



Kamen Rider Build Version 1.0

It's been 10 years since the Martian Pandora's Box caused the Sky Wall Tragedy. Our country has split into three: Touto, Seito, and Hokuto and chaos has ensued.

Well, I think that's plenty context, but then again that's just me not wanting to do my job and have to exposit more~ I'm your friendly neighborhood cafe-owner Souichi Isurugi, allow me to explain my cozy little setting. 10 years ago, on a manned Mars mission, I found a wild alien artifact in the ruins of a long-gone Martian civilization. We dubbed it Pandora's Box. (Pretty on the nose, but I can roll with it.) During the INSET (Our Japanese NASA!) return ceremony, where many Japanese government officials were present, a mysterious (but likely handsome) man charged toward the box, and upon touching it, bathed the event in light. This caused the Sky Wall Tragedy, where the eponymous Sky Wall was created. It was an impregnable barrier made of red light and stone that'd make the Great Wall blush, and the Sky Wall divided Japan into three. You couldn't reasonably fly over it, and you'd have to sail quite a distance to go around it. This, along with a bunch of suddenly power-hungry government officials, was the exact recipe you needed to split Japan into three separate nations. Huma- I mean, people, am I right?

Fast forward to now. Pandora's Box is kept under lock and key in Touto, but after the Sky Wall Tragedy you can bet that it was on every prime minister's mind! And for good reason. A secret criminal organization named Faust has discovered a way to harness just a fraction of the power

of Pandora's Box. Cracks in the Sky Wall emanate something called Nebula Gas. Nasty stuff that's generally toxic, but those mad men at Faust found a funky use for it. With concentrated amounts of Nebula Gas and careful procedures, Faust can turn regular people into a superhuman monster called a 'Smash'. Those rascallions scheme in the shadows, and cause havoc with their Smashes. However, a super hero known as Kamen Rider Build emerges, using a purified version of Nebula Gas technology known as the Rider System to combat Faust. He'll have quite a lot in store for him, and so will you~

Oh, a word of warning! While I temporarily have all the knowledge of the events of Kamen Rider Build, ah man, things get a little wild! If the events manage to progress to the same point as the show, someone will try and destroy the Earth, and even if you manage to solve that... Well, it's a bit of complicated science nonsense, but make sure you can stop the universe from ending after that. Or at least, hitch a ride into the new one. Just in case you didn't know, you'll *probably* die when the universe ends.

Take your **1000 Choice Points (CP)** and get to making your Build!

Hazard Levels

Hazard Levels! Something you're going to be hearing people say a lot! On paper, it's the resistance to the toxic effects of Nebula Gas, which can range from bad personality shifts, to, at the worst, disintegrating those exposed to concentrated amounts of it. Not dying to Nebula gas is handy, but it's even better to claim and use its power for your own. In terms of fights between people using the Rider System, it's safe to assume the person with a higher Hazard Level has the edge. Powerful enough gear might level the playing field, however. Speaking of gear, using Rider gear above your paygrade will generally not work; on top of shocking you for your efforts.

Hazard Levels can grow with combat experience using the Rider System or with Fullbottle fighting, but there is a requirement. Emotional intensity, primarily from positive emotions. So those aliens of the Blood Tribe or those who take the Emotionless Drawback are unable to increase their Hazard Levels. Hazard Levels also generally take a while to grow, and do so in decimal increments.

Post-Jump, Hazard Levels will translate to resistances to all kinds of toxins and poisons. Terrestrial, extraterrestrial, or even supernatural.

Hazard Level	Effects
1	The worst you could be- it means someone who had a serious pre-existing medical condition beforehand, and if turned into a Smash, will not survive being defeated.
2	The common Hazard Level for most. If undergoing Smash surgery, you'll turn into a barely sapient Smash. Mostly just an aggressive monster. You'll survive being defeated as a Smash, albeit with temporary memory loss.
2.1+	The rarer folk, with potential for much more than a mindless monster's fate. People at this Hazard Level will retain their human form upon being dosed with Nebula Gas. Outside of this Jump anyone with decent resistance to poisons or toxins will also be at this Level. As a reminder, you and any Companion you Import are at this point if you take the free Perk.
3	This nice round number means your Hazard Level is potent enough to use the Build Driver.
4	Bare minimum to use the Slash Driver. Don't mistake a real jelly pack for your transformation device!
5	This is quite a doozy of a Hazard Level, and generally above human limits without some sort of bizarre circumstance. This Hazard Level is required to restore a Blood Tribe to their proper form with the Evol Driver.
6	Beyond human limits. Around here, full control of Pandora's Box is possible, again, with a certain Driver and DNA.
7	Your Hazard Level has reached such absurd heights, that it somehow resonates with Fullbottles and changes them. Kiryu Sento turned the Rabbit Fullbottle Gold, and Banjou Ryuga turned the Dragon Fullbottle Silver. In both cases they were leaps more powerful than before, keeping up with enemies that had far outpaced the regular Fullbottles. Though it's more of a temporary power-up, it's not permanent. You'll have to wait a bit before the Bottles are ready to do it again. One more thing. At this Level, if you have a bond with someone also at Hazard Level 7, you'll unlock the ability to fuse with them via your Level 7 changed Bottles. Though, it doesn't change the fact that without a more stable and robust solution, your fusion will run out when your Level 7 changed Bottles do.

Age: 1d8+20, 50 CP to change.

Gender: What you last left off as, 50 CP to change.

Locations (Roll 1d8, or 50 CP to choose.)

1. Nascita: An incredibly quiet cafe in Touto, ran by a charming and sharply-dressed man, with the help of his daughter.
2. Touto Government Building: The 'well-defended' Government Headquarters of Touto, where you will find Touoto's Prime Minister, Taizan Himuro.
3. Sawatari Farms: A formerly thriving farm business in Hokuto. However, the Sky Wall messed with the soil, and now it's not much more than a dust bowl.
4. Seito, Cowboy Office: Howdy. Here you will see a harrowing monument to one man's Westaboo sensibilities. Dozens of moving cowboy statues that never stop riding.
5. Seito Concentration Camp: On grounds owned by Nanba Heavy Industries Ltd. there is a secret facility. This is where failed candidates for Seito's Kamen Rider are kept. It's not a very fun place to be, especially against your will.
6. Faust Lab: Bingo! Where else would you want to be, but ground zero of underground Nebula Gas experimentation. Expect swift resistance if you shouldn't belong here.
7. Nanba Heavy Industries: You will find yourself in darkness, deep underground, in a concrete holding warehouse for Hokuto's Guardian production facility. Good luck finding your way out.
8. Free Choice: Anywhere in the fractured states of Japan, or the whole world. Don't hold off on saving the world if you like being alive, however.

Origins

Drop-in: You appear in this world with no memory of a life here. You have no ID or any information tying you to this place. You may have been the victim of Smash experimentation or a certain nefarious Bat man. However your personality, and thus your decisions, remain your own.

Faust: You enter this world already an established member of the secret Faust organization, which conducts illegal human experimentation to create Smashes and research the phenomena of The Sky Wall, Pandora's Box, and Nebula Gas. You can be a researcher, a lab tech, or even an enforcer.

Nanba Children: You are one of the Nanba Children, raised from a young age to pledge yourself to the goals of Nanba Heavy Industries Ltd. You may have infiltrated any position, ready to act on behalf of Nanba.

G-Man: Some people find Japan's fractured state instrumental to their daily life. Whether it be because you work for one of the many new governments that run it, or are a farmer whose profession necessitates a close government contact.

Race

Human (0): Regular weak humans, what did you expect?

Hybrid (100): Well, some Blood Tribe's got some explaining to do. As a random circumstance of fate, you were born with Blood Tribe DNA interwoven into your human DNA. This is shown physically by being a natural ginger- and man, these 'soulless ginger' jokes write themselves huh? You're generally more resistant and adaptive to diseases and toxins, as evidenced by the ability to raise your Hazard Level faster than a human. You can also use any Blood Tribe technology, such as the Evol Driver, the Evol Trigger, and even Pandora's Box. You lack any of the fun shapeshifting powers. Though strangely enough, even if someone were to absorb all your Blood Tribe cells, as a hybrid, your body just naturally makes more.

I suspect this is why some theorize that a Hybrid could eventually surpass a Blood Tribe Alien in power. Because hybrids are able to regenerate Blood Tribe cells almost instantly, even without Pandora's Tower as a power source. Unlike actual Blood Tribe Aliens, who need to recover every bit of their cells to use their full power. While this won't do much for your actual ability to heal damage, once you get your Hazard Levels high enough... Imagine what it'd be like, to have the powers of a Complete Form Blood Tribe, without the limitations? Create clones, turn you cells into physical weapons, take over the minds of those with a Hazard Level of 2 and below... But... again, you won't be able to do anything but regenerate your Blood Tribe cells, until you're past Hazard Level 7. Look forward to when you do though~

One extremely unfortunate downside of being a Hybrid however, is that you seem to be extremely susceptible to getting possessed by Blood Tribe Aliens.

Blood Tribe (400): What? *More* survived? The Blood Tribe are from Planet Blood. Don't start, your planet's named after dirt. They're a parasitic race that take over host bodies, with the normal form being a slithering puddle of goo. Which sounds pathetic and diminutive, but is actually quite beautiful if you take the time to appreciate it. And okay sure, they have relatively low combat capability without both a host body, and technology that uses Nebula Gas. And, unfortunately, they can't increase the Hazard Levels of their host while possessing them. Their resiliency, though? Top class! They can split off pieces of their gooey body, and thus consciousnesses, and turn unwitting hosts into automatons with preprogrammed orders. Don't do it on folks that are preggers though! It'll get stuck in the baby, create a hybrid- and you'll have to get that goo back yourself. And the more you divide your goo, the less power your proper 'consciousness' has. You won't even be able to use the Evol Trigger without 100% of your goo. To clarify, you can only have 1 host body with your proper consciousness in it. Any other bodies injected with your split-offs will be programmed slaves. Also note that you want to aim for people with low willpower, or people that consent, because strong-willed people can fight you off. It's even easier for them if their Hazard Level is 2.1+.

But hey, forget all those... 'limitations'. Which, really are the catalyst for the truly intelligent and capable to rise up to deal with. And also lead to the best stories, and the most interesting people... but I digress. The Blood Tribe has plenty of fancy abilities! When you're properly possessing someone, you unlock a plethora of powers. You can shapeshift tiny objects, such as USB drives into a bottle of coffee. Or a smartphone into a back scratcher. This minor shapeshifting could even let you reshape someone's face. You can give someone temporary amnesia, although it'll just mildly disorient the victim if used mid-combat. At your best you will be able to keep up with Slash Driver users even if using only the Transteam System. And at your worst, you might also lose to the power of base Build's Octopus Light Form using the same System. But... c'mon, who doesn't hate octopus?

You might think that's a stellar power set for the cultured Jumper, but there's more! This isn't even your 'Completed Form'! When you become 'Complete', via using the Evol Trigger (and possessing a Hazard Level 5.0 host), you lose the need for a host body. You can freely change shape at will, though not massively overshoot your mass. Humanoid shapes are your limit. Creating tendrils to use as weapons would be an excellent choice, personally. But the boons don't end there! You can have short bursts of super-speed, which leave frankly beautiful silhouette trails. Teleporting you, and anyone touching you, to anywhere you're familiar with is also no problem. Just wait about 5 minutes for it to recharge. Your resiliency is also increased dramatically, able to restore yourself from the smallest of specks! With the Pandora Tower, you can fully regenerate in about a minute! Without the power of the Pandora Tower however it'll take about a week to regenerate back to full power. And uh, you don't regenerate much at all in really low temperatures. You can't abuse this to create a clone army of yourself, or increase your overall amount of 'goo'. Post-Jump, you'll become Complete, if you never did manage to scheme your way into it. **[Emotionless Drawback is required to be taken for no points.]**

Martian (400): Well, well. What have we here? A fledgling survivor of an extinct race. I thought this setting was Sci-Fi, but this alien race is borderline Fantasy. They look like regular humanoids, but don't let appearances deceive you. The Martian race was capable of a great many things. They could fully heal fatigue and injuries with a touch. They had the power to teleport themselves, and something up to the size of a 2 story building with them. Martians have such robust purification and restoration powers, that they could remove the essence in Fullbottles, and nullify the negative effects of Nebula Gas on the brain. But also, somehow restore the essence drained from Fullbottles too, 'healing' what little trace of essence they had left. They could probably purify a soda to water, and restore it back if there were trace elements of the soda left. Restore an empty gas tank if there's a drop of oil in it.

They were also capable of manipulating energy. While not able to 'break' the indestructible energy of the Sky Wall, they could move it aside briefly, creating a gap. They also had the ability to project energy, and telekinesis capable of sending 3 Kamen Riders flying into the horizon Team Rocket style. In the ultimate culmination of their power, they assumed a new form. They could become an ethereal set of giant eyeballs, and floating hands. Quite an out of nowhere, and shocking transformation, huh! It's however, extremely potent. Able to now also create

energy constructs. With this form, the Martian Queen Vernage was able to soundly defeat Black Hole Evolt. All while having to withstand a black hole that was consuming Mars' surface, albeit 'dying' in the process. It's still really weird-looking though. You can opt to just be wreathed in a glowing aura, with those giant hands and eyes as constructs you control, when you assume this form.

This all sounds absolutely busted! How could a race- a whole *planet* of these guys lose to anyone?! Simple. Their stamina with these powers was worthless. Doing any one of these fantastic abilities at their fullest potential was enough to knock them right out, requiring a full night's rest before doing it again. You can build up stamina over time, but like I said, you still konk out after every full power exertion. Vernage was queen not just because of her capability to rule, but because after what was likely a thorough lifetime of training, she could use her Martian powers at an acceptable frequency. You are not her, and have similar stamina to the average Martian. You probably won't last more than a minute in the 'Giant Eye' form. Even if you have some sort of stamina-healing power or immense will-power, you will eventually have to sleep for one night for every full power usage. If you want to be as casual a user of Martian powers as Vernage was, you will have to spend a century training hard. But hey, even with half of that, you might be pleased with how far you can take your powers.

One last ridiculous cheat power this race seems to have. Once per Jump, while your physical body is dying, you can create an indestructible piece of jewelry, like a bracelet or a necklace. That will house your soul. If you don't want to just be stuck motionless in an inanimate object, you'll be forced to share a body with whomever wears it. You'll only briefly control their conscious, and interact with the outside world, but most of the time you're stuck just observing what your host sees. Most annoyingly of all, they won't be able to take off the piece of jewelry that houses your soul. You'll be stuck with the first person who wears your jewelry. The only salvation you have is if in your brief moments of agency (or cooperation from your host or others) you find a biological body without a soul to transfer to. But be warned. Even if you were in that new, empty vessel, you will be a dying flame, and exerting too much of your Martian or Jumper powers will quickly burn up what's left of your soul. You will be truly dead after that. And of course, the death of any host will be the death of you. So, try and last the Jump, will 'ya?

Perks

50% off for Perks in your Origin. 100 CP Perks are free for their Origin.

Universal Perks

Hazard Level Potential (Free): You're pretty used to being special Jumper, and you have to be, to be able to use the Rider System. You won't be able to use it right away, however, as this will only give you a Hazard Level of 2.1. But you have the potential to get there at around the same time Banjou hits 3.0., if you keep up your Fullbottle combat. Also as a little bonus, don't worry about the human limit of 5.0.

ARE YOU READY!? (Free): Your transformations are announced by an exuberant voice. It even comments on other actions you take and your day to day life. This weirdly works even when you aren't wearing a henshin belt. This effect is toggleable.

Hazard Scanner (Free): You can read Hazard Levels by touching someone or by watching them in combat.

Toy Pocket Space (Free): How in the world does Sento fit so many Bottles and Drivers in those pockets of his? Clearly the Toei execs and writers let him cheat, so now you can too. You can store an infinite amount of objects up to the size of a Kamen Rider Driver on your person. You can also pull out the exact thing you're thinking of when you reach in to grab something. It isn't perfect, however, as a really good smack upon defeat tends to send *some* things flying out of this space. You're also not the only one who can access this space.

Drop-in

I get the feeling I can't lose! (100 CP): The meatheads out there gotta make a living that makes them look cool. You now have enough boxing experience and skill to make a modest career out of.

The Jumper We Built (100 CP): Jumps can be long journeys, where you'll see a lot of difficult things, and the decades might make you lose your sense of who you once were. But now no matter the stakes at hand, the scope of your challenges, or the events you get caught up in. You'll always remember who you are, you'll remain grounded and human, and never lose track of your true goals.

Test Subject (200 CP): You could've been experimented on at Faust, or somewhere else in the nation. At any rate, your body is generally more resilient and your Hazard Level is measured at around 3.0. So, no having to fight like Banjo. Because of this experience, your body is now more... accepting. It's generally capable of handling biological experimentation. Don't go too hard and too fast with the experimentation though, take it easy, *lentamente*. Your body isn't *that* sturdy.

BEST MATCH! (200 CP): You've got a sixth sense. No, don't close your eyes, not like that. You've got a knack for finding good combinations of things. Whether it be Fullbottles, chemicals, tech, magical artifacts, and hey even people, you'll have a good feeling that they'll go well together. Conversely, this also gives you a sense when a combination of two things will go poorly. Like even if you don't know what that powder is, introducing fire to it would probably be bad.

Master of Dissociative Identity (400 CP): Strangely enough, having new identities shoved into your brain is par for the course for a Jumper. Your Benefactor's got interesting tastes~ This Perk'll help with the existential identity crises you'll come across. You are able to comfortably house multiple consciousnesses in your mind. This is represented internally as a sort of 'mental landscape' that you go into after focusing for a bit, where any of your new consciousness will reside. You're even able to freely customize this mental landscape you find yourself in, and go through your own memories. Time will pass regularly here. You can also make a few decisions with your occupants, but you have ultimate control. You can discuss things with them, swap 'places' with them and give them the reins, forgo all this and merge with them, even make them leave- though I have no idea what'll happen to them if you don't have anywhere for them to go. If you ever find yourself possessed, you will always be able to have a battle of wills to keep control of your body. You can be creative, and give yourself an edge- it's your mental world they're entering, after all.

I'm everyone's idol! (400 CP): You're now everyone's idol. You have an aura of cuteness, coolness, or whatever your thing is, that is just magic for live stream audiences. With your stream idol skills, you'll be able to garner a large following of fanatical fans willing to do most anything you ask of them, from buying your merch, donating huge sums of cash, and gathering intelligence on your behalf. Miitan sure is scary...

BUILD GENIUS! (600 CP): You are a science genius! Your mind is so enlightened that it can solve complex equations as easily as reading a clock face. You have the raw intelligence and engineering talent to create technology powered by Nebula Gas. Engineering, computer science, and physics are all fields you've mastered. Your new passion for science may perhaps reveal itself with your hair standing on end with excitement.

Love and Peace (600 CP): Love and peace is a fragile concept in the face of reality, but you profess for it anyway. You can't bring it alone, so you'll do your best to live by your ideals, and hopefully the people you meet will help build that world together.

While you live your life by these principles, you're able to inspire great hope in those around you. A sincere call to end a fight can quell conflict, with people making efforts toward a peaceful resolution.

Defiant declarations can help enemies see the error of their ways, the harm they cause, and the redemption of a better path. A long-standing enemy could be convinced to become fast friends,

after a good talking-to. These words can even break through to the hearts of those under the influence of outside forces.

Your efforts to bring hope to others can snowball, as they become inspired to go out and continue your work, building a word of love and peace together. The effects of this Perk are tied to the sincerity of your words and actions, the emotional intensity of the events playing out, and the symbolic strength displayed by you.

Faust

I do voicework (100 CP): Damn, you've got a pair of nice lungs on you. You've got a smooth voice acting level voice, and it's quite addicting to listen to. Most normal people wouldn't mind you talking about anything. So naturally you're a bit more of a charming talker by virtue of your voice's sound quality alone.

DANGER! (100 CP): Oh no, it's you! Can't you feel it? You exude this aura of menace. I know nothing about you and yet I'm intimidated. Lesser people may cower in fear. Those with a faint heart may even scream at your presence alone. Even your transformation belt is afraid!

Shadow Funds (200 CP): The thing about secret shadow organizations is that they still need to keep the lights on, and being menacing at the electric company will probably draw suspicion. On top of that there's funding for all your projects, employees- crime has to pay, to have people to keep working for you. And Night Rogue managed to do all of this, with government funds, without anyone even noticing. With this Perk you can successfully siphon off resources from governments and corporations, enough to fund an organization at the scale of Faust.

Astronaut (200 CP): It's not something that's brought up often, but the standards for being an astronaut are really high. With this Perk, you now fit in the extremely stringent requirements to be one. You're in excellent physical condition, have sharp mental acuity, and the mental fortitude to be able to survive in the highly dangerous environment of space with limited resources. Knowledge of astronaut equipment, physics, and the science of surviving in space. You'll also find that in every Jump from now on, you'll have the records and ID to be treated as a member of any astronaut organization like NASA or INSET.

Devil Scientist (400 CP): Just because you experiment with human life, doesn't mean you like being inefficient. Your live experimentation subjects can be reused, as you can 'flush out' the changes you do, setting them back to the state before you experimented on them. If this isn't fast enough for you, you can localize experiments to specific parts of the body, so you can test multiple serums and concoctions all over the body to get approximate results as to the effects. And finally, you have a solid understanding of human biology, Smash monsters, and Nebula Gas' effect on the body. What kind of frankenstein Smashes could you make? Also, it might be a good idea to consider adding security measures to any powerful creatures you create in your lab.

We'll dirty our hands in blood! (400 CP): You have a certain way with words, when you make a speech about the worth of your righteous cause, the listeners will hang on your every word. Your presence brings eager new recruits flocking to you and you command a higher degree of loyalty in your subordinates. Whether through fear or respect, people will be willing to follow you, even when asked to perform morally dubious extralegal acts.

The People Grant Power (600 CP): Taizan Himuro told his son that the country does not grant the people its power, but the people grant the country its power instead. With this Perk, you will now understand this on a physical level. You now respond to positive reinforcement to an absurd extent. With the encouragement of others, you will be full of energy and resolve. This will be enough to fight at full capacity in spite of your injuries, even temporarily powering you up a decent amount. At the higher end of things, if something like a city's worth of people are cheering you on, this temporary boost will make you explode in power. You'd be able to fight a previously insurmountable foe on equal footing. Geez, what is your life, a shonen manga?!

Lovable Liar (600 CP): Hey, c'mon, I wasn't technically lying! I may have fibbed about a couple of details, but my loyalty's totally with you! With this Perk, you might be as sly as me, Jumper. You may have lied to them in the past. You may have lied to them several times. You may never have stopped lying to them. But there's just something about you that brushes all those past deceptions aside. Your silver tongue is too engrossing to ignore. What if this time you're being honest? Let's give you the benefit of the doubt! Well, try not to say something blatantly or immediately obviously false, like that the grass is blue, now that would be too much to believe. Even I wouldn't do that... if you could see the grass.

Nanba Children

The Lamest Cyborg (100 CP): You're mildly more durable in a sense that you can have parts replaced if you're injured. However, you're not really any more powerful than a regular human. Sometimes when injured, instead of blood, bolts and generic pieces of metal you'd find in a toolbox fall out. It's like the show you're in was low on budget for this reveal and wanted to demonstrate you were a cyborg as cheaply as possible. Recovering from your injuries, instead of days or weeks like a regular person, would take about as long as maintaining a moped. You're a moderate step in medical and biomechanical sciences!

Nanba's Magnificent Weapon (100 CP): For 10 years you've had your mind, body and spirit honed through the military. You are their tool, their weapon. You have the experience necessary for combat, squad coordination, and tactical maneuvers. You're familiar with basic weapons, military equipment, and vehicles. You understand the chain of command and all necessary protocols. You're in top fighting condition and have the iron will to claim victory!

Sleeper Agent (200 CP): It's easy to live this fake life, you say hi to your neighbours, go to work, do all your duties, never raising suspicion. You're capable of being in deep cover indefinitely, as long as you don't consciously confess.

I Have My Sources (200 CP): You've always got the scoop. You can be relied on to sleuth out some leads when you depend on it. First you have to track down a possible source with the hot intel, that's no problem for you. Then when you have the informant, you can shake the truth out of them, revealing that key piece of information you need. How you get these people to talk, who knows? There might be a lot of loud noises of pain or pleasure, but some things are better left unknown.

Playing All Sides (400 CP): You can play all sides of a conflict, to the implicit knowledge of all parties involved. You can essentially remain a neutral party, and even get a bit of a say in things in the open if you supply all sides equally with resources. However, blatantly favoring one side in support will break this. Make sure you get all you can out of them before then.

C'mon, I only betrayed you like twice! (400 CP): As long as you're genuine, you can make amends with people after betraying them. Even if you killed their friend, sold them out to the villains, or kicked their puppy, they seem to be able to get over that long enough to allow you back into the fold. If you somehow find yourself betraying their trust again, you can still repair the bond, as long as you are genuine in your intention to be on their side.

Knockoff Master (600 CP): Some people are geniuses, bright and inventive minds that have inventions that push technology forward with their innovation. Usually, those are expensive because of their elaborate but solid construction process. So, a desire arises for cheaper alternatives that mostly do the same thing, even if it's worse in every category. This is your forte. You can replicate the effects of things you have data of, in a worse form. You'll have to observe for a while, and mull over exactly what you're trying to replicate which should take about a month or so, but accurate data will greatly speed this up to about a week. This Perk isn't limited to just technology, but other phenomena like techniques or spells, though you'll need to at least have the capability to do them. You won't be able to quite replicate a technique that requires wings you don't have, or mana you can't generate.

Utsumi was able to replicate the Phase power-up concept of a Evol Driver user, despite being just a human. Big word of warning, however, is to remember you're making knockoffs. Utsumi's upgrades ended up shorting out and failing at the end when he most needed it, as most of the first iterations of things ripped off with this Perk, so be sure to heavily stress test your knockoffs before practical use.

Brainwashing (600 CP): Through manipulation and gaslighting, you can brainwash people. More effective on children, less so on adults. For a full brainwashing, it'll take about 10 years of effort. These fully brainwashed folk can accompany you as a Companion, but because you rid them of all that pesky individuality, everyone 'recruited' this way will share a Companion Slot. It's an army of slaves, not friends. Such is how Nanba Juzaburo does things.

G-Man

Green Thumb (100 CP): You have a solid understanding of agriculture. Even during harsher climates or bad soil conditions, you'll still be able to grow a profitable enough yield.

Meritocracy (100 CP): Whatever the circumstances of your organization, you will always advance up the hierarchy, provided you're good enough for the job. If nepotism, corruption, incompetence or bias against you would get in the way, your merit alone will see you get the role you deserve. This also applies to getting an entry position in the organization in the first place, your interview will shine with your skills, regardless of other factors.

Paperwork Autocomplete (200 CP): Because who really likes filling that stuff out? You can instantly read, understand, and then automatically fill out paperwork how you'd want it filled out, without actively thinking about it. You can watch TV or play games and still fill out your paperwork without any active attention if you've got a hand or appendage free. This doesn't mean your handwriting will suddenly be good with that appendage, however, so while you can fill out forms while using your foot to write, don't expect it to be legible unless you're decently skilled in such a thing.

Team-up Attacks (200 CP): The Hokuto Crow Trio weren't reknowned for their individual combat prowess, but the fact they were a team. You now have their knack. Team-up attacks you co-ordinate can have all the attacks do a decent amount more damage than they would've individually. Be warned that this makes team-up attacks stronger, but it doesn't make you any better at actually executing them. I suppose an astute enemy could notice this, and redirect your own Team Attack onto yourselves, with the extra damage from this Perk. Practice, practice!

Let's Settle This (400 CP): Instead of wasting the lives and resources of armies or squads of fighters, you decide that this matter is better resolved through a simple one-on-one battle between the opposing sides. You can call for this challenge and the sides will end hostilities to submit their champions and await the results of this proxy battle. You may choose to take a place yourself. Both sides will sign a binding contract for the terms of their victory or defeat, and as long as the fight is publicly broadcasted, the people involved will respect the result of the proxy battle and abide by the terms set out.

PR Twisting (400 CP): What? Kamen Rider Build isn't invading a country, because he's... been branded a traitorous criminal for stealing a dollark? Haha, what is that nonsense? This Perk makes you an expert of PR, so that this sort of successful PR handwaving is a cinch. This also gives you an intrinsic knowledge of what would be considered a diplomatic incident, and how parties will react to things the layman wouldn't see as a grave violation.

I WILL BE THIS COUNTRY'S LEADER! (600 CP): You have the charisma and bureaucratic know-how to quickly climb the ranks of elected government positions. Elections seem to swing your way with minimal effort, and you're only challenged by truly outstanding opponents. In this setting, you would quickly attain the position of Prime Minister for a region of Japan. Post-Jump,

you could be the equivalent of a leader of a moderately-sized country or governor of an american state. This Perk doesn't offer you the ability to lead well, it only helps you land the job.

Burning Passion (600 CP): You find yourself able to muster intense passion about whatever you want. Being ambitious and driven about anything is no problem. You can be so passionate in fact, that for some reason, you can be too stubbornly passionate to accept your own death. You only die when you lose, so just don't feel like you're losing! You will be at 100% health, 100% out of harm's way of the thing that killed you, and 100% full of piss and vinegar!

Items

50% Discount for Items of their respective Origins. 100 CP Items are free for their Origin.

General

Pandora's Box (1000 CP): My my, you're going to get a copy of the dangerous artifact everyone in Japan is fighting over? Well, if you're someone without Blood Tribe DNA, it's really not much more than a fancy conversation starter. If you do have Blood Tribe DNA you can, even without any Bottles in it, create the blinding Nebula Gas light, on top of shooting out more potent Nebula Gas than the stuff you find in the cracks of the wall. You'll also have it be able to create a single 2 story building. Not much of a tower, but it's quaint I suppose. It's a completely controllable home base. You can customize the environment inside however you want, by holding the Pandora's Box within the building like a control panel. You can instantly create elevators, stone structures to crush and ensnare people, fire energy blasts... Crazy enough, you could even create a beach setting inside if you wanted. Post-Jump the Pandora's Box will work without Blood Tribe DNA.

Once you start filling this baby with Bottles? That's where the fun really begins.

Pandora's Box will be able to create empty Fullbottles. You'll need 60 unique Bottles created from essences of objects of the civilization you're in. The Bottles come in pairs: one of creation and one of destruction. Or you could say organic and inorganic objects. So get to taking essences! Unlike the Empty Fullbottles you can buy later in the Jump however, these won't be able to steal the powers of anyone noteworthy- just the skills of civilians, like a painter or a gamer. The box is capable of creating impregnable physical and energy walls large enough to divide the island nation of Japan into 3. You can create the Evol Trigger with this (more details on that item in the Bottle section). It has enough power to create Planet-Sized black holes within it, but good luck properly harnessing that power without an Evol Trigger. And even if you did have the Evol Trigger, it won't be able to create a black hole that big without all 60 Bottles. The power of Pandora's Box could even, in theory, hold the power to warp anywhere in the universe, but it'd take quite a bit of research to figure out how that works. This Box's other powers, of being able to manipulate and merge universes however, will be locked until your Chain is over.

The tower will be destroyed if you consume the planet it's on with the black hole, but the box itself will be fine. Every 10 Bottles will lead to an increase in your Tower's size, until it's a proper monolithic skyscraper from 60 Bottles. But don't worry about having to start fresh every Jump, it'll keep its size. So, theoretically, you can make a ridiculously huge Pandora Tower if you keep filling it with Fullbottles every Jump. Oh, I'm so jealous~

Drop-in

Never-ending can of Protein (100 CP): A can with unlimited protein powder. No matter how much you shake it, you'll never run out. Just a normal looking can of protein powder if you pop the lid though.

BEST MATCH Hi-Tops (100 CP): A pair of hi-tops shoes that are mis-matching colors- I MEAN, BEST MATCHES! You can tap them to change their colors, but they'll never be the same color.

Coma Bed (200 CP): Greatly speeds up convalescence, mitigates exhaustion and reduces the time needed for a full night's rest to about an hour. It's also quite comfy.

Nascita Cafe (400 CP): A cafe that pays for itself regardless of whether you get any customers. A secret door behind the fridge leads to a decked out science lab to do and make many a science and Build weapon. Doesn't ensure the coffee is any good.

Empty Fullbottles (600 CP): Works as you expect against regular defeated Smashes. It takes away their essence, turns them back into humans, and upon purification you get a new Fullbottle. However, it's not just limited to Smashes. You can absorb the powers of defeated foes, to create a pair of Fullbottles with their abilities. It'll be split up into the expected pair of 'organic' and 'inorganic' objects. They won't be much stronger than a regular Fullbottle, thus the abilities won't quite be at the same level if the original's many leagues in power above that, but hey! You might be a genius, and be able to figure out something to do with it. Plus, neat suits based on them! Also, while this may take away their powers, they can still get their powers back if they shake the Bottle with their power in it.

Faust

Grandma Chair (100 CP): A mundane, sturdy and ornate sitting chair, seating a single person. Can be summoned at will.

Shirt of Immaculate Fashion Sense (100 CP): A shirt bearing a message or graphic that can change instantly to your choice each time it's removed and worn again. You have to get out of the shirt before you change the message or image however, so you'll want to prepare a good message or zinger beforehand, and wait for the right moment to flash your shirt.

Transteam Gun (200 CP): Quite the versatile weapon! The TransSteam gun is a pistol that can let you transform without any Hazard Level dosages using a Lost Bottle of your choice. For some reason, you have handy voice modification features while transformed. It comes with a dagger-sized bayonet, which can be combined with the Transteam Gun to turn it into Rifle Mode, which'll greatly extend its range and power. Or the attachment can just be used as a dagger by itself. In Rifle Mode, beyond regular firing it has 3 modes, changeable by the nozzle on the barrel. Devil, Elec, and Steam.

Devil Steam can grow Smashes to the size of a 3-story building, but to be honest they're not *that* much more powerful. Devil Steam can also turn weak-willed individuals of Hazard Level 2 and below into Smashes- but the regular, mindless Smashes, not any of the more powerful versions. A Hazard Level 2.1 and above have decent odds of defeating them, and as a reminder are immune to being turned into Smashes. Elec and Steam are a lot more straightforward, adding those properties to your shots. One of the handiest functions of the Transteam Gun is the ability to run away! You can create a 10ftx10ftx10ft area of steam that lets you teleport anything within it to a location you're familiar with, up to a few miles away. It'll take about an hour to recharge this teleportation. The Transteam Gun can use Bottles to power up and add different properties to its shots, depending on the Bottle. Lastly, your Hazard Level won't increase when using the Transteam Gun as your primary transformation device.

Faust Lair (400 CP): A proper Faust lair! A hidden, underground lab and a loyal staff that would rather die than rat you out. Includes multiple Nebula Gas vats and supplies. You can create Smashes, and upgrade and experiment with any Smashes you create. As a reminder, people with more frail constitutions, like sick people, have a Hazard Level below 2, and thus won't survive detransforming. Just letting you know.

Prime Lost Bottle (600 CP): This is *prime* civilization takeover technology. Having to experiment and thoroughly dose people with Nebula Gas for all your Smash-making needs was such a laborious hassle, what with kidnapping, employees, research and development, lab costs etcetera etcetera. Now you can do away with all that trouble. The Prime Lost Bottle lets you freely transform into a Prime Smash. Not only can Prime Smashes increase their Hazard Level and evolve, but also spread that evolution, consensually or not, onto others. You can infect people and turn them into Smashes, almost mindless, but still loyal to you. Those Smashes can *also* infect and turn other people, but the further down the line from the source, the weaker they are. These 'Thrall Smashes' are not nearly as powerful as you will be, and won't scale to you after infection. You can always reinfect them to power them up however.

There are some caveats. Thrall Smashes are made from non-consensual infections, and the process can be fought off with enough willpower and/or medical attention. As almost mindless beasts, Thrall Smashes lack the ability to increase their Hazard Level. If you want a Smash that *can*, however, you're going to need the person's actual consent. i.e. not mind controlled in any way- only truly convincing someone to do what you ask. This will create a Sired Smash, that doesn't lose its intelligence, but also isn't imprinted with any innate loyalty to you.

Nanba Children

Transmitter (100 CP): A quarter-sized transmitter, with an eternally sticky bottom. Unlimited battery life, will transmit its location to any device you want. Not that hard to spot though.

Cane (100 CP): A walking cane. Generally sturdy, but will splinter in half fabulously if you feel like dramatically snapping it over your knee. Great way to cap off a speech.

Nebulasteam Gun (200 CP): Hey, is this just a repaint? Yes and no. The Nebulasteam Gun is the original that the TranSteam Gun is based off of. A pistol that can let you transform without any Hazard Level dosages with a Gear. You'll get a Funky and Engine gear. While transformed, like the Transteam Gun, you also have a voice modifier. It comes with a dagger-sized bayonet, which can be combined with the Nebulasteam Gun to turn it into Rifle Mode, which'll greatly extend its range and power. Or the attachment can just be used as a dagger by itself. The Nebulasteam Gun lacks the unique rifle modes of the TranSteam Gun, but trades that for innate attacks that don't require it. You can fling, toss and grind people with the gears on your transformed state.

You also have the ability to share this device, strangely enough. If one person uses a Funky Gear, you can hand off the Nebulasteam Gun and let them transform with an Engine Bottle, and vice versa. You can also just neglect sharing, and use two Gears in sequence to transform into a combined form, with the power of both Gears, the Kaiser Form. This Form is mutually exclusive to having two people be transformed with the same device. One of the handiest functions of the Nebulateam Gun is the ability to run away! You can create a 10ftx10ftx10ft area of steam that lets you teleport anything within it to a location you're familiar with, up to a few miles away. It'll take about an hour to recharge this teleportation. The Nebulasteam Gun can use Bottles to power up and add different properties to its shots, depending on the Bottle. Like the TranSteam Gun, the Nebulasteam Gun doesn't increase your Hazard Level. The upcoming Hell Bros just had a high Hazard Level due to intense dosages.

Orphanage/Weapons Production Facility (400 CP): Ah, an orphanage, a classic front for criminals. This orphanage houses an underground weapons production facility, able to churn out scores of weapons. This doesn't come with the raw materials to make weapons, but if you provide raw materials and a blueprint, the machines will be able to churn out most anything up to the size of a car. The orphanage aspect of it will come along with a fresh batch of orphans, and a staff to take care of them for you. The care is decent enough that these children that had nothing, are rather... malleable, let's say. To your influence, out of gratitude. They come in all ages and sizes, but will be a fresh new batch each Jump. Though some could stick around with the Brainwashing Perk~

Hard Light Holograms (600 CP): A favorite of huge data nerds! ...and deplorable ones. These are 3 hockey puck looking devices, which you set up around an area. Within that area, it can do two things. Firstly, the Scanning component, which examines people or creatures. It'll analyze

the target's behavior and techniques. It will also try to observe and understand phenomena they exhibit with whatever technological, biological, or magical abilities they possess. Very handy data for both combat and scientific analysis. The 2nd component is Tangible Holograms. With this technology, you can recreate monsters or people, based off data you've gathered of them. They won't be truly sapient, and mostly just be basic AI that follows your commands. They aren't nearly as tough as the original, but it's good practice. And, the holograms can be decent henchmen in a pinch.

G-Man

Building-Sized TV Screens (100 CP): A really convenient way for Government Officials, and exposition-loving writers alike, to get your message out there! In each Jump, you'll have giant screens on the side of buildings that you can exclusively broadcast to. You won't really have to worry about them being taken down due to upkeep costs or legal mumbo jumbo, unless you purposefully raise a huge stink with them. Unlike the ones in Time Square, these have surprisingly nice speakers as well, so you can in fact speak to the masses. You can also just take them down for personal use if you want.

Damsel Beacon (100 CP): The Jumper's been kidnapped! Again! But with this handy device, it doesn't have to be that way for long. A magical life alert necklace that notifies people you choose of your physical well-being and location. It will automatically detect if you're under duress and activate itself, so you don't have to try and sneakily activate it by yourself.

Give Me One Dollark (200 CP): With all these different worlds and countries you'll visit as a Jumper, it's always a chore to convert your exotic and strange currencies to baffled bank employees. This mystical ATM will not only do that automatically for you, it also removes all human interaction. A Dollar into a Dollark, about 100 Yen to a Dollar, you get the idea. Stuff like Gold Coins and Rupees will still have a roughly equivalent value to their original setting, even though they might be made of much more expensive materials. If you want to haggle for a better price, you'll still have to go out and talk to jewelers. The ATM doesn't actually store money, it transmutes it at your request. On top of all this, it comes with a bank account that's persistent through Jumps, so you can really streamline a lot of this money-handling. By the way, have 50,000 Dollarks on the house. For being such a thorough reader~

Potato Farm (400 CP): An impressively large farm business. 1500 acres strong. Primarily in potatoes, but you can plant whatever you want. Unlike a certain potato farmer however, the farm will always at least be barely making a profit, regardless of economic or environmental circumstances. Has a simple, and loyal farm staff too, so you don't even need to personally run it if you don't want to.

Guardian Army (600 CP): Who would listen to the G-Man without some armed forces backing them up? With this, you will have 100 of the basic Guardian robot units. Your expected humanoid-shaped robots, armed with assault rifles with bayonets. They're non-sapient steel

soldiers, with a very basic AI. They can, get this, in mass numbers climb on top of each other and form a 'Combined Walker Assault Robot'. The "Guardian Union State"... Even though you can clearly see each of the Guardians holding onto each other, individually. I don't know who programmed them to do that. It's really not that useful. Pretty funny looking though! To make sure these guys stay useful, if you upgrade a single one of these Guardians, those upgrades will automatically transfer to any other number of Guardians. The Guardians also come with their blueprint, to streamline the process of upgrading them- or creating more.

RIDER SYSTEM

Ah, the good stuff. The reason most of you are taking this Jump!

Fun fact, the Rider System lets you survive in space. Having your Rider suit double as a space suit is quite handy! Though, it makes Kazumi in a suit, struggling in a gas chamber a bit odd. Also, Fullbottle fighting repeatedly with a single Fullbottle will give you an affinity for that Bottle, making it easier to transform with items based off that Fullbottle.

For the following section, you get 1000 Bottle Points, or BP. You can turn CP into BP at a 1:1 rate. You can't do the reverse of that and turn BP into CP.

Driver

HalfBrace (100 BP): It didn't take a genius to figure out the logistical shortcomings of the high failure rate of finding people compatible with the Rider System. Katsuragi Takumi would've much preferred Rider System candidates than mindless Smashes, and he worked on a transformation item that could take any average joe and train them to be able to become a Rider. Unfortunately for him, he died before he could complete it. Fortunately for you, this is a completed version of that design. This Brace requires but a single Fullbottle to transform with, and just requires a Hazard Level of 2 to use.

The suit is akin to being half of Build: one half is from the Bottle you're using, the other half a blank template armor. Unlike just shaking a regular Fullbottle, this provides the user with protection, and the ability of the single Fullbottle. If you're feeling frisky, it can even perform a finisher by pressing a button and shaking your wrist a few times to activate it. However, without the 2nd Bottle like the Build Driver has, the power regulation will be out of whack from the surge of energy, and you'll be temporarily immobilized from the power overflow. Hey, this is still much better than just increasing your Hazard Level by sending your unprotected fists flying. Also, to clarify, it works with its intended purpose of raising the Hazard Level of regular people, even post-Jump.

Build Driver (100 BP): The transformation item of the eponymous Kamen Rider Build. It takes two Fullbottles to transform into Build, generally an organic and inorganic thing. Transforming will give you the abilities of the two Fullbottles used. Sometimes the two Bottles will work well

enough together that they'll be what's known as a Best Match. While not the most powerful at its base, it is more versatile than other Drivers.

Sclash Driver (100 BP): Katsuragi Takumi's envisioned step up from the Build Driver. Using it requires at least a Hazard Level of 4.0. It uses the condensed essence of a single Fullbottle and turns it into a Jelly packet, but for transforming, not for eating. All transformations comes with the summonable Twin Breaker, a stabbing gauntlet that can turn into firing Beam Mode, and can take two Bottles for attacks. It can also use Fullbottles, but as one-off attacks. Note that an inexperienced user will suffer through a spike in irrationally aggressive behavior, common in Nebula Gas exposure, developing a lust for battle.

Evol Driver (200 BP): The original Driver, which all these other Drivers are ripping off- I mean, based on. The potential of this Driver is massive, considering its main purpose is to utilize the immense power of Pandora's Box. Buying as a human will get you one tuned for a human, but it won't be nearly as potent as one with Blood Tribe DNA in mind. As just a human, it's simply a mild step up from the Sclash Driver in terms of raw power by default. For humans, it requires a Hazard Level of 4.0. Humans will also use a Fullbottles instead of Evolbottles to transform, because their inability to handle an Evol Form. Post-Jump, the belt will let any Hazard Level 4.0+ human use an Evol Form. Comes with a Rider Evolbottle.

Bottles

Shaking Bottles will let you gain a limited portion of their strength, letting you go toe to toe with Smashes and the Guardians. This is what this Jump will refer to as 'Fullbottle Fighting'. Enough practice with Fullbottles like this and you'll be able to hit 3.0, the prerequisite to transform with the Build Driver. Don't worry about people being able to just rip the Bottle right out of your Drivers, they'll only be removed when you want them to. The only way those Bottles are coming out is if you take them out, or your Rider Form takes too much damage.

Fullbottles (50 BP): A Bottle of purified Smash essence. Generally in pairs of an organic lifeform, and an inorganic object. Some would say of 'creation' and 'destruction'. Though you might end up not using the Fullbottles in the long run, many weapons and Drivers can still use their abilities and any weapons stored in them. Purchasing this gets you 2 Bottles of any kind, they can be a Best Match, or 2 Dragon Bottles, whatever you want.

Lost Bottle (50 BP): Just an unassuming man-made Bottle, nothing to see here. Hey, it'll turn you into a sentient Smash! Isn't that nice. Though, to be frank, turning into a Smash with this by itself isn't nearly as potent as just using the Rider System. So.. you might want to get inventive. Also, for use with the Transteam Gun.

Sparkling (200 BP): A soda can? This fizzy, 2-Slot 'Bottle' is a Best Match of your choice. Made with some Pandora's Box essence and a Best Match. It also has the capacity to summon any weapons stored in the Rider System. It's a solid power-up over the regular Fullbottles, and it has

the same Hazard Level requirement of 3. Interestingly, using Sparkling for Fullbottle fighting can have the growth and power effects of using multiple Fullbottles relatively safely.

Splashjelly (200 BP): Splashjellies are the transformation item for the Splash Driver, for the most part. They're concentrated Fullbottle essence in a jelly form. Which the Splash Driver squeezes into itself. Then coats you in jelly, which becomes armor. Armor which happens to have jelly packet theming.

Be The One! (200 BP): When you hit Hazard Level 7, you can temporarily power up a FullBottle. If you use a FullBottle with someone else's Hazard Level 7 Bottle, you can briefly fuse with that person, and it'll last as long as one finisher. But now with this, it'll be a proper transformation. This double slot Bottle will transform based on the Level 7 user you want to fuse with, and the results are extraordinary, a fusion more than the sum of their parts. You'll both be conscious, and in one body within this fusion state, however. So hopefully you're good enough friends or teammates to be able to coordinate in such a state! This form is also more powerful depending on how deep the bond is between fusion partners. Remember that 7's a hell of a Hazard Level to reach however. This won't do anything but look nice if both parties don't have that Hazard Level.

Splash Fullbottle (300 BP): A slightly larger Fullbottle for the Splash Driver, discarding the jelly design. By default more powerful than a regular jelly, but it doesn't mean the jellies can't keep up. A Hazard Level of 4.4 is recommended to use this. You could use it at just Hazard Level of 4.0, but your resolve to fight would have to be insane for it to work.

FullFull Bottle (300 BP): The Hazard Trigger is an invention that sacrifices control for power. A berserk item that brings tragedy. But... did it have to be that way? Not with this. The FullFull Bottle does not yield to the madness of the Hazard Trigger, suppress the side effects of the powerful berserk state, and claims its power as your own. A FullFull is made of a Best Match, but isn't a combination of the two Fullbottles. It's instead a doubling of a single Fullbottle in one form, and the other Bottle in the other form. So, the FullFull Rabbit Tank Bottle had two forms: RabbitRabbit and TankTank. Obviously this will double the effects of one of those Bottles, RabbitRabbit being quite speedy and springy to the point where Sento could stretch his limbs, and TankTank, an extremely strong form loaded with cannons and surprisingly painful tank treads. Using it with the Hazard Trigger requires a Hazard Level of 4.4. Without using the Hazard Trigger, the FullFull Bottle would make a 'Best Match' of the same Bottle twice, so something akin to a Cross-Z Dragon situation, and thus only needs a Hazard Level of 3.

Evolbottles (300 BP): The Bottles used by the Evol Driver to transform into Kamen Rider Evol Forms. Generally they are created from host bodies of those possessed by the Blood Tribe. It also tends to be based on a single 'Bottle', because the other Evolbottle used for an Evol Form is the Rider Evolbottle. So a Cobra Form, a Dragon Form, but also inorganic Bottles like Tank or Lock are possible. With Blood Tribe DNA, using an Evolbottle on a Bottle Body can turn it Great-recoloring it Blood Tribe style, making it a bit stronger than a Splash Driver. Used in other

Drivers, it's a more powerful Fullbottle, and manifests in attacks and forms as something a bit more wild than usual. It needs only a Hazard Level of 3.2. Purchasing this gets you 2 kinds of Evolbottles.

Pandora Panel Bottle (600 BP): Why'd you go and fold up a Pandora Panel? Don't treat such an important artifact like origami! The sheer power of this item is impressive, though using it as just a raw panel in the Build Driver will likely just kill you from the immense spike in Hazard Level. You should view this as more of a Blank Slate. A truly powerful item, with the power and speed to match even the Black Hole Form derived from the Evol Trigger. It can be heavily influenced by anything you want. Sento imbued his Panel with the essence of all 60 Bottles, and could feasibly use all their abilities as he pleased. However, it wasn't purely powered by the Bottles, but his desire for love and peace. You will also be able to imbue this over time with whatever you desire, with powers on par with the Genius Form. Requires a Hazard Level of 5.

Additions

Just Match! (100 BP): Have a transformation device from a previous Jump? With this option, you can combine this and the transformation device you bought here.

Ultimate Match! (100 BP): A fantastical idea spark your imagination? Have you thought of 'something that would be so cool' with the gear here? With this option, you can combine two gear purchases, with the capabilities of both. However, it will have the drawbacks of both as well. The Hazard Level requirement will also default to that of the item with the highest requirement. Note that you can even combine gear with the Drivers you purchased here. Want to combine the Slash Driver and the Hazard Trigger to create a Hazard Driver? Go for it, but it'll still make you aggressive on top of going into a berserker state (unless you take measures to avoid that downside of course) and also require a Hazard Level of 4.0. And if it wasn't clear, combining the FullFull Bottle and the Hazard Trigger would indeed remove the downside of the berserker state.

Jumpbottle (100 BP): Have a favorite item already? With this, you can make a single 'inorganic' Fullbottle based off essence of an Imported inorganic item. With a non-Companion Imported creature like a pet or a plant, you can create an 'organic' Fullbottle. It won't exceed the destructive power of a regular Fullbottle, however.

Bottle Buddy (100 BP): You just fond of a single Bottle? Well, normally only the Dragon Fullbottle was strong enough to power a transformation with the Build Driver by itself, but not now. With a purchase of this, a tiny robot buddy designed after the Fullbottle of your choice will let you do the same.

Hazard Trigger (300 BP): An attachment to the Build Driver. A forbidden item sealed away by Takumi Katsuragi. It grants an immense power boost to the Build Driver, turning Best Matches into Super Best Matches. However, it's essentially a berserker item. In short order, the user will lose consciousness, giving into purely destructive impulses, activate the even more powerful

Overflow state, and destroying anything in sight. Theoretically, a higher Hazard Level would increase the time you could retain consciousness, but even near the end of the series it didn't last a full fight. Hope you have someone around that can stop you in this state.

Bottle Knuckle (500 BP): Both a weapon and a transformation trinket. It's quite handy as a weapon, not even requiring a particularly high Hazard Level to use as one, and taking regular Fullbottles in a similar fashion to the Twin Breaker of the Sclash Driver. This knuckleduster is based on a combination of an element of your choice, and a Fullbottle of your choice. You will get the unique Fullbottle that's a combination of those two things that will power your transformation. Transforming requires a Hazard Level of 4.6. A decisive step above the Sclash Driver in terms of power. How can you even lose with this?

Evol Trigger (600 BP): The basis for the Hazard Trigger, the Evol Trigger does a similar thing for the Evol Driver. However, just like the Evol Driver is to the Rider System, it's a massive step up in every way. It will enable a Blood Tribe user to gain access to a Black Hole Form, and will turn into their 'Complete' state- **if** they have a human host with a Hazard Level of **5.0**. If they do? Well, Blood Tribe will have its base alien form upgraded as detailed above in their physiology. No need for a host body, because of your ability to shapeshift into most humanoid shapes. A vital thing to know for Blood Tribe aliens, is that the Evol Driver regenerates you. It'll of course stop regenerating you if it's destroyed, but say you were wiped out in an explosion, and hid some DNA into your Driver, you'd be able to eventually regenerate back to your original form. This is much nicer than the alternative of skulking around on Mars as a tiny slime for eons, just waiting for the opportunity to create another Evol Trigger.

The Black Hole Form is a cut above the rest, with speed fast enough to run circles around someone you just sent flying like they're in slow motion. Its raw power is high. And it can create black holes by using its finisher, however, it's more effort than it sounds. You can only create black holes in empty space. Now, if you're just creating a person-sized black hole to kick someone into, that should last without concentration long enough for you to move them into it. Creating a black hole larger than a person however requires a solid amount of concentration and effort to maintain, or else it'll peter out of existence. So, because the most you can do is concentrate on maintaining the black hole, you're quite wide open to attacks. The black holes you can make are around the size of a large building. Also note that the black hole it generates functions more like a one way portal of darkness at this scale, sucking up whatever you direct it at, though all things considered, the intensity of the suction of the black holes created by your Black Hole Form aren't quite as comparable to black holes in the wild. It took about two minutes for a black hole the size of the large building, to consume a large building. Also note that the people standing nearby weren't directly under the black hole, but were relatively close, and were safe to observe the black hole right before their eyes.

The Genius Bottle was able to match it in power. The person using Black Hole Form was only able to surpass it by newfound emotions increasing their Hazard Level, something almost impossible for anyone who takes the Blood Tribe Race in this Jump.

If a human uses the Evol Trigger, it'll turn your Rider Form black and white in a similar way to the Hazard Trigger, and it can almost match the power and abilities of a Blood Tribe using the Evol Trigger. Post-Jump, the proper Black Hole Form will work for humans with a Hazard Level of 5, and the Evol Driver. But be warned, human, that the berserker state is almost instantly guaranteed. Not even the standard FullFull Bottle will help control the berserk state much. A Pandora Panel Bottle, however...

Companions

Import (50 CP): You can Import 1 Companion, or create an original character. They will get a background of your choice and 600 CP and 600 BP to spend on whatever they choose.

Bulk Import (300 CP): You can Import up to 8 Companions, or create original characters. They will each get a background of your choice and 600 CP and 600 BP each to spend on whatever they choose.

Human (100 CP): You can Import a Canon Human Character, they still have to choose to join you, but you are guaranteed to meet them early on. You may Import the Hokuto Crow Trio as a single Companion Slot.

Jumpchain Companion Trio (200 CP): Your own original Idiot Trio, their personality and background are up to you. They can also be three Imported Companions. The three take up a single Slot, and have 800 CP, 800 BP.

Extraterrestrial Lifeform (300 CP): With a purchase of this, you may Companion the likes of Vernage, and Evolt, or the other Blood Tribe Aliens I can hardly remember the name of. They showed up pretty late to the party! You may also create your own original character (or Import a Companion) of either of those races, let them have any Origin you wish, and give them 600 CP and 600 BP.

Drawbacks

You can take up to 800 CP worth of Drawbacks for points. You can take more for no benefit, you giant masochist.

Idol Fanatic (+100 CP): You'll become the idol fan of someone you will see frequently in the Jump. You'll still be a respectful fan and not a psychotic stalking super fan. The reason you can retain some level of respectfulness is that you now have respectful idol interaction logic instilled in you. You want to make sure this person's fandom has a good rep! On top of that, physically intimate things like shaking hands or laying in their lap is only accessible if you buy tickets that let you do such things. If merch of them does not exist, someone will take notice of your idolatry

and make some. You better have a hefty wallet, because you'll do anything to feel closer to your waifu.

Bandmate (+100 CP): You look like this dude's old roommate and bandmate! And he doesn't quite care that you aren't them! He's an annoying piece of work that won't leave you alone. He can't be killed, and trying to kill him in the first place makes it worse.

Tired... Sleepy... Want my Money... (+200 CP): After any sort of heavy exertion, you'll get extremely tired, and soon pass out. This won't necessarily happen mid-battle if you're careful, but you're gonna wanna make sure you really beat someone after a big attack.

Amnesia (+200 CP): You've forgotten everything before this Jump, including any skills or powers you might've gained in your previous Jumps. You can progressively learn how to fully use your old powers by the end of the Jump, but you'll essentially just be left with your body mod.

Muscle-Brained Idiot (+200 CP): After Banjou's own heart are you? You're now not very bright. Your combat strategy is limited to just hitting things a lot. Be ready to repeatedly be confused at new turns of events and technologies and ask people to explain it to you. You'll also gain a mildly exploitable craving for protein.

Emotionless (+200 CP): **Required for Blood Tribe, for no points.** This Drawback is relatively self-explanatory: you no longer experience emotions. You'll likely default to performative mimicry to what you think you acted like before. You retain your sense of self-preservation and survival, but would lose other emotion-based drives. This is very bad in a series where Hazard Levels rise with emotion, and also if you have any powers that require emotions to use. I'll do you a favor though, and let you in on a little secret. There is one possible way to regain your emotions, but it is very difficult. It requires a Pandora Panel Bottle, and to have quite a bit of research and experimentation be done on you. Ha, I was going to ask if you're going to enjoy being a lab rat, but until you find a cure you won't enjoy anything!

Bathed in Pandora's Light (+400 CP): You find yourself with a similar fate to those present at the INSET return ceremony. You were bathed in the light of Pandora's Box, and you found yourself changed. Your personality has become power-mad, paranoid, and aggressive. While you still may have ideals, you find them corrupted by your shifts in personality. This won't even be undone by increasing your Hazard Level, your resistance to Nebula Gas. Taken at half its value, a higher Hazard Level will mitigate this somewhat, but it will take massive amounts of willpower and self-control to live a totally normal life.

Bunch of Idiots Trio (+400 CP): Your Jump is now connected to the lives of three idiots. They're good guys, and fairly loyal to you, but have no sense of self-preservation. They'll try and fight by your side, even if they don't stand a chance, and if someone offers them life-threatening power-ups, they'll take them. If any of them dies, your Chain is over. Any attempts to restrain

them won't really work for long. Once the Jump is over, you may take the three in a single Companion Slot, and your repeated vigilance for their safety will finally rub off on them, and they'll gain some kamen sense when it comes to danger. The trio in this Drawback can be the same as the trio you purchase in the Companion section.

Buy New Toys! (+400 CP): You continually need some sort of upgrade to either your gear or Hazard Level. Somehow, all of your opponents will always gain massive increases in power to compete with you after you beat them, or sometimes even during fights where you were winning decisively against them. Blame Bandai for wanting to push new toys constantly, not me.

Oh no, my toys! (+400 CP): Remember what I said about no one being able to remove the Bottles from your belt? Yeah, that's no longer happening. Even a child could probably take the Bottle out of your belt, destransforming you. On top of that, all of your Perks and alt-forms outside of this Jump have been turned into Bottles, spread throughout the regions of Japan.

Stories Don't Have To Make Sense (+600 CP): Oh? What's this? Your benefactor just told me that it was way too hard to write a compelling and coherent story on a weekly deadline for one whole year, let alone ten. So they handed the script to me.... Hahahaha... HAHAHAAAAHA! Oh, I can't just say you die instantly. Well, let's do the next best thing. More or less, your 'show' won't end until your 10 years are up. You will have a constant conflict, an arbitrary escalation of stakes, and everyone around you will dumb down to glibly accept whatever strange constant developments keep happening. Expect peace to be fleeting, Jumper. And to go 'What, really?' at these events until you're numb to it.

S.I.C. - Super Imaginative Chogokin (+600 CP): Oh, the edge is palpable with this one. The world of Build you enter, is quite a bit darker than what it should be. It's a world where Evolt won!

Earth is the base of Evolt's galactic hunger. Pandora Tower stands tall. Humanity, and the universe, has lost to his spectacular might and wit. Humanity was kept alive as both slaves for Evolt's whims, and entertainment. Within settlements, poverty-stricken citizens deal with corrupt officers of Evolt's Authority, so wonderful dramas of horrific desperation can play out everyday for Evolt's amusement. Outside of the settlements, Earth is mostly a wasteland, most lifeforms turned into wild Smashes that ravage the lands.

Planets throughout the universe flicker out of the sky, as Evolt warps to them and consumes them with his black holes. Each consumed planet adding to his power. Most disheartening of all however, are Evolt's top enforcers that wander the Earth, whose warped visages are sickeningly familiar. He has successfully turned Earth's champions, the Kamen Riders, into his followers. Their Kamen Rider Forms have been distorted into Smashes. Mentally they're almost feral, ruthless beasts, but they still retain their cunning, a decent amount of wits. If they encounter you, you better defeat them quickly. Because if they don't kill you- they'll report to Evolt of the powerful anomaly on Earth. And this Evolt's curiosity is *not* something you want.

If Evolt's reign isn't stopped when your 10 years are up, your Chain is over. You do have a small glimmer of hope, however- deep down the Kamen Riders' hearts of justice still burn, albeit very faintly. You might find a way to give them back control, and reignite that fire. But, pah, I wouldn't count on it~

Scenario

Jumper, Jumper, Evol Jumper! Pahahaha!

The Blood Tribe Alien, Evolt, isn't too different from you, Jumper. Going from world to world, collecting powers, and ruining all in his wake. Destroying what got in his way, and if he couldn't, sweet talking folks until he could. But he's *ever* so jealous that you get to do it on a dimensional scale. He *deserves* a fair crack at your throne.

The world of Kamen Rider Build you will come to already has its Pandora Tower fully complete, with Evolt waiting for you at the top. In his Pandora Tower, he will recreate the places of Jumps gone by. As you climb to the top, you will face clones Evolt created of not only the enemies you've come across in your Jumps, but your allies as well. You'll also deal with Evolt on a whim deciding to use the Tower itself to attack you- have it try to crush you, energy beam you, create hazardous environments. He won't be doing it with the intent to kill however- it's primarily to wear you down. No, no, if you manage to defeat all those enemies, and weather the Tower itself attacking you, he'll want to face you himself.

You will have quite an opponent once you get to Evolt. Not only will he be in his Complete Form with his Evol Trigger, his form will feel deeply familiar to you. Because he will have your power. Kamen Rider Evol: Jumper Form. He will be intimately familiar with you. Your strengths, and your weaknesses. Evolt has had 10 years with the Jumper bottle before you got here, to practice and experiment with your powers. He will be more than a match for your power and speed. He looks forward to saying 'Ciao' over your broken body~

If he beats you, he will take your place in your Chain. And he has a wonderful time taking Perks and consuming the multiverse! In the *unfortunate*, and *unlikely* scenario that you win, you will gain his Jumper Bottle. It will evolve and change as you do. The Bottle can grant your powers to others in a similar manner to a normal Fullbottle. Using it yourself, will be akin to a FullFull Bottle- doubling up on your traits in spectacular fashion.

Epilogue

You died somehow, ending your Chain, and sending you back home with all of your Perks, Companions, and items as a farewell gift: ***Oh no!***

You decided that Cafe Nascita was a cozy place to hang your hat, and thus will end your Chain here: ***Yeah, Yeah!***

You survived the 10 years, but as expected, there are more journeys ahead of you: ***Ciao!***

Notes:

- If you have a Perk that gives you immunity to toxins or poisons, then you will be completely safe from the negative effects of Nebula Gas. However, this will not mean you will be able to also utilize its power. Your Hazard Level will still be 2.1 or 3.0 depending on what Perk you pick. Basically, you don't have to worry about something like the Hazard Trigger making you go nuts, but it doesn't mean your Hazard Level is high enough to use gear way above your Hazard Level.
- All land purchases can be attached to your warehouse, or placed in a location of your choosing in each new Jump.
- There are *so many* toys. I don't know how they all interact. I don't know what'll happen in every edge-case scenario. Fanwank responsibly.