



Kamen Rider Zettz JumpChain v1.3

By MrKrabsChoking2

This world is plagued by monsters known as Nightmares. Nightmares invade the dreams of humans and cause what the Paranormal Affairs Division dubs “Black Cases.” These cases involve supernatural phenomena that have no reasonable explanations, which are caused by a Nightmare’s actions in the world of dreams. Their ultimate goal is to take over the bodies of Dreamers and manifest in the real world to cause chaos and destruction.

There is but one organization capable of combating the threat that Nightmares pose to the world: The Confidential Organized Defensive Establishment, or CODE. CODE trains secret agents to infiltrate dreams and destroy any Nightmare they find before they can manifest in real life, using special items called Capsems. They have spent years training their newest agent, Code Number: 7, to join the fight.

You start this Jump in Tokyo, Japan on the day that Baku Yorozu, AKA Code Number: 7, is hit by a car with no driver. Here, you may need these:

+1,000 CODE Points

Origins

Age and Gender can be whatever you want it to be.

All Origins can be taken as a “Drop– In” option, meaning you have no identity in this world, with no paperwork to speak of.

Agent: You are a secret agent recruited by CODE in hopes of fighting the Nightmares and saving the world. Just don’t ask your superiors about how you were recruited...

Nightmare: You are a manifestation of humanity’s sins, bent on wreaking havoc across the world. You start as a purple butterfly manifested in Nem's subconscious. You will turn from a butterfly into a Baby Nightmare when you're sent out into a dream. Post–Jump, your Baby Nightmare form can be used as an Alt-Form.

Paranormal Affairs Division: You’ve been assigned to work with Tetsuya Fujimi to solve the emergence of Black Cases all over the country. You’ll start your Jump at the PAD HQ, standing next to a woman wondering if she’s been demoted, and your boss asleep inside...

Perks

*Perks and Items are 50% off for their Origin unless specified otherwise.
Discounted 100 CP Perks and Items are free.*

Agent Perks:

Dream Learning (100 CP): All agents of CODE undergo Dream Learning to become secret agents. With this Perk, you will become a lucid dreamer and know how to fight Nightmares. This includes infiltrating the dreams of others, martial arts, skills with firearms, and other general espionage tactics.

Find the Mind's Door (200 CP): It can be hard to find the Mind's Door in a Dreamer's mind, especially with a Nightmare on a rampage, but not with this Perk. Now, you will be subtly guided towards the Mind's Door, but only if you allow yourself to be. In future Jumps, this Perk will guide you to important artifacts.

Precognitive Dreaming (400 CP): The huge plot twist of Kamen Rider Zeztz is that the entire first half of the show is a premonition that Baku Yorozu experienced in a dream. With this Perk, you now share that ability. In future Jumps, you will be able to see months into the future once per Jump.

Sell Your Soul to the Nightmares (600 CP): Baku Yorozu and Sieg have merged with extremely powerful Nightmares and because of that, they stand head and shoulders above everyone with their sheer power. Now you can bond with a Nightmare, too. Choose one Nightmare from the series to merge with, or you can design a Nightmare of your own.

Nightmare Perks:

Dream Infiltration (100 CP): Nightmares, when sent into someone's dream, grow into a mature form, which is influenced by the Dreamer's subconscious. Once per Jump, you can choose one person's dream to infiltrate and change both your appearance and abilities. However, both appearance and ability must have a related theme.

Living Nightmare (200 CP): When a Nightmare manifests in the real world, it causes a chain reaction that results in an exponential increase in Nightmare activity. With this Perk, you will spearhead this charge, and all Nightmares will bow to your authority. The age of Nightmares will be built in your image. Post-Jump, this will let you more easily rally an army to your cause.

Merge with a Dreamer (400 CP): You can make a binding pact with Dreamers to let them use your powers. Haggle all you like about what the cost of this pact is, but when the pact is made, you fuse with the Dreamer, and your power coalesces into a Capsem for them to use. Exactly how one-sided this symbiosis is is kind of vague, but if you're powerful enough, there is a chance you can assert yourself over your host, hollowing out their mind and controlling their body.

Gore Nightmare (600 CP): Gore Nightmares are a special kind of Nightmare. They represent humanity's primordial fears. For example, the Catastrophe Gore Nightmare represents ruin and destruction. With this Perk, you will be elevated to this level, able to fight on equal footing against the likes of Kamen Rider Dawn and Zettz in his Catastroph form.

Paranormal Affairs Division Perks:

Vagueposting Immunity (100 CP): You may run into individuals who never explain themselves. These people will, if asked what they're doing, only respond with vague statements that confuse everybody. With this Perk, however, you will be able to read these people like open books. You can glean meaning from any vague or confusing statements like they were speaking plain English.

"It's a Black Case!" (200 CP): Fujimi tends to guess the culprit of a Black Case prematurely, often flip-flopping between making a close guess and guessing totally wrong. Fortunately, with this Perk, you will not be so varied in your investigations. Just by examining a crime scene and gathering even scant amounts of information, you will be able to deduce what happened with 100% accuracy, every time.

Fujimi Style (400 CP): You have learned much from Fujimi. One skill you've learned from Fujimi is his Nightmare Shoulder Throw, which he used against the Death Game Nightmare in Case 33. Once per Jump, you can briefly fight against an opponent who vastly outclasses you without being immediately overwhelmed. In this Jump, it would be a Nightmare if you were a normal human. There's no guarantee of winning, of course, but it'll work if your goal is buying time.

Paranormal Expert (600 CP): Exposure to the supernatural will inevitably change someone, for better or worse. The changes to your body have given you the proper awareness to spot what others cannot. In this Jump, you'll sense that a Nightmare is skulking around in the dream world's version of a certain location, like the Bomb Nightmare trying to blow up the police station. In future Jumps, you'll be capable of things like seeing Stands in Jojo's Bizarre Adventure and Cursed Spirits in Jujutsu Kaisen (Although, these examples aren't the best but think of these capabilities through the lens of a normal human).

Items

General Items:

Capsems (50 CP, first purchase is free with a Driver): These little spheres contain the power to make dreams come true. Use these in one of the Drivers below to transform into a Kamen Rider! Or their equivalent, since there's technically only three "Kamen Riders" in this show. You can also spin the middle part to activate their power even while not transformed. Can be purchased multiple times. See Notes for more details.

Oh, one more thing about Capsesms. Whichever Driver you bought in the Drivers section influences your first purchase. Zetz Driver will get Physicam Impact as your first purchase, Nox Driver will get the Shadow Capsem, and Breakam Dawn will get the Punish Capsem.

Capsem Dropper (100 CP, requires purchase of Capsesms): Let's go gambling! This gachapon machine dispenses Capsesms when you turn the knob. Useful for getting your gear back if anything happens to it.

Capsem Cylinder (100 CP, requires purchase of Capsesms): These specialized containers can hold up to 5 Capsesms, but that's not all they can do. If you stack two of the same Capsem in the Cylinder, the power of one will be absorbed by the other, leaving one blank Void Capsem and a single Capsem with double its power. This can be stacked with more than two, as we saw Zetz stack 4 Stream Capsesms in the Cylinder.

Subconscious Room (100 CP): Since every major player in Kamen Rider Zetz has a secret base to call their own, why not give you one? This room is built on the thin line between dreams and reality and can be accessed from both. You can choose how to access this room. Post-Jump, it will be connected to your Warehouse. Design it however you wish!

Zetz Capsem Set (400 CP): This Capsem set contains Kamen Rider Zetz's initial 10 Capsesms:

- Physicam **Impact**, **Transform**, **Wing**
- Technolom **Stream**, **Machinery**, **Projection**
- Esprim **Recovery**, **Barrier**
- Paradigm **Wonder**, **Gravity**

Nox Capsem Set (100 CP): This Capsem set contains Kamen Rider Nox's Capsesms:

- **Shadow**
- **Gun**
- **Wolf**

Lord Capsem Set (150 CP): This Capsem set contains the Capsems used by Lords Three, Five, and Six:

- Extra
- Clear
- Shock
- Panic

Drivers

You can discount only one transformation device in this section unless specified otherwise.

Zeetz Driver (400 CP): I hesitate to put this in here, since I believe there should be only one Zeetz, but here you go. This belt, like most of the others in this jumpdoc, is worn over the chest instead of around the waist. It uses Capsems to transform the wearer and allow them to use the Capsem's abilities. This Driver comes with the Breakam Zeetz, which can change into a sword, gun, axe, or scythe. If taken along with the Perk "Sell Your Soul to the Nightmares," you will automatically be bonded to the Catastrophe Gore Nightmare.

Knight Invoker (400 CP): It's a crying shame that the Knight Invoker was left behind to collect dust in a musty old storage room. Well, lucky for you, I managed to procure a key to that room! The next time you fall asleep while holding the key in your hand, a metal door covered with wires and panels will appear in your dream, and in that room will be the briefcase containing the restored Knight Invoker and Erase Capsem. This Driver comes with the Breakam Calibur, which is a greatsword that can shift from its Calibur Mode (aka sword mode) to its Launcher Mode (aka blaster mode).

Lord Invoker (400 CP): This Driver is reserved for only the highest-ranking agents of CODE. It is an enhanced version of the Knight Invoker and enhances its user through its "Disguise" function, which empowers a user without actually transforming their body. This Driver is currently used by Lords 3, 5, and 6. This Driver comes with the Breakam Breaker. Like the other Drivers' weapons, this one can change into multiple forms such as Blade Mode, Knuckle Mode, and Shoot Mode.

Exdream Driver and **Exdream Capsem** ([NOT DISCOUNTED] 2,000 CP): This combo of henshin belt and Capsem offer Zeetz's most powerful form: Exdream. With this power, you will gain more control over the world of dreams with better precision and strength than Dualmare ever will. Examples of this power include directly entering the dream world without needing to fall asleep, rewinding fatal attacks so that they never happen, and accessing a plane where a multitude of possibilities float around you and choosing one that is in your favor, as well as summoning all of Zeetz's weapons (Breakam Zeetz, Inazuma Blaster, not so sure about Triple Zeetz, but hey, why not?). Also, any Capsem used in this Driver will turn you into a "Full" variant of that form. **As of writing this Perk (7/5/2026)**, it is unknown what something like Full Impact might be like, but I can only assume that it's stronger than their regular counterparts.

Nox Driver (400 CP): This Driver was engineered using stolen CODE technology and uses special clamshell Capsems. Unlike the Knight and Lord Invokers, the Nox Driver enhances its user through various transformations and grants them the power of the Nightmare from the loaded Capsem. If bought alongside the Perk "Sell Your Soul to the Nightmares," you will automatically be bonded to the Shadow Nightmare, which can evolve into its Midnight form if changed by the Phantom Gore Nightmare.

Breakam **Dawn** (400 CP): The Breakam Dawn is a transformation device and weapon used to transform into Kamen Rider Dawn. It was created by Sieg using his powerful lucid dreaming abilities and technology stolen from CODE. It is a large sword that can split into two swords. If you buy this Driver plus the Perk “Sell Your Soul to the Nightmares,” you will automatically be bonded to the Punish Gore Nightmare.

Lady Gauntlet (400 CP): This isn’t exactly a transformation device, but since it’s a repaint of the Nox Driver, I’ll go ahead and include it here. The Lady Gauntlet is different from the Nox Driver (being worn on the hand and not over the chest), but it works the same way, using the same special clamshell Capsems. Only, instead of transforming the wearer into a Kamen Rider, it uses the Chaos Capsem to summon Nightmares that have appeared in the series. Examples include Wolf Nightmare, Poison Nightmare, and Disaster Nightmare. These Nightmares will be absolutely loyal to you and follow your every command. The Gauntlet comes with the Chaos Capsem, and will bond you to the Phantom Gore Nightmare if you buy the Perk “Sell Your Soul to the Nightmares” with this Item.

Agent Items:

CODE Gear (100 CP): This is just Zeztz's gear but retooled and recolored just for you. You get a CODE Phone, Sensor, License, and Camera.

CODE Zeroider (200 CP): Kamen Rider Zeztz's personal motorcycle. This Zeroider does not transform into a robot, but it can become additional armor for any of your Rider forms with the Zeztz & CODE Zeroider Capsem. It uses the Booster Capsem as a power source, and the bike comes with both Capsems for free.

CODE: Somnia Capsem (400 CP): This is CODE's most closely guarded secret, CODE: Somnia. It's a small red Capsem with a red crescent moon inside it. This Capsem, when activated, merges all the dreams of humanity into one, blurring the lines between dream and real life. Whoever holds this Capsem can alter the dream and the people in it, changing their memories and their perception of reality. However, this does have a small weakness: Those who have undergone Dream Learning or are in some way part Nightmare cannot be altered by CODE: Somnia. This Capsem comes with its activation device, a suitcase containing a silver device resembling a Lord Invoker.

Dualmare Capsem ([NOT DISCOUNTED] 600/800 CP): See Notes for more details. Dualmare contains two different forms: Catastrom and Orderm. Catastrom gives its user overwhelming physical power, able to kill a Nightmare in a single punch. Orderm gives the ability to analyze and reconstruct your surroundings. This Capsem also is the source of Kamen Rider Zeztz's powers, and thus can use all the powers of his initial 10 Capsems. However, this Capsem has one major flaw. Once you activate it and transform, you must be absolutely determined in what you set out to do. If you hesitate for even one second, the transformation will break down and painfully deactivate. If you buy the 600 Point version, you only get access to Catastrom, but if you buy the 800 Point version, you get both forms. Also, I should mention that this JumpChain™ version of Dualmare is about 75% the strength of Zeztz's version of Dualmare. That's just enough power to dominate your enemies, but the fight will not be so one-sided. However, if you buy the perk "Sell Your Soul to the Nightmares," you will have access to the full strength of whichever version of this item you buy. This Capsem comes with its own weapon, the Triple Zeztzer, which is a massive, powerful gun that can hold up to 3 Capsems. If you use the Dualmare Capsem in this device, it will reach its maximum destructive potential.

Nightmare Items:

Red Door (100 CP): Normally, Nightmares can only infiltrate dreams by using one of these red doors. Now, you can summon one of said doors to enter or exit a dream at will. It can make for a quick escape if need be...

Nightmare Cage (200 CP): This cage is made of a special metal, strong enough to hold even the strongest opponents. Keep them as a souvenir or hold them in preparation for a fight to the death, the choice is yours.

Nightmare Garden (600 CP): A copy of Nem's subconscious where Nightmares are born, which resembles a sprawling flower garden. You'll be given access to this place as a Warehouse addon only after this Jump is finished. One Nightmare will be born once per week, which you can send into anyone's dream.

Paranormal Affairs Division Items:

Badge (100 CP): An official-looking badge given to you when you joined the PAD. This will allow you free reign of crime scenes, especially if it's a Black Case. In future Jumps, this badge can change to any kind of organization.

Sig Sauer P230 (200 CP): Standard-issue weapon given to Japanese policemen and women. Whenever you need to reload, you'll always find a spare magazine stuffed in your pocket.

PAD HQ (400 CP): If you've watched Kamen Rider Zettz, you'll know that the headquarters of the Paranormal Affairs Division is a large truck filled with all sorts of things an investigator needs: Filing cabinets, a transparent marker board, even a minifridge filled with energy drinks to keep you awake in those long nights. This version of the truck does not need to be refueled, and it can repair itself over time.

Case Files (600 CP): Supernatural beings often leave behind traces of their involvement. Whenever an unexplained event is reported in your current Jump, a case file will appear in your Warehouse (or other headquarters). This folder will contain information that the ideal investigation could have been revealed within the first 24 hours. It'll give you strong leads

Companions

Canon Companion (Free/100 CP): It is my opinion that a Jumper should have lots of friends, and you can't put a price on friendship, so you can recruit any canon character from Kamen Rider Zett as a companion for free if you can convince them to come with you. That being said, however, you can also pay 100 CP to guarantee a positive first impression with said characters that will make it easier for them to go with you.

Import Companions (Free): You can import up to 8 companions in this Jump. Each Companion receives 600 CP to use however they want and can choose either Origin.

CODE Number: 10 (200 CP): This OC Companion is a wet-behind-the-ears, optimistic new agent of CODE, ready to eliminate the Nightmare threat and save the world. They are to be your partner if you took the "Agent" Origin. This agent comes with the Perk "Dream Learning," and the Items "CODE Gear," "Knight Invoker," and one Capsem.

Drawbacks

There's no limit on the amount of CP that can be gained from drawbacks, but I hope you're ready to reap what you've sown...

Legend Rider Chronicles (+0 CP): This toggle will make it so that any previous Kamen Rider Jump you've taken is now considered 'canon' in this Jump. Just be careful, though. Everything you've changed in previous eras might seriously change the world in this Jump.

Erase Delete (+100 CP): Your mind has been touched by the Erase Capsem, erasing all your memories prior to this Jump.

Vagueposting King (+100 CP): You can't seem to give anyone a straight answer. You make so many twists and turns in conversation that you're not even sure what you're saying half the time. Expect others to get sick and tired of your bullshit very fast.

Bigger Budget (+100 CP): A huge issue I have with Kamen Rider Zeetz is how it seems that CODE only made one or two Lord Invokers. 3 and 5 have transformed in less than five episodes each, while 6 gets the lion's share at exactly five episodes. Most of 5's fights are untransformed. This Drawback changes that. The Lords will all get Lord Invokers of their own and will transform when they get into a fight. Remember, these are trained secret agents, so they're even more dangerous when transformed (which is why this Drawback isn't just a toggle and actually gives points).

Very Well. I'll Leave (+200 CP): Your Warehouse has been chained up and locked away. You lose all access to it for the duration of this Jump.

Over Banish (+200 CP): All your out-of-Jump Perks no longer work for the duration of this Jump.

Your Next Mission (+300 CP): Terminate the Jumper. Your extra-dimensional origins and potential have been leaked to CODE, and now they'll send their strongest agents to kill you and make sure you don't upset the status quo they've achieved in this world.

What Bad Dreams Have You Brought? (+300 CP): Sieg has learned of your true nature and has become obsessed with bringing out your inner demons. He will not stop unless he is killed, so I hope you're strong enough to keep him away.

The Light to Expose the Darkness in CODE (+300 CP): Who keeps telling people who you really are? Couldn't be me. Anyway, The Lady knows who you are and will stop at nothing to use you to further her goal of destroying CODE once and for all. Hope you've brought some Perks to shield your mind.

If You Hesitate for One Second... (+400 CP): Catastroph's major flaw now applies to all powers you possess, both in-Jump and out. If your heart wavers for even one second, your powers will be forcibly shut off, and you will be forced to endure excruciating pain.

You'll need extensive recovery time every time this happens. And don't expect the Recovery Capsem to help you, because I made sure it won't.

Somnia Bypass (+400 CP): CODE developed a special Capsem that allows them to “bind and regulate the dreams of the populace for the purpose of erasing their memories and/or altering their perception of reality” if their existence was exposed. The main drawback of CODE: Somnia is that those who have mastered Dream Learning or were born from Nightmares are immune to its mind-altering powers. You, however, are the exception. No mind-protection Perks or Items can save you from becoming CODE's puppet. See Notes for more details.

Jumper Darkness Nightmare (+600 CP): Your Benefactor, Jump-Chan, or whatever you call them, has dreamed of your success in this world. Unfortunately, their dream has resulted in the creation of a great and terrible Nightmare: Jumper Darkness. Like the Zetz Darkness Nightmare, Jumper Darkness is a dark copy of you and all your powers. When you first enter this Jump, this Nightmare will manifest in the real world as horribly bad luck. Want to help a little girl find her cat? Too bad, you'll get struck by a meteorite if you try. And that's just one example. This bad luck will escalate more and more until you can find a way to enter your Benefactor's dream. In the dream, you will be confronted with the Jumper Darkness Nightmare, which initially resembles a dark mirror of you from your very first Jump. However, it will quickly adapt to and gain any and all skills, powers, and items you have when the fight inevitably escalates. To defeat Zero's Nightmare, Zetz had to sacrifice his very power, destroying his Driver with an Over Banish finisher, and it will take no less to defeat Jump-Chan's Nightmare. However, you will not have to despair over sacrificing everything you've gained. If you manage to defeat the Jumper Darkness Nightmare, your powers will be restored after one week. Prepare for the fight of your life...

Notes

Concerning Capsems: I will allow Jumpers to buy the existing Capsems in the show and also create custom Capsems based on dreams or nightmares they've had in the past. For example, if you had a nightmare about being attacked by a shark, you could create a Capsem that gives you rough skin, the ability to breathe underwater, and swim really fast. Something like that. If the perk "Sell Your Soul to the Nightmares" is bought, you can create a Capsem based on the Nightmare you've chosen.

Concerning Dualmare: I know that Zeetz overcame Catastrom's weakness when he unlocked Orderm, but I thought that weakness was very compelling. So, I'm saddling you with it whether you like it or not! Call it an unofficial Drawback. Also, the reason it's not discounted is kind of obvious. I'm not gonna let you have such a super powerful Capsem for cheap.

Concerning Somnia Bypass: There is a way to protect yourself from CODE: Somia's effect. I hope you can learn how The Lady was able to stay awake for 20 years, because if you take this, the story itself will make sure CODE is exposed and Somnia is deployed. Also, expect CODE to dissect your mind to try and figure out how to replicate their success with you to others. They won't, but they'll keep trying anyway.

Well, Jumper, now that your time in this Jump is finished, what will you do now?

Go Home: Well, being a passing-through Kamen Rider was fun and all, but there really is no place like home. You return to your home world with all your powers, items, and companions.

Stay Here: This Jump has truly been a dream come true. Maybe it's time to finally put down roots and settle down in this world?

Move On: Well, it's been real, but it's time for you to go. The life of a passing-through Kamen Rider isn't easy, but hey, that's the life you've chosen.

Changelog

Version WIP:

- Initial creation.

Version 1.0:

- Reformatted text at the top of Perks section
- Added Perks “Living Nightmare,” “Merge with a Dreamer”
- Added Items “Capsem Dropper,” “Subconscious Room,” “Red Door”
- Added Drawbacks section
- Added Companions Section
- Added Notes Section

Version 1.1

- Slight reformatting of text
- Altered Perk Prices
- Changed Item text “Dualmare Capsem”
- Added Items “Exdream Driver and Capsem,” “Nightmare Cage”
- Edited Perk “Living Nightmare” text

Version 1.2

- Overhauled Items section; added Drivers section.
- Changed Item text “Dualmare Capsem,” included Triple Zezter.
- Altered Perk text “Sell Your Soul to the Nightmares”
- Added Drawback “Somnia Bypass”
- Added Note “Concerning Somnia Bypass”

Version 1.3

- Updated Item texts “Capsems,” “Dualmare Capsem,” “Exdream Driver and Exdream Capsem”
- Updated Perk text “Gore Nightmare”
- Altered Driver text “Nox Driver”
- Altered Note text “Concerning Somnia Bypass”
- Altered Item text “Capsem Dropper”
- Updated Companion text “Import Companions”
- Added Drawbacks “Jumper Darkness Nightmare,” “Over Banish,” “Bigger Budget”
- Added Items “Zeztz Capsem Set,” “Nox Capsem Set,” “Lords Capsem Set,” “CODE: Somnia Capsem,” “Capsem Cylinder,” “Lady Gauntlet”
- Added Perks and Items for new Origin “Paranormal Affairs Division”
- Switched Prices for Items “CODE Gear” and “CODE Zeroider”