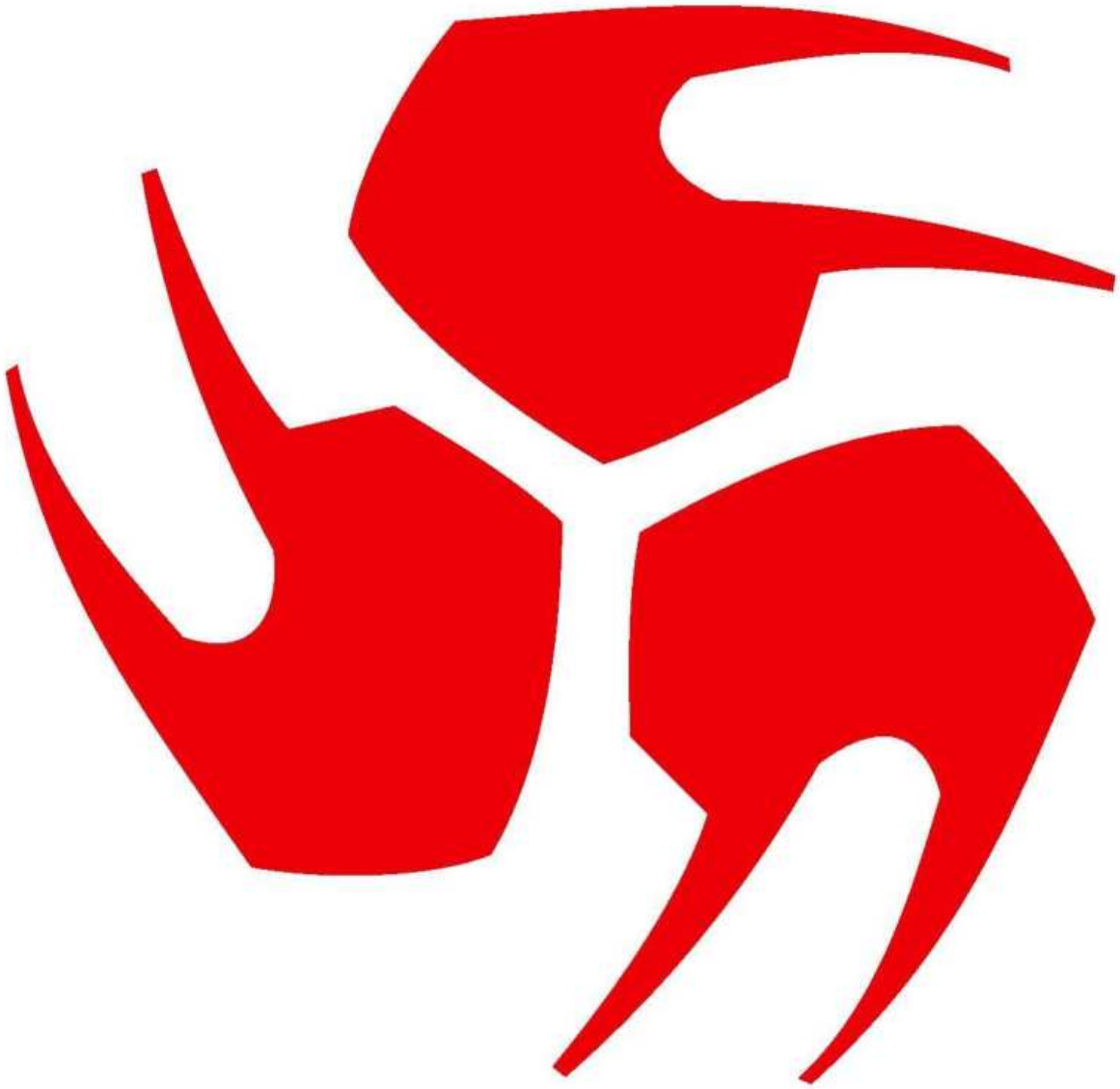


Kamen Rider Hibiki Jumpchain

By ZeroXHeroic

Version 1

In 2005 their peoples who are known as Oni that protect humans from Makamou that eats humans as food, One of the Oni, a man named Hibiki ends up having a teacher and apprentice-like relationship with Asumu Adachi. A young boy unsure of himself and is at a crossroads in his life as he transitions to high school, Asumu learns to be an adult through watching Hibiki and the other Oni as they all train together to

hone their skills in fighting the Makamou and the homunculi aiding them. However, the sudden rise of the Makamou numbers proves to be a prelude to an upcoming calamity, Jumper you will start one month before Hibiki meets Asumu.

You have +1000 Sound Points to use.

Backgrounds:

Drop-In - You're a person in life trying to do what you want and keep going in life no matter how difficult it is.

Oni [100/Free]- People who "sacrifice their humanity" by becoming Oni to protect Humans. If you don't want to take the **100** You can become an apprentice. That means you can only use 50% of your full strength until you finish your apprenticeship. **(**You have to change your name to an Oni name if you take is it can be changed back at the end of the jump**)**

Makamou [200]- The Makamou is modelled on Japanese youkai and monsters that have been passed down since ancient times, and has its name.

Age - 1d6+17, 50 Points to change.

Gender - What you last left off as, 50 Points to change.

Locations (Roll 1d6, or 50 Points to choose.)

1. **Yakushima Island** This is where the plot begins.
2. **Takeshi Main HQ** in Yoshino, Nara, Takeshi is a secret organization that defends Japan against Makamou.
3. **Tachibana Sweet Place** one of Takeshi's bases for the Oni to rest.
4. **Water-park** a former Oni disciple. During his training, his parents forced him to quit and is a lifesaver working in this water park.
5. **Jonan High** the High school that Asumu is going to enroll in.
6. **Free choice** pick anywhere in Japan you want to go.

Perks

50% off for Perks in your Background. 100 Points Perks are free for their Background.

Drop-In

Confection Master **[100] -** Jumper you have perfective the way of making sweets.

Oni Blacksmith **[200] -** Jumper has the techniques to make things like Disk Animals, and Ongeki Weapon.

Monk's mind **[400] -** You have the power of telekinesis to constantly meditate and pray, you can move things with your mind like Touki (movie version) able to lift up your enemy.

Ninja Arashi **[600, Restricted to Drop-In] -** Jumper you gained the powers of BirdNinja Arash, you can fight Makamou your own way and you're a master ninja, most of the ninjutsu you will have are in the wind and lightning category.

Oni

Oni Physiology **[Free, Restricted to Oni]**

A warrior who has trained the mind and body by training and has acquired the ability to transform into a battle form called "Oni". It is divided into several groups depending on the type of their Ongeki Weapon used. **Drum Oni** has the ability to manipulate Fire, **Tube Oni** has the ability to manipulate Wind, and **String Oni** has the ability to manipulate Lighting, and each has different strengths, weaknesses and strategies.

Master and Apprentice **[100] -** Jumper you eventually have to take up an apprentice like every other Oni, with this you can become an expert in the subject that you taught them, basically anyone you teach will automatically understand the basics, they will need your help in advanced knowledge, and their growth in strength will be improved by 5%.

Rhythm sense **[200] -** Jumper you have intuitive knowledge of the rhythm of soundwaves with which you can find where your opponents are hiding, know the movement of the opponent, and hear long-range attacks before it hits you.

Radiance Improvement **[400] -** Each time you train it will times two so the results so every time you train you will improve faster than everyone else.

Seven Oni **[600, Restricted to Oni] -** Jumper you so how your Oni form is like the Oni of the Warring States Era, Your Ongeki Weapon can be any type of instrument and have the ability to manipulate a different type of element that's not Fire, Wind, Lightning if you want and your power over the element you picked is much Stronger than a regular Oni.

Makamou (You have two choices to pick on Physiology**)**

Makamou Physiology **[Free, Restricted to Makamou]** An evil being created by the power of the world's nature to cause damage to the human world. It is modelled on Japanese youkai and monsters that have been passed down since ancient times, Although it is divided into several races, there are some differences in color and shape depending on the environment where it appears even within the same race, there are two types: the Giant types and the Summer types has the ability to replicate themselves in large numbers.

Douji & Hime Physiology **[Free, Restricted to Makamou]** Jumper you're one of two pairs of Homunculi servants that are a male and female that safeguard Makamou and gather food for it until it is old enough to hunt, your monster form depends on the Makamou.

Unnatural growth **[100] -** Jumper if you are a being that has an evolution or have creatures that can evolve then the growth rate will speed up by double.

Oni Hunter **[200] -** Jumper you are good at hunting enemies that are supposed to be killing you, and you know effective ways of hunting your enemies.

Experimental Type **[400] -** Jumper you're immune to any attack that would have been effective Against you but the attacks will still do damage but will not hurt you.

Orochi Gyuki **[600, Restricted to Makamou] -** Jumper you're the legendary half-Oni half-Makamou, You have the powers of the Oni and Makamou and you can change into a Giant type or a Summer type at will, you are indeed the powerful of the Makamou.

Items

50% off for Items In your Background. **100** Items are free for their Background and an extra **200** just for items.

Drop-In

Makamou Encyclopedia **[100] -** This book has all the information about the Makmou and their abilities.

Feather Shuriken **[200] -** This weapon has great effects with attacks and diversions and if lost or destroyed it automatically returns to you brand new.

Hayakaze **[400] -** The katana allows you to transform into Henshin Ninja Arashi, this will be your primary weapon when you're fighting the Makmou and if lost or destroyed it automatically returns to you brand new.

Armor of the Ogre **[600] -** Jumper This armor is a set of samurai-like armor that gives the user physical power equivalent to an Oni and Power-up any abilities and techniques you already have by four times and if lost or destroyed it automatically returns to you brand new.

Oni

Henshin Jumper **[Free, Restricted to Oni] -** There are three types of Henshin devices for Oni based on which Oni, **String Oni** has the Henshin Kigen is a wrist device, attached the wrist, the user pulls on a chain that lifts a faceplate on the Henshin Kigen, **Tube Oni** has the Henshin Onibue is a Whistle the

user have to swing the Onibue until the horn that covers Oni's face goes up, **Drum Oni** has the Henshin Onsa is a Tuning Fork The user has to flip it up to the Oni's face and can possess a 'katana mode' called the Meitō Onsaken, and if lost or destroyed it automatically returns to you brand new.

Ongeki weapons **[Free/100/200] -** Ongeki are instrumental weapons that the Oni use to battle Makamou. The Ongeki follows three types of musical instruments, **Drum Oni** has the Ongekibou that consists of a pair of taiko drumsticks, **Tube Oni** has the Ongekikan is a brass instrument such as trumpet, trombone, etc. Used as regular firearms, **String Oni** has the Ongekigen, a guitar the edges of Ongekigen are used as a blade, based on which Oni form you have you get that Ongeki weapon for free, But other you have to pay **100** to get one of the other Ongeki weapon or **200** to get the full set and if lost or destroyed it automatically returns to you brand new.

Camp Site **[100] -** Has all of the basic needs for a Jumper and his allies to set up a base on the go.

Spare Clothes **[100] -** Seeing as these things will be shredded incredibly often in this world you'll be needing lots of extra sets.

Disk Animals **[100/200] -** Jumper You are provided with a tub containing 15 of a singular disk animal type, Disk animals are Shikigami with souls alike animals to support their owner in combat and investigation. When in use they fold out into a small animal form and when in sleep mode they revert to their compact disk shape, For another **100** points you can buy another Tub with either more of the same or different disks. if lost or destroyed it automatically returns to you brand new. **(** Go to notes to find all the types of Disk animals **)**

Sound Vehicle **[200] -** A Vehicle powered by Sound, Jumper You can pick what type of vehicle you want, be it a motorcycle or car, or even a Van, You can import any Vehicle you have and it will be upgraded with this.

Karakuri Animals **[400] -** Jumper you have been provided with a small box containing 7 Karakuri Animals the precursor to modern Disk Animals, they can also grow in size to better fight Makamou and if lost or destroyed it automatically returns to you brand new. **(** They're the same as Disk Animals so pick the type by looking at the Disk Animals notes **)**

Armed Saber **[600] -** This Ongeki weapon can greatly increase the power of an Oni, engulfing you with a fiery aura changing into your Armed Form, you do not need the Disk animals to help change you and it doesn't have the problem of losing you transformation power if used by someone who is not strong enough yet and if lost or destroyed it automatically returns to you brand new.

Makamou

Domain **[100] -** You have Domain some here around a rural area so Oni will have a hard time finding you and anyone who takes this you can Pick here as Locations when you jump here if not okay Good luck.

Makamou Ninja Group **[200] -** You have some loyal minions protecting you.

Devil Sai **[400] -** Jumper You have received two pieces of equipment that are powerful that boost your power by 25% You can pick a weapon and a shield or defense any equipment.

Clone Staff **[600] -** A large clock and bugle-tipped staff that makes Douji and Hime under your control and can only be 7 times at once before it recharges for 6 months to be able to use again.

Companions

Canon Companion **[200] -** Is there anyone you may take a canon character along with you if you can convince them to do so.

Hey, Companion **[50/200] -** You may spend 50 points per person to import or create a companion or pay 200 to import or create up to eight. They each get a background of your choice for free and 600 points to spend on whatever you want. Like you, they also get **200** points for items only. They are unable to take drawbacks.

Apprentice **[100, Restricted to Oni] -** Jumper You got an apprentice you can choose what gender they are and their Oni Form will depend on what type of you are.

Master **[Free mandatory to Oni who took the Free Oni Background] -** Jumper This will be your master you can choose what gender they are and their Oni Form will depend on what type of you are.

Douji & Hime **[Free, Restricted to Makamou Physiology] -** Jumper You have two pairs of Homunculi servants that safeguard you and gather food for you until you're old enough to hunt.

Partner **[Free, Restricted to Douji & Hime Physiology] -** Jumper this your other half in safeguarding the Makamou and the opposite gender of your, gather food for the Makamou until it is old enough to hunt.

Makamou **[Free, Restricted to Douji & Hime Physiology] -** Jumper has been tasked to protect an evil being created by the power of the world's nature, and Makamou designs and names were based on mythical creatures from Japanese folklore.

Oc Companions

Yoshie Fujimori **[100] -** She is a Kunoichi that's here to assist you because your Ancestor saved her Ancestor and pledged loyalty to your bloodline. She has Kotengu Armor. It's like the Armor of the Ogre but it can fly. She is considerate and generous, and a bit boring. She is skilled in metalsmithing, survival, and cryptography.

Emiko Uchida **[100, Restricted to Oni] -** she's a member of Takeshi and a very intelligent individual. She is your field support providing supplies and extra disc animals for you.

Takao Ando **[100] -** He is one of Takeshi's Equipment and Weapons designers. He is a cheerful person who enjoys relaxing, walking, and watching television.

Drawbacks

Legendary **[+0] -** If you have jumped any Kamen Rider worlds in the past, they are now considered ‘canon’ to your jump, and the consequences thereof will carry on. I hope you didn’t have any unfinished business.

Self-doubt **[+100]-** You are less confident in yourself believing that you can’t do it without anyone's help.

Training Maniac **[+100]-** Jumper most of your time will be you Training, if you are not battling your enemies or eating, you will most be training.

One Up **[+100]-** You will always want to prove that you are better than everyone no matter what.

I Am Better Than You **[+200]-** Someone will always want to prove that they’re Better than you no matter what, Jumper You Cannot kill them.

On The Go **[+200]-** You will always be on the move and you can only stay in a place for 2 weeks.

High pitch **[+200]-** Jumper something happened to your voice and now it’s high pitched.

Amnesia **[+400]-** Jumper You forgot who you are and any information about this world all you remember is your name.

Past Accident **[+400]-** Jumper You have gotten into an accident and now you are permanently injured so you can’t fight with all your strength the injured taking 15% of your power.

Orochi **[+400]-** This event makes Makamou increase in massive numbers and strength so you have to prepare for more battles that you have to face.

The Seven Senki **[+600]-** Jumper You are now back in the Warring States Era where humans are scared of Oni and see them as a monster, and the humans all knew and feared the Makamou, sometimes forced to sacrifice one of their own to spare an entire village from the Makamou as there is yearly sacrifice, The Makamou are more Powerful and all over Japan.

Go home- you go home with all of your powers and items

Stay- You can stay here if want

Next jump- We all know you want adventure.

Notes

Types of Disk Animals include

-Red Disks that are shaped like Hawks. (Capable of Flight along with having sharp Sharp Wings but has Short Recording time due to flight energy consumption. This is the most common disk animal making it one of the easiest to repair.)

(Continuous Operation Time: 51 hours) (Max Recording Capacity: 46 hours)

-Blue Disks that are shaped like Wolves. (Best for ground terrain, especially dense brush and rock areas, They usually will travel in packs of other Wolf disk animals if they are called out together. They have Sharp Fangs that are very durable compared to the other disks.)

(Continuous Operation Time: 132 hours) (Max Recording Capacity: 120 hours)

-Green Disks that are shaped like Apes. (Has the special function to record through both Sounds along with its Sight. It is Acrobatic and suited for swinging through forested areas. Its punches are incredibly powerful making it also capable of protecting people in danger more efficiently.)

(Continuous Operation Time: 90 hours) (Maximum Recordable Capacity: 20 hours)

-Yellow Disks that are shaped like Crabs. (Best for recording in and underwater and is suited for traversing wetlands, Its right arm is strong enough to cut a steel cable and can also be used as a manipulator or drill that can bore through concrete walls.)

(Continuous Operation Time: 120 hours) (Maximum Recordable Capacity: 115 hours)

-Silver Disks that are shaped like Snakes. (Capable of amphibious travel and can record underwater. Because of its design, its recording abilities are shorter than other Disk Animals. It is best suited for small, tight areas it can move through with its slender body. It is also able to tightly coil around enemies and tightly squeeze them. Because of this, it can be used as handcuffs or a rod. It also has a dangerous bite)(Continuous Operation Time: 120 hours) (Maximum Recordable Capacity: 90 hours)

-Orange Disks that are shaped like Lions (Has a very long activity and recording time. It is best suited for travelling through dense brush and rugged terrain. It has a sharp, fanged mouth for attacking.)

(Continuous Operation Time: 150 hours) (Maximum Recordable Capacity: 140 hours)

-Light Blue Disks that are shaped like Eagles (Has greater activity and recording time as well as the ability to record videos. Because of its higher intelligence, it is capable of organizing attack Formations with a group of Disk Animals. It attacks with its sharp wings. But it is much harder to repair than the Hawks.)

(Continuous Operation Time: 66 hours) (Maximum Recordable Capacity: 60 hours)

-Light Green Disks that are shaped like Frogs. (Functions best underwater where it is able to travel up to speeds of nearly Mach 1. When used underwater battles, it can slice almost anything in half within a matter of seconds. Excellent in jumping ability.)

(Continuous Operation Time: 132 hours) (Maximum Recordable Capacity: 120 hours)