to earth in order to unlock the power of the ranger keys, and eventually uncover the greatest treasure in the universe. Unfortunately the forces of Zangyack are on their heels and in a short while Basco himself arrives on earth to retrieve the greatest treasure for himself. While on earth the Gokaigers encounter sentai fanboy Gai Ikari, who was gifted the power of GokaiSilver by DragonRanger, TimeFire, and AbareKiller. While Captain Marvelous did not trust him at first, Gai proves himself and becomes an official member of the Gokaigers. Together they seek out the greater powers of the sentai and defeat the Zangyack Empire.

You arrive on earth the same day as the Gokaigers and will be here for ten years. Age is free to determine within a reasonable range, and you can determine your gender for free at the beginning of the jump. Here is +1000cp to set you up.

Drop-In

You find yourself outside of a small cafe called Snak Safari, with no additional knowledge, memories or connections to this world. Your direction in this world is your own, but Zangyack is here so be carefull.

Space Pirate

You had some form of normal life once, until Zangyack arrived on your planet. Something happened and soon you found yourself joining up with a fellow calling himself Captain Marvelous. You work as a part of his crew, though not as the first mate, doctor, look out

or captain naturally. You are aboard the Gokai Galleon as they break through the Zangyack fleet and head to the earth's surface.

Zangyack Sailor

A sailor in the Zangyack Empire's fleet. You are an alien, although you may look human. You have arrived aboard the Gigant Horse Flagship, a loyal follower of the empire. You look forward to conquering this planet that has long eluded Zangyack, and capturing those damn pirates.

Ranger Spirit (500cp)

You are a ranger spirit like AkaRed himself. An embodiment of all past rangers of a single colour, and naturally you are barred from choosing red. You have no human shape, your sentai form is in fact your true form. You are nearly entirely your colour, with darker cuffs on your gloves and boots and a high collar around your neck. You are wearing a belt with a large buckle, a badge on your left pectoral with the number 35 on it, you have a silver mouthplate, darker visor and a golden pattern on your helmet. You are called Aka(Colour), and have arrived on earth to continue the work of AkaRed.

Perks

All perks are 50% off to respective backgrounds, except for 100cp perks which are free.

Drop-in

Outgoing as Hell (100cp)

You are energetic and incredibly friendly. You just shine in social situations, and are quick to make friends out of strangers. There's just something about you people like, and they won't forget it. Friends once made, remain friends for you their comradery never fading.

Heroic Soul (100cp)

You don't hesitate when others need you help. That second of fear, or the thought that it is "someone else's problem" doesn't cross your mind, or at least if it does it plays no part in your decision to save others. Selflessness comes easier to you.

Sure I Know What I Am Doing (200cp)

You might not have any experience in something, but you can sure make up for that in pure confidence. As long as you remain confident in yourself you can perform feats you have no experience performing. You aren't going to be taking down an army single handedly through this, but piloting a mecha or fixing a car would prove no problem as long as you believe in yourself.

Let Me In (200cp)

Teams, especially close knit ones, tend to be slow to accept outsiders. Not for you though, you just seem to cut through that initial distrust or suspicion. Making yourself a full member of a pre-existing team would only take a single act to prove yourself.

The Decision (400cp)

Sometimes you are faced with difficult decisions. A lot of decisions will have fallout that spreads to others or can be hard to predict. When faced with a difficult decision you have a sort of sense of which answer is the best choice for your morals or the best for your goals. Often these may be in conflict, so you can decide which one takes more precedence and the sense will change to lean more towards that direction.

Without My Powers (400cp)

Even the lowliest of foot soldiers in service to Zangyack are stronger than an ordinary human. Somehow you have what is needed to take out groups of foot soldiers and even low level kaijin, even without being a sentai. A combination of raw power, skill, a little luck, and a tactical mind allow you to fight like a champ, and if you are a sentai? When transformed you could take down a normal sentai team on your own.

Sentai Expertise (600cp)

Calling you a fan boy is putting things lightly. You know everything there is to know about the sentai. Every team, their members, powers and weapons, the enemies they fought against, their mecha. You know that tactics they used, and have an idea of how to improve upon it. You are an expert at devising tactics and maneuvers, taking super powers into account, for both a single combatant or a small team. Combined with "Without My Powers" and any powers you would be a force to be reckoned with.

Our Gift to You (600cp)

You have impressed the spirits of a few sixth rangers or additional heroes and in exchange they have given you a Gokai Cellular, a golden "candybar" cell phone. It has a compartment to accept ranger keys and buttons with the images of sixth rangers upon them. You have also receive a personal ranger key, in a colour and style akin to a sixth ranger. Naturally you cannot choose a pre-existing colour. This transformation device is special in that it can combine two ranger keys in order to become a hybrid ranger such as Go-On Wings and Gokai Christmas. When transformed you have increased strength, speed and durability.

Space Pirate

Simply Marvelous (100cp)

You certainly know how to carry yourself. You can engage in clever wordplay with your enemies, and make impressive exits and entrances with little work. Even if you were dressed like an old school pirate in the modern day you could make the style work.

Shooting Stars (100cp)

You have trained yourself watching shooting stars alongside Luka Millfy. Your eyesight is impressive even at long ranges, and if anything in your view moves you will know. A bullet travelling across your vision would still register, at least for a moment.

Space Royalty (200cp)

While you may not be real royalty like Ahim/GokaiPink, you certainly look the part. You are incredibly attractive, easily a 9/10. You could tempt an opponent to your side with your beauty alone.

I Refuse (200cp)

You will not compromise, a trait shared with Joe/GokaiBlue. Your willpower is great, and you are very unlikely to crack due to fear or threats. You will is such you could escape while wearing a shock collar and needing to fight through dozens of foot soldiers, able to push through the pain and damage.

Treasure Hunting (400cp)

The Greatest Treasure in the Universe, the goal of the Gokaigers. Figuring out that it is somewhere on earth, which considering the size of the universe, is an impressive approximation. You have a knack for tracking down treasures, finding small treasures just by chance is a regular occurrence for you. More valuable treasure will still take some effort, but figuring out it's approximate location would take you a lot less work than it otherwise would. This scales with the value of the treasure. Seeking the greatest treasure in the universe will boil it down to a planet or two, a lost civilization to about a few counties, and your forgotten childhood time capsule to the exact spot.

A Pirate from Space (400cp)

I mean, that's the job description. You can handle the standard maintenance on a spacefaring vessel, navigate across galaxies and plot FTL jumps, and can handle shipboard weapons. You also know how to board enemy vessels stealthily, and escape intact whether stealthy or not. Running space blockades and smuggling goods are also in your repertoire.

Hope of the Universe (600cp)

Okay, let's just be honest for a second here. You are more like the rebellion than pirates, despite your claims to the contrary. Either way as you battle against Zangyack or any other unjust ruler or conqueror, the more the evil empire seeks to take you out the greater the people's support for you will become. Even if they would be otherwise neutral to a rebellion they would support you, and eventually the loyalists may even begin to jump ship. If the world government were to put a massive bounty on you may see random people flocking to your cause in great numbers.

Scattered Power (600cp)

You are more than a crew member, you are a part of the Gokaiger Team. You have in your possession a Cellphone Mobilate and a ranger key of your own. This key is in the style of the Gokaigers and is of a colour that isn't already taken. You also have in your possession a gokai cutlass and gokai gun, your personal weapons. When transformed you have increased strength, speed and durability.

Zangyack Sailor

Commision (100cp)

You are a sailor in the Zangyack fleet, trained as a soldier to invade other planets. You have an understanding of hand to hand combat, and the use of swords and guns. As a member of the Zangyack fleet and not a generic foot soldier, said foot soldiers will respond to your orders as long as it does not conflict with the orders of someone high up the ranks than you. You count as an action commander currently.

Call in an Alienizer (100cp)

You have a bit of sway with the criminal element and other evil organisations. Similarly villainous types are more willing to take jobs from you or give out favours. They are generally more cooperative with you, and respect you more than they otherwise would.

Turn Them In (200cp)

There are those who would undermine your work. You have a special knack at convincing people to turn in rebels, revolutionaries, or any other dissidents to your work. This is accomplished through both intimidation and charisma, and you are better at both in general.

Chief of Staff (200cp)

This is war, and war is not easy. You are familiar with the day to day tedium of war, such a paperwork, requisitions, punishing disloyal or problematic soldiers, ensuring supply lines are clear, and so on. You count as a General in the Zangyack fleet.

Complete Body (400cp)

Though you look human, it is merely a ruse. You can at will assume a monstrous form, easily six and a half feet in height. Your strength and durability in this form is a match for a whole team of sentai. You even have a unique power of your own such as bladed tendrils, an electromagnetic blast, an exploding deck of cards, or an energy barrier. You can also enlarge yourself to mecha size, your capabilities increasing proportionally. This will wear off after an hour or so. You count as an Imperial Guard in the Zangyack Fleet.

Great Scientist (400cp)

You are a scientist with a speciality in bio-technology and cybernetics. You can turn ordinary people into powerful monsters through your surgeries. Creating creatures like the Action Commanders or Barizorg is child's play. You can also alter the minds of your victims making them loyal to you, and you can grant them the ability to turn giant in order to battle mecha.

The Conqueror Jumper (600cp)

You are a conqueror, an emperor, a ruler. You are an expert in strategy and tactics, able to plan and execute large scale invasions of entire planets. Holding onto these planets is easier for you too, knowing how best to keep order across your vast empire. Your ability to lead troops

is great, and with your tactical know how could easily defeat a stronger force. You count as a member of the Gill family, below the emperor, but can be counted amongst his inner circle.

Los Jumper (600cp)

You are a ghost, and have the traits of one. Able to phase through physical objects, possess the weak willed, and are incredibly frightening to ordinary people. You can manifest physically freely, and have even greater strength, speed and durability in this form stacking with Complete Body. You can absorb the life force of others, weakening them and strengthening yourself. Once per jump, in exchange for the life force you have drained, you may come back from death.

Ranger Spirit

Soul Advent (Free and Restricted Ranger Spirit)

You are a ranger spirit, physically on par with any ranger in strength, speed, agility and durability as well as possessing great fighting skill. You have the ability to conjure any weapon ever wielded by a ranger of your colour, and can similarly assume the form of any ranger of your colour. This includes every sentai team up to the events of Gokaiger, but should you go to a sentai jump that takes place after Gokaiger (Go-Buster onwards) you will acquire the form of your counterpart sentai from then as well. Any transformation device you possess, sentai or not, can be freely absorbed into your form as a Ranger Spirit granting you the power of that device as well, gathering the Spirit of the hero that device represents into yourself. As a spirit you need no sustenance or sleep, but can still become exhausted or damaged and require rest. You can transport yourself great distances, able to disappear before one's eyes or stand high above observing your foes.

Just a Pirate (200cp)

Despite your appearance, people tend to accept the identity you give them without much question. For instance if you were a Ranger Spirit like AkaRed and went about space telling others you were a space pirate hunting treasure, most everybody would accept that.

I Will Not Accept You (200cp)

If you even tangentially have authority over something, people will seek your approval and acceptance. If you, as a Ranger Spirit, said that a new sentai team was unworthy of being called a sentai they would do everything in their power to prove their worth.

Wisdom, Power, Courage, Friendship (400cp)

The four tenets of what a sentai team should have, according to AkaRed. As a Ranger Spirit you have all four in spades. You are wise beyond your years, able to determine the correct course of action in a situation in a few moments. You are powerful, possessing even greater strength, speed and durability as well as greater stores of energy such as stamina, mana and ki. Your courage is legendary, fear holds no power over you. Most importantly, however, your friendship knows no bounds. You care greatly for all you have a connection to

and they can feel this radiating off of you inspiring them to greater feats. Your ability to work in a team is unparalleled.

Super Sentai Soul (400cp)

You have the ability to draw out a “spirit” of an ideal from willing targets, such as a spirit of hope or a spirit of passion. Using yourself as a vessel you can transfer these spirits into weapons or vehicles such as mech to empower them greatly. This empowerment causes them to transform into a burning legend form, possessing power increased proportionally to the strength of the spirit. Up to five spirits can be used simultaneously. Taking a spirit from someone does not affect them in any way, but any individual can only be drawn upon once per year.

AkaRenger Roll Call (600cp)

There is no Aka-team. Except there is. You and your fellow AkaRengers are mysteries wrapped in enigmas wrapped in conundrums. Whatever you actually are no one can figure it out, no matter how hard they try. Your identity is hidden, and only you can reveal it. Your motives and goals are obscured, even when your actions should reveal them clearly. People tend to overlook your presence, not noticing you until you announce yourself. In general people have trouble figuring you out and none can predict your actions. This works only for so long as you wish it to.

It's a Super Sentai Anniversary! (600cp)

AkaRed did not lead during the Legend War, but he was there to pick up the pieces quite literally. You seem to have taken a different approach, able to gather heroes from across the world and convince them to work together in rather short order. Finding heroes, or even those with heroic potential, is a cakewalk for you. They will work alongside you, so long as you have a great threat to work together against. While working together with you past rivalries seem to melt away, being replaced by camaraderie and teamwork. When you have a sufficiently large force, and they all consent, you can draw out all of their powers into a final attack that few if any could survive. They will lose their powers, scattered across the universe. These shattered powers cannot be made into keys, but should the original owners get ahold of them they will regain their powers.

Items

All items are 50% off to respective backgrounds, except for 100cp items which are free.

Drop-In

Collector's Hoard (100cp)

Every single super sentai toy ever made as of gokaiger. Figures, toy transformation gadgets, and so on. All in original packaging, and if removed can be resealed in their packaging whenever you so wish.

The Full Series (200cp)

A massive collection of every single piece of Super Sentai media as of Gokaiger: tv-shows, video games, movies, etc. All in your preferred format. Even laserdisc.

Variable Weapon (400cp)

Like gokai silver you have acquired a variable weapon, akin to his gokai spear. More powerful than a gokai cutlass or gun, this weapon can switch between a close range and long range weapon. If you have access to the Golden Anchor's transformation this weapon will have a third "anchor" mode with even greater power.

Golden Anchor (600cp)

This is a special ranger key, resembling a golden anchor. Within this key is the combined power of all 15 sixth rangers. This includes MegaSilver, GaoSilver, MagiShine, Bouken Silver, Go-On Gold, Go-On Silver, Gosei Knight, DragonRanger, KibaRanger, KingRanger, TimeFire, Shurikenger, AbareKiller, Dekka Break, and Shinken Gold. In this form your strength and speed is greatly boosted, and you have access to a finishing attack wherein you summon the 15 sixth rangers to strike your foe alongside you.

Space Pirate

Pirate Coats (100cp)

A fancy closet full of pirate appropriate clothing, modernised and all in matching colours. This is your ranger colour if you have one. They look nice and are made of decently rugged material.

Mecha Parrot (200cp)

A mechanical parrot, just like Navi of the Gokaigers and Red Pirates. It has a cryptic form of fortune telling, giving you vague hints as to where to find whatever it is you seek. If you do not want a parrot, you are free to choose a different animal. They can help out in non-combat endeavors if you wish.

Gokai Galleon Buster (400cp)

A heavy, double-barrelled cannon in the shape of the gokai galleon. With no ranger keys it can be fired as a double-barrelled machine gun with more power than five gokai guns. If five ranger keys are inserted, it can fire an incredibly powerful finishing attack.

Rapparatta (600cp)

A magical trumpet, similar to the one owned by Basco ta Jolokia. It has five slots which can accept ranger keys in order to summon manifestations of the rangers under your command. This works with any ranger keys in your possession, even your personal one. These manifestations are skilled combatants but are not good for much else.

Zangyack Sailor

Wanted Posters (100cp)

A collection of wanted posters for the Gokaigers, showing their details and current bounty. When you enter into a new world these will adapt to show the faces and details of six of your enemies.

Zagin Salary (200cp)

You annual salary as a member of the Zangyack fleet. Paid out in the universal currency of Zagin, this is about 60,000 USD and it will be paid to you once per year for the rest of your chain. Zagin is accepted in every location in every world.

The Second Greatest Treasure in the Universe (400cp)

That's right, the second greatest treasure in the universe. It resembles a small, maybe foot high, silver pyramid. When placed somewhere by you and activated, stories will quickly circulate about the object's power and worth. This will allow you to set up ambushes, and traps or distract would be heroes.

Great Warz (600cp)

A rarity, specially built for you. A large mecha that resembles your Complete Body form if you have one, it is incredibly fast and agile compared to most any other mecha from around here. It comes with a melee weapon built into the right arm and a ranged weapon built into the left arm. It has a powerful energy cannon built into the chest as well.

Ranger Spirit

Sentai Encyclopedias (100cp)

As written by GokaiSilver, this collection of encyclopedias contain every single ounce of information on every sentai as of Gokaiger. No blueprints or anything like that, but anything else you could want except for their identities and locations.

Super Sentai Address Book (200cp)

A small black book with the Super Sentai logo on the front with the words "Super Sentai Address Book" written on it. Inside is the real identities, location, and contact info of every single member of every super sentai team as of Gokaiger. This updates to have the information on any major players who could be your allies.

Super Sentai Ball (400cp)

A white soccer ball with rings of sentai colours and a large V logo. When passed between allies the ball gathers energy and once it has been passed between all of them it can be kicked as an incredibly powerful finisher attack.

The Greater Treasure of the AkaRengers (600cp)

The greater treasure of the AkaRengers is friendship. As such it takes the form of five discs of energy that can be held which bear the super sentai 35th anniversary logo. When you

give these five to people you consider friends you can grant them access to one of your sentai forms temporarily. Once they un-transform the treasure returns to you. If you are not a Ranger Spirit these can grant your fiends access to one of your alt-forms and its abilities for a short while, usually a single battle.

General

Gokai Treanger Box (1000cp, Discount Drop-In/Space Pirate, companions cannot purchase)

A treasure chest, within it rests every single ranger key as of Gokaiger with the exception of the Gokaiger's personal keys. This includes the sixth ranger keys and the extra hero keys, but not the Golden Anchor or any Greater Power keys. It has a thought-based teleportation system allowing you and those you allow to summon keys from the chest at will.

For an additional 200cp, discounted to Drop-in and Space Pirate, the keys are upgraded to possess the greater power of those sentai teams. The greater powers allow for a variety of effects, typically an upgrade for a mecha or summoning an additional mecha. If you have your own gokaiger key from one of the capstones it will acquire the the Gokaiger's greater power.

Real Pirate Engineering (100cp, can be purchased multiple times)

Remember when I said way back in the day that the Red Pirates wouldn't show up for a long time? Well here they are, and for 100cp a piece you can combine any transformation device you have acquired here with one another or one from another jump. If you have any core medal combos from kamen rider OOO or any Metal Hero Armours you can pay the import cost to turn all of those in your possession into ranger keys. Each type (O medal combos and Metal Hero Armours) require a separate purchase.

Mecha

Gokai Vehicle (400cp or Free*, Space Pirate)

Your own personal mecha, in the shape of any kind of vehicle, with power comparable to the Gokai Galleon. It has powerful personal weapons and a roomy interior. It has the ability to fly through space, and is capable of interstellar FTL. Any mecha purchased here is capable of combining with each other or other combining mecha in your possession. You may pay 100cp to import a large vehicle or smaller mecha to acquire the traits here, A single mecha is provided free with a purchase of Scattered Power.

GoZyuJumper (400cp, discount Drop-in)

A mecha of the same type as GokaiSilver, akin to GoZyuDrill. This heavy mecha is of a design of your choice and can transform into a humanoid form an par with a fully combined five-piece mecha. It comes equipped with close and long range combat capabilities. It has a secondary transformation into a beast, which while not as strong as the humanoid form is much faster and wonderful at close-range combat. You may pay an additional 100cp to import any mecha to acquire the traits here.

Forces of Evil

Invasion Force (400cp or Free*, Discount Zangyack Sailor)

It would appear that perhaps you are not a member of Zangyack, and instead are the leader of your own force. It has enough infrastructure to perform a decent invasion of a country the size of Japan. This includes several secret bases, several kaijin generals of mid-level power, and a large force of generic foot soldiers. These kaijin and foot soldiers can be a copied design or your own designs. The members of this organisation are followers unless imported into companion slots. The organisation will follow you to jumps and its members and facilities will retain changes between jumps. If you have purchased any of the Zangyack Sailor capstones you acquire the following additional forces for free, even if you have not purchased a primary force.

The Conqueror Jumper

Your own Flag Ship, equal in size to the Gigant Horse and fully staffed. It is a massive space-faring vessel capable of interstellar FTL. It is equipped with powerful weapons and beams that can enlarge creatures for a short while.

Los Jumper

This is not something that should exist. A combined combatant, a massive frankenstein-like creature made from the footsoldiers of the first 34 sentai teams. Unlike the original this one will not argue with itself. It has power enough to take on a full team of sentai, but is not very bright. You have the necromantic rituals needed to create more should you so wish. They count as followers.

Companions

Legend Rangers (50cp each, or 200 for all 8)

Each purchase of this allows you to create or import a companion, with free choice of any background except Ranger Spirit and 600cp to spend.

AkaRenger Team Up (200cp each)

This is unprecedented, we have never seen more than a single Aka at once before. You import a companion into the Ranger Spirit background, they can be any colour except for red or yours if you are a Ranger Spirit. They receive no additional cp.

Drawbacks

The Legend War (+0cp)

If you have been to the world of super sentai before, any changes you have made will carry over. This includes any allies and enemies you may have made. If you wish the other heroes created by Ishinomori may show up every so often for a "crossover episode" and if you have met them they will remember you, but other than that interaction with them will be at an absolute minimal

Treasures (+100cp)

You are a little too greedy. You are loathe to part with money or possessions, and you have trouble sharing with others. You jump at any chance to make some money or find treasure.

Too Much Silver (+100cp)

Like Gai you are a huge fan of Super Sentai. Huge may have been an understatement. You are obsessed with the sentai and will talk about them at length with anyone who will listen. When you see one you freak out a squeal in delight. You'll ask them for autographs and pester them with questions. People will find this very annoying.

Much Mysterious (+100cp)

Like AkaRed at times, you act too mysteriously for your own good. You always hide your true goals, even from your closest allies. When offering aid to others you will speak in riddles and then vanish. When it comes down to the wire and you NEED to intervene you will, only to vanish immediately afterward.

You Must Prove Yourself (+100cp)

You are obsessed with proving yourself, taking unnecessary risks to show others that you are worthy. There isn't anyone in particular this is related to, but you will constantly be working to one up your allies and enemies.

You Must Prove Yourself to Me (+200cp, Requires You Must Prove Yourself)

Not only do you feel the need to prove yourself, but AkaRed will be judging you the whole time. His comments will cut deep and hurt your pride. He must concede that you are at least at the "starting line" in his eyes by the end of your ten years here. It's not an impossible take, but it will take some effort.

Exceptional Bounty (+200cp)

Zangyack has posted a very high price on your head, expect not only the servant of Zangyack to be after you but alien bounty hunters and criminals as well. If you are allied with Zangyack this will instead be the Space Sheriffs. They will hunt you down, no matter what it takes. There seems to be an infinite amount of them, and for some reason none of their equipment will work for you.

A Traitorous Pirate (+200cp)

You were betrayed in the past, and the memory hurts. The one who betrayed you will show up on your enemies side with great power. He will show up again and again attempting to kill you and/or steal your stuff. Managing to kill him before your ninth year will cause him to come back again and again, even stronger.

Scattered the Jumper Power (+300cp)

All of your out of jump powers have been stolen from you and scattered across the galaxy. Each jump takes the form of their own Jumper Key, and anyone who can use ranger keys can use your jumper keys. You will need to hunt them down if you want to use any of them or prevent your enemies from acquiring them.

Freedom (+300cp)

You will not be here ten years, at least probably not. You are not allowed to move on to the next world until you have freed the universe and Zangyack's influence or have claimed it all in the name of Zangyack, your choice. Either choice will be faced with hardship, perhaps even encountering new Sentai teams working against you.

Notes

-No matter your colour for Ranger Spirit you will still have the power of 35 rangers, even if you have chosen an obscure colour such as gold, silver, orange or purple. This is due to jump fiat stating that somewhere in the multiverse there is a ranger of every colour belonging to every team. These "additional" rangers are equivalent to their original counterparts.

-The Gokai Keys that have already been taken are Red, Blue, Green, Pink, Yellow, and Silver. The only Ranger Spirit colour that has been claimed so far is Red, although we know a Blue one exists. Blue is still available since we haven't seen them.

-To clear up confusion the Treanger Box includes only Ranger Keys, Sixth ranger Keys and Additional Heroes Keys. This includes AbarePink, X-1 Mask and Magne Warrior.

-Importing an O Medal Combo or Metal Hero armour changes them into keys, and does not make a copy. You can switch the key back and forth to their original form, but this requires a few moment's focus.

-As of this jump's creation there are no Metal Hero jumps, but the import is here for the future.