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Kamen Rider Heisei Part 7: Den-O and Kiva

Time marches on. It is the invariable law of the worlds, no matter where you go. Many, many creatures in this world are driven by the unbreakable law of time, chiefly of which are the Fangires and the Imagin. The Fangires wish to live in a time where they were kings and men could never challenge them, staying stagnant in an attempt to preserve “purity.” The Imagin come from a ruined future, and wish to change their fate by destroying the past. While the days may fly past, and not everything lasts the sands of time...two things do remain through the ages. Memories of bright days, and love that can carry forth your will throughout the generations. Both of the main heroes who will stand against the monstrous plans of the Fangires and Kaijins are driven by one of these things, and many besides them are driven by love and memories as well. This is a world where the desires of the past and the hopes of the future intermingle, and clash in climactic battles! What may your place be here, then?

The year is 2007, and you have arrived. Take +1000 points to explore this world with.

Backgrounds:

Drop-In - Wanderer of worlds, Jumper...there’s no need to live again in a native’s skin. You are what you are: a traveler and a legend from a distant Parallel World. You appear as if from nowhere, with no family or connections, nothing with you beyond what you brought. What sort of saga will you carve into the world?

Earnest Youth - You’ve lived a humble life to this point, looking towards the future with hope and taking life as it comes with a stride in your step. Your luck or fortune may not be spectacular, but maybe that’s just a sign that an opportunity is going to present itself to you, soon? Just remember: The future should give us hope.

Justice Hunter - If there is Darkness in the world, then Light must surely exist. It’s not unknown to humanity(or at least part of it) that monsters live and feed in the shadows of society. So, of course there are those who will rise up and take the fight to the monsters! Though the older iteration of the Wonderful Blue Sky organization was mostly ineffectual due to the lack of sophistication of their weaponry, with years of study now there can be a true slayer of monsters! You’re one of them, either a direct member of the Wonderful Blue Sky organization or their sister organization of the World Wide Wing Association. Either way, you’re ready to begin the fight in earnest.

Soothing Soul - Some people just can’t help but want to help others, and sure enough you’re one of them. Many people in these troubled times turn to booze or coffee, and you’re a well-experienced server of at least one of them(if not both.) Not only do you offer just a

beverage, however, you offer someone willing to listen and reach out to others. The old trope of the wise bartender exists for a reason, and you're living proof.

Prodigal Child - If there is Light in this world, then surely Darkness must exist. You are a member of one of the Demon Races of this world, beings who have lived alongside humans and predated on them since time immemorial. They often had strange and great powers, though a good number of them were slain by one of the more aggressive races: the Fangire. Still, you are the inheritor of a history of blood and predation...Whether you follow that path like the King of Fangires or break the chain of death like his offspring Taiga and his queen's bastard son Wataru Kurenai, I cannot say. But your power will be undeniable.

Imagin - The Imagin are creatures born from an erased time, history that was lost as a result of changes to the shape of history. Though they do not remember their origins, their personalities are intact...which makes their immaterial, sand-like forms all the worse for them. They have appeared from the destroyed future by the guidance an unknown benefactor, forming bodies for themselves by making contracts with emotionally-weak humans in the year 2007 and establishing a connection to their pasts. Once the contract is complete (often causing a huge amount of damage and only granting a 'wish' in the most horrifying way possible), the Imagin then use that person as a doorway to their past and begin destroying as much of it as possible, erasing people and buildings alike from time. Their aims are unknown, but the Imagin are being directed to search for someone or something, and track down the key to bring the timeline they want into existence...strange, considering they don't seem all that attached to their old time.

Either way, you're one of the handful that either had no interest in this plan or miraculously found a form without needing such a hellish contract. You can manifest physically within space-time as a normal person would, having a monstrous appearance that resembles an animal on Earth. Though you can no longer establish a contract or leap to the past, this form comes with greater strength than an average human being, and you can change into an immaterial but harmless 'sand' form at will. What will you do with your newfound freedom…?

Perks:

Just Passing Through [100 - Free for Drop-In] - When you're a Jumper, an uninvited guest in the greater play of the Parallel Worlds, it's good to know when the best times to show yourself are. And wouldn't you know it - you have a habit of stumbling onto major turning points in stories or the world's history. Decisive battles, heroes meeting villains for the first time, the moment where all hope is lost as villains stand triumphant or even as the heroes have almost claimed victory...that pivotal moment is where you arrive. You may have a less explosive entrance, if you desire, but either way - you will quickly gain opportunities to establish yourself as a new hero or villain in the worlds you enter and the lives you touch.

Don't Forget It [100 - Free for Drop-In] - It's good to keep a few memories of the new places and people you see, isn't it? You're skilled at photography, able to capture a picture in just the right way that would make professionals bow their heads in shame. Interestingly, when you take a picture of someone not native to the world (such as from a Parallel World or a 'nearby' dimension), they appear blurry and unfocused in the picture. Of course, this can make photos of you and companions a tiny bit awkward, so you can activate and deactivate this feature at will.

The Shining Sagas [200 - Discount Drop-in] - Context is important. A picture is worth a thousand words, but the story behind it can tell a legend. You have an eye for the 'important' figures of a world or story, and how much weight their actions will have, along with whether it will be for good or ill. More than that, you can adopt such an 'aura' around yourself, causing others to recognize you as a hero or villain as you desire. Of course, actions speak louder than words...the more you do to fit the part, the more your own 'legend' is believed and spoken, while being ineffective as a hero or villain will cause others to simply pass you by.

Treasures are Irreplaceable [200 - Discount Drop-in] - The many worlds have such interesting treasures, don't they? Infinite wealth, just within reach...usually behind lock and key. But those aren't a problem for you, because you're a born thief. Pickpocketing, scrubbing evidence, breaking and entering, and moving quietly under cover of darkness are all among your trade skills, having mastery of all of them. No treasure is safe from your hands.

Journeyman [400 - Discount Drop-in] - It pays to know what you're doing. A new world means new rules, new skills...new challenges. You may be able to cheat with your many treasures and powers, but what if it's beyond you? Or if blending in is the better option? You'll find that when entering a new world or situation, you spontaneously gain a natural talent for what is needed - masquerading as a business tycoon gives you a knack for economics, entering a martial arts tournament lets you quickly learn the basics of close-quarters combat without a teacher. This talent is enough that you'll blend in with your peers easily, but you won't stand out or learn anything supernatural or unique...you'll have to gain those on your own. As a bonus, you're good at picking up cultural habits and the local lingo within just a few seconds of observation. If anyone asks, you're a tourist.

In my Sights [400 - Discount Drop-in] - There is much to be found in the many Parallel Worlds. Items of great power, treasures unique and well beyond simple things such as gold. Your own desires have become a 'sense' for where such items of power and ways to advance yourself are hidden - you understand the general location of such treasures and who possesses them, how difficult they'd be for you to obtain, and how much said treasure will benefit you. This sense is sharpest and most direct towards specific things you desire, or items that will definitely increase your own power or prestige. Infinite worlds, infinite treasures...and it will all be yours.

Damn You, Jumper! [600 - Discount for Drop-In] - People just absolutely *hate* you when you do that, you know? Faking being on one side when you're secretly undermining them and supporting the 'side' you're REALLY on...even if that's just helping yourself while screwing up

things for everyone else. You are a master of manipulation and avoiding karma, able to face-turn on a dime and betray everything you stood for, only to reveal it was part of your plan all along and leave your ‘new friends’ six feet under when you betray them. You’re good enough at this that you can even fool friends you’ve worked with for years (assuming they’re not used to it). It doesn’t matter whether it’s hero or villain - you know how to twist the consequences of your actions in a way that benefits the side your favor most. It won’t earn you many friends, but for some reason, people aren’t as vengeful as they should be towards you...assuming you didn’t do something EXTREMELY heinous to that side, anyways.

This Is The End [600 - Discount for Drop-In] - Sometimes, the bad guys win. The heroes don’t come to the rescue, the war escalates into mutual annihilation, or the Jumper gets murdered by something they didn’t account for. Things can go from bad to worse at the turn of a dime, and that’s something you have a nose for. You have a danger sense from when history or your own goals are about to take a horrifying turn for the worst, and how much so. More than that, you know who the culprits are and how they plan to do it, along with an idea of their resources and how deep their claws have dug. You get about a week’s advance warning, plenty of time to either turn the tables with a plan of your own...or run away. Either way, you won’t be a victim of unforeseen consequences again. Right?

Soft-Spoken [100 - Free for Earnest Youth] - Even if your life isn’t so simple anymore, it’s not good to let that go to your head. Better to be humble and bow your head, and enjoy life for what it is. You know how to speak softly and earnestly to others without coming off as condescending or unwelcoming. Should you desire it, you can even appear ‘meek’, causing others to sympathize with you more easily or look at you like a ‘little sibling’ figure. Pity only goes so far, though, so I hope you back that up with some actual good deeds and friendship, too.

Unlucky Day [100 - Free for Earnest Youth] - Sometimes, it’s just not your day. You can lose a big fight, suffer a setback, or just have a really ‘off’ day with lots of little problems piling up on each other. You’ve learned to take these things on the chin, able to walk away from a serious defeat or humiliation without being blinded by despair or anger. The desire to improve doesn’t go away, however, and you’ll be able to observe your losses and misfortune objectively as well as learn from them without letting your pride get the better of you.

Not So Weak [200 - Discount for Earnest Youth] - Being soft-spoken and gentle doesn’t mean being spineless. If anything, it shows you don’t need to be loud to have conviction. Your sense of morals (or a personal code you follow) is strengthened greatly, and when you stand by them, you will find your actions and words have a much stronger punch behind them. Standing up for what you believe in is no small task, and your willpower is a little bit stronger to match this.

Cowardly Lion [200 - Discount for Earnest Youth] - Others can tell you have a good heart, or more strength than you may credit yourself with. That’s why your friends and allies don’t begrudge your character flaws - whether it’s cowardice or being self-servicing. They won’t like

you MORE for it, but they won't hate you for it either...it's just you being you, and you'll pull through in the end. Of course, intentionally hurting your friends or retreating during the moment they ultimately depend on you will still sting, and they'll treat you appropriate. But when the chips are down, you won't fail them, right?

On This Rail [400 - Discount for Earnest Youth] - The existence of things like time travel and Parallel Worlds can be sobering, as can a long train of hardships that you can't run away from. You'd expect such things to drag you down, to weigh down on your heart and feel like too great a burden to lift. Not you. Whether it's existential ennui or sorrow at your own failings in life, you will find that you instead have a boundless enthusiasm that can't be dragged down, and the will to push forward regardless. Even better, this courage and heart is contagious, letting you put together a team of conflicting personalities and lead them to trust each other as a unit, and lifting similar burdens from their minds as well. Time may be an endless desert, but you're determined to make an oasis of your own within it.

Give Us Hope [400 - Discount for Earnest Youth] - That's what the future should give us. More than that, this is what you give others as well. You are quick at deducing what someone's troubles and problems are after a cursory glance at them, as well as things that may be preventing them from growing as people. Luckily, this comes with insight as to what will help them change for the better, and a way to do it that doesn't hurt them in the short-term as well. Finding Imagin contracts this way will be simple with some detective work...or just helping out ordinary people in the long run.

Singularity Point [600 - Discount for Earnest Youth] - In a timeline made of sand, you are an immovable boulder. You are a Singularity Point, someone who is completely unchanged by alterations to the flow of time - your grandparents could be slain by an assailant in the past and the timeline would change to reflect that, but you would still exist with all memories of the original time you came from. You exist independently of time, and this trait prevents Imagin contracts from tempting you or being formed through you...and this 'stopgap' allows them to instead possess you to gain their personality and skills, should you desire it. Unlike Ryotaro, you can shove the Imagin back out at will, thankfully. This power has earned you a replica of the Den-O Driver, that lets Imagin possessions function as powerful 'Forms' you can utilize.

Double-Action [600 - Discount for Earnest Youth] - Of course, why should Imagin get all the fun? Either through a freak accident or an intimate understanding of your companions, you have found a way to utilize possessions through other people...that is, letting them possess YOU. You may establish a link with a companion or individual of your choosing, and through that link, they may take control of your body and use both your abilities' together in tandem, though the host will only be acting as a voice in their head. You can kick them back out at will, and how often they can assume direct control is entirely in your own hands - a serious disagreement on a course of action or a personality clash can break this fusion quickly. Of course, only companions you keep retain this trait once a jump ends and previous allies are left behind. A side benefit of this state is that you both understand each others' thoughts and feelings better...though this can

be dangerous if you've been particularly evasive about the sort of person you are. Should you have a Den-O Driver, it will allow you to gain additional 'Forms' from non-Imagin possessions, gaining unique Rider abilities based on the personality and skills of the one in control. When two voices are joined together, you'll be unstoppable.

IXA-cise [100 - Free Justice Hunter] - You're not going to be able defend anyone by sitting around on your couch and scarfing down chips. You have a fit athletic body, not quite peak human but you'd make a great showing at the olympics...In general, you can bring a quickness and strength to bear than the average untrained person. Which worryingly both 'main' Kamen Riders in this world appear to be. Ah well, you can make up the slack.

The Sun's Light [100 - Free Justice Hunter] - Innocent voices are being silenced, by beings unknown and as of yet unstoppable. The people are waiting for someone to rise to the occasion and fight against the darkness, steeped in a fear they don't understand. You will show them the light. You can rise as a pillar and face of "justice" to those who feel wronged and vulnerable, radiating the sense of being protected to those people.

Return that Life to God [200 - Discount Justice Hunter] - You believe in Humanity's potential, and despite everything you still know they have so much they can do. However, the beasts you fight are those who see humanity as mere cattle or tools...You'll prove them wrong, and show them how "weak" humans can drag them to the grave! Monsters(or even humans) who prey on humanity are your quarry, and you have a strong instinct in how to best them as well as flashes of insight into their behavior, allowing you to get one over on even powerful beasts like Fangires with skill and intent...though you best have the strength or weapons to back up your instincts, too.

Reach for The Sky [200 - Discount Justice Hunter] - There are two kinds of people who battle against the darkness. There are those who bring the candle to the darkness, finding knowledge on their quarry...and there are those bring a torch, to burn the evil away. You are the latter, and you have the training to prove it. You are adept in at least one style of martial art and can fire small arms with the ease of a trained soldier. This is enough to get one over unprepared Fangires, if you have the weapon to take them down...Leave all doubt and resentment behind, and become the lone fighter.

Wonderful Blue Sky [400 - Discount Justice Hunter] - You aren't so foolish to think that you can defeat an entire species alone, are you? If you want to even make headway in the battle against the creatures of the night, you'll need to find all the warriors you can. All of the warriors! You have an aura that attracts heroic individuals to you, people who are both skilled and able enough to take the fight for others. Though they'll be sometimes frustratingly so, many of them are more or less selfless(some may be glory hounds) and will sacrifice themselves to protect others' smiles. The organization can sprout from there...the ones who will strike down evil!

Gaze into the Sun [400, Discount Justice Hunter] - There are two kinds of people who battle against the darkness. There are those who bring the candle to the darkness, finding knowledge on their quarry and there are those bring a torch, to burn the evil away. You are the former, but what the warriors don't talk about what you see in the shadows. With a torch, you destroy everything...but with a candle, you can find powers beyond torches. You are able to study "monsters" (beings that prey on humanity or are hostile to it) and use principles in their biology and powers to act as the basis for new tools...Maybe using the principle of vampiric hypnosis to create countermeasures for hypnotic abilities or to even produce a hypnotic device of your own! For those risking their bodies and perhaps souls, learning how to integrate monstrous biology is within your grasp as well. The principles of the IXA system were made with this, for one thing...perhaps the one who will create the next White Soldier is you.

Individual-System [600 - Discount Justice Hunter] - It's amazing how many abilities threaten the death of their user. Even the early prototypes of IXA would push their user to the limits, requiring a non-human user at first. The forebear of Kiva, Otoya Kurenai, even took on the power of Dark Kiva with the knowledge that it'd bring his death, willing to sacrifice it all. Normally, taking on such power would be a worthy sacrifice for the fate of mankind, if used to strike down those who would threaten them. However, you have many more fights ahead of you. You're not allowed to lose. Your thirsty heart demands justice, and death will not be your obstacle today. If you use an ability that demands your death as a price for the power, you can ignore that price and fight onwards...though you'll still collapse into an exhausted mess after it, as shrugging off that lethality will still wear you out when you're done fighting. They'll know you're right for the system, if they just trust and follow in you.

Fight for Justice [600 - Discount Justice Hunter] - As crisis looms over these familiar locations, you know that the darkness in this world is descending. You will strike back at it, with everything you have! Much like "Return that Life to God", this works best against monsters that threaten or prey on mankind...but mankind isn't the only race out there, huh? Innocent life is innocent life, and in defense of innocent life you can become a true avatar of justice to defend it. Your ability to fight against "monstrous" creatures or people that threaten innocent life is boosted to a heroic degree, and even monsters that boast immunities against mundane weaponry or superhuman strength can with determination and grit have these immunities pierced by you. Even if you have to take down a Fangire Sabbat with a kitchen knife, you will prove yourself a more worthy soldier than any other!

Fresh Fragrance [100 - Free Soothing Soul] - The best part of waking up is having some coffee in your cup. And you are REALLY good at that, as it turns out. You know the finer details of the art of coffee making, and could easily be a professional barista should you so desire it.

Health in Mind [100 - Free Soothing Soul] - People are really stubborn about taking care of themselves, aren't they? No matter what it seems they like to take the easy way out or find keeping themselves in shape as unfun or think that trying to understand their own emotions is too much effort. Well, enough of that mess. You can encourage the principles of taking care of

yourself in others(be it physically, mentally, or spiritually) and you have a pretty good idea of the basic things you can do to keep yourself at the top of your game in engaging ways as well!

Hot Coffee [200 - Discount Soothing Soul] - Well, look at you, Jumper. You are an absolutely stunning looker, able to turn heads on the street just by walking on a casual stroll. You'll have no shortage of potential suitors, and you'll find that your appearance even lets you appear 'brighter' in people's memories as they reminisce about meeting you. You just look that good.

Professional Eavesdropper [200 - Discount Soothing Soul] - Ah, it's rude, but you can't really help listening over conversations of people where-ever you hang out...especially since they tend to be interesting people talking about interesting things. If you own a shop like a cafe or a market(or just hang out in public spaces for a while), then you'll find luck tends to bring in people who deal in important if not publically so matters(such as monster hunters or kamen riders) and talk about things that would normally stay under wraps in a semi-candid manner. They probably won't be babbling out actual useful intel like passcodes or similar, but they may make mention of monsters when monsters are meant to be a secret, or the existence of a strange new system usable by humans. Interesting...

Mix, Mix, Swirl and Mix! [400 - Discount Soothing Soul] - It can be a little bit of trouble getting food and drink just right for some of your more...unique friends. Some beings like Imagin just have tastes that would find normal human food incredibly uncomfortable to consume, and that's before we go into whatever weirdos who hitch a ride with you! Luckily, you're prepared. You can easily make dishes and drinks that will be more agreeable and even delicious to your inhuman companions with unusual biologies, even if it's just a weird and seemingly-disgusting combination of human food ingredients. If you can manage to get the materials, maybe you could even make more 'esoteric' dishes this way...though it won't function as anything except a delicious treat tailored to you or a companion.

Backroom Doctor [400 - Discount Soothing Soul] - Well, kitchen appliances and napkins aren't really things that should pass for medical equipment, but you have to make do with what you have, right? In addition to some good first aid and medical skills, you're very good at patching others up using only what tools you have on hand or even more unconventional things...like using tea as an anesthetic, for instance. Hey, it works. Just note that incredibly delicate operations needed for fatal blows will need a little more than back-alley surgeon work.

Hallowed Ground [600 - Discount Soothing Soul] - Hey, things can get bad sometimes but it's always nice to have a place to hang up your hat, isn't it? It'd be awful if there really wasn't a single place someone could feel safe...well, don't worry about that now. You can with some preparation set up a place as a "neutral ground" where major(as in lethal or crippling) violence will not occur as long as that neutrality isn't breached(like the place being used as the base for some organization.) Not only that, but the "neutral grounds" will even be protected against uncontrolled factors like collateral damage and natural disasters!

Always On My Mind [600 - Discount Soothing Soul] - Something that this world and others can't take away from you is the memories you've made along the way. Your memory had become eidetic and ironclad - everything from mind control, changes in the timeline or hypnosis cannot change the memories you've made in your life leading up to this point. More than that, you can designate how 'strong' a particular memory is in your mind...traumas and great defeats can have an impact as weak as 'well, that sure happened' while some of the best days of your life from times gone by can be remembered just as easily as though it were yesterday. Don't forget - the future should give you hope, Jumper. So the past shouldn't be any different.

Blood Ties [Exclusive, Free to Prodigal Child] - There are a number of creatures that walk and act as men, but live in the darkness. They are called the "demon races", of which Fangire have ensured they are the last major kind...but, you may be a miraculous child. Perhaps Jiro succeeded in finding a mate, perhaps the Fangire were not as thorough as they thought they were. In either case...You're a member of one of the remaining demon races left, a hybrid with humanity more likely than not. Choose from Fangire, Wolfen, Mermen, or Franken. You gain an altform of that species, and the racial abilities from that altform...as well as the capability of passing on this altform to your offspring. However, all demon races share the desire to drain life energy from humans and the form will have this as an ever-present thirst unless you take pains to prevent it.

Fangire resemble various creatures associated with evil(such as insects and bats) made of stained glass while in this state, having the ability to drain humans of their life energy via two glass 'fangs' they form from thin air and often have superhuman powers based on their animal form. They are the only demon race known to have explicit "royalty", in the form of the Checkmate Four.

Wolfen are powerful hunters, resembling bipedal demonic wolves with razor sharp claws and able to 'cleave' someone's life energy from their body and drink it that way. The form itself is strong enough to threaten and fight trained human soldiers indefinitely, and the claws can cut through solid steel.

Mermen resemble "The Creature from the Black Lagoon" and can produce highly pressurized jets of water from their mouths in the form of bubbles, as well as use a natural "aim assist" build into their pupils in order to utilize this ability better. They drain life force by 'drinking' it from the pores of their victims, who they strangle in order to keep this process steady.

Franken take the form of lumbering huge(about 8-9 feet at least) golem-like creatures, being strong and tough as well as possessing the ability to generate lightning from their hands. They have cast-iron stomachs capable of eating anything and drain life force from humans by grabbing their heads and draining it out as if they were 'sucking in' electrical discharges from their victim.

Noble Art [100 - Free Prodigal Child] - You have a pride in your heart, as should everyone. Perhaps you're a musician, or a chess player, or a violin maker, but you have skill in a pastime or hobby considered "respectable" and you could easily become among the best in your field with dedication, due to your talent.

Break the Chain [200 - Discount Prodigal Child] - The Demon Races and Fangire specifically are chained to a destructive and hurtful system, where they are always at war with each-other and themselves. They are bloodthirsty and hidebound...in more than one way. However, you will strive to be more than a beast or a tool. You can resist "bloodthirsty" urges caused by your own biology(such as that of a vampire, or one of the Demon Races) and fight back against social structures that force you to act callous towards humanity as well.

The King's Sentence is Given! [200 - Discount Prodigal Child] - Perhaps it's because the demon races are stuck in the past, but they tend to carry a grandiose air to them...They have an air of drama around them that can't be denied. In any case, you're no slouch when it comes to that either, you can find the most dramatic statement for the situation at hand and belt it with such authority that your enemies will be shocked at the weight of your words and your allies will be impressed.

Shout in the Moonlight [400 - Discount Prodigal Child] - The Demon races and their children are the sons and daughters of the night, those that spread terror to the hearts of men. Even kindhearted Wataru was a terrifyingly quiet and intimidating killer in the form of Kiva. You can create an 'aura' around you of being horrifically intimidating to all you meet, even fellow monsters. A predator among predators...What could be more terrifying?

Destiny's Play [400 - Discount Prodigal Child] - Danger is around every corner, but if you wake up you'll see that all the tools you need are before you. Before times of great hardship and battle, you'll find that new developments will arise...perhaps by fortune or perhaps your old plans and schemes paying off. In either case, you'll find that destiny gives you the tools to have a fighting chance through harsh times...though that fighting chance may be that of a desperate last stand rather than a triumphant victory. Still, it's better to have some guarantee you won't be caught completely off guard...

Supernova [600 - Discount Prodigal Child] - You have unlocked the full potential of your bloodline, either as a human or (if you've taken blood ties) a powerful beast. Your human or "Blood Ties" form can be powered up into the "Emperor" mode of your kind, a transformation that boosts it far past its limits and gives golden features as it does. While in this form you could easily annihilate fellow members of your race en masse, and threaten the heroes and villains of this world handily. However without any focus for it, it is a berserker form at its finest and will act as such. The Emperor has arrived...all will kneel.

Roots of the King [300 - Exclusive Prodigal Child] - The Fangire may be the only race to have explicit royalty, but it's not like they're the only species to produce born leaders. You're the image of monstrous nobility, being both powerful and having a raw animal magnetism and beauty on top of it that draws both human and monster to you in droves as servants or comrades. You're among the strongest your race has known, equivalent to what would be the King for the Fangires. And like all Royalty, this level of power and beauty is bound to your blood, being able to pass it down through the generations of your offspring.

I...Have Arrived! [100 - Free for Imagin] - That's what you'll say! Or something like that. You have a short but evocative catchphrase that just screams 'I'm here'. Maybe even literally. This will quickly grab the attention of everyone in the room, and you can even have a harmless prop or several manifest from the ether to accommodate your appearance - whether sakura petals or tissues. Don't ask.

I Am Not Snoring! [100 - Free for Imagin] - Sometimes you just really, REALLY need a nap. Even if you technically don't need one to begin with. You now have the ability to fall asleep at will. Not only that, but even while you're asleep, you have enough awareness of your surroundings to snap back to full wakefulness when detecting danger or something of interest. Or just when you feel like it, like telling someone no, you don't snore.

Mind if I Reel You In? [200 - Discount for Imagin] - Aren't you the charmer? You are incredibly charismatic and charming, especially when it comes to matters as romance. Whether you're looking for a partner yourself or matchmaking for a friend of yours, you can enter a club or social gathering a stranger and leave with one (or several!) people in arm. This also acts as a boost to your social abilities outside of romance, though they won't be quite as good.

I'm Gonna Pet You Now, Okay? [200 - Discount for Imagin] - Not much of a people person? Not to worry, you are now REALLY good at caring for animals - you could literally herd a swarm of cats and have no trouble with it. This also gives you a knack for taming wild beasts, even things as exotic as still-living dinosaurs or fantastic beasts...though things that are sentient and vastly stronger than you are bound to be less compliant and will need a lot more effort.

My Strength Made You Cry! [400 - Discount for Imagin] - Well, it certainly will make SOMEONE cry. Whether from your Imagin form or just by virtue of being a freak of nature, you are incredibly strong - strong enough to toss a grown man miles across the city and to tear holes in brick walls with a good hit. You can take hits better, too, able to take attacks like that and still be on your feet with only a bruise or two. You're strong enough to fight a 'normal' kaijin or 'base form' Kamen Riders toe-to-toe without even needing a transformation of your own.

Can't Hear You! [400 - Discount for Imagin] - Stop! Jumpertime! Either a bizarre form of charisma or a blatant example of mind control, a snap of your fingers can quickly take control of the minds of the weak-willed, compelling them to move in almost perfect sync with you. This lets you coordinate a very effective cannon fodder mook swarm...or a really awesome dance crew.

This doesn't work on people who already have a bone to pick with you, or the particularly stubborn or strong-willed, but who will be able to contain their terror upon being menaced by dance goons?

Gigandeath [600 - Discount for Imagin] - A trait the Imagin possess is that when they are slain, they sometimes reform into a huge and monstrous form called Gigandeath. As this is a little problematic for your...situation, I've given you a slightly improved version. At will, you can change into this building-sized monster and get an appropriate strength boost and traits with it, as well as change back without much trouble. As a bonus, this won't forcefully activate when you die - unless you want to. This allows you to cheat death once per jump, changing into your renewed Gigandeath form instead of kicking the bucket. Let them regret thinking that killing you would mean they could skip the giant monster phase.

Imagin That [600 - Discount for Imagin] - Another trait the Imagin share is the ability to possess others to gain a contract and a doorway to the past. Well, that 'doorway to the past' thing has come and gone for you, but you've found a newer use for an old trick. You can possess the emotionally weak or the willing to take over their bodies, overlapping their ego with your own while they're reduced to silence or nothing but a voice in your head. Even better - you can 'rest' in their body, letting the host take control while you remain in hiding, with full awareness of your host's thoughts and actions. Should you establish a more mutual relationship or someone willingly accepts this, you may also access their memories and behavior patterns, letting you blend in...and finally, should you wish it, your host will gain a 'Jump Driver' that lets them transform into a Kamen Rider based on your own themes and powers. This does nothing but allow your host to use your powers, abilities, and weapons the same way you would - but when two voices are joined together, there's little that can get in the way, for their own skills will mesh perfectly with yours. This only lasts so long as this 'contract' and possession exists, mind.

Leaving My Mark [100] - Sometimes, it's not enough just to slay your enemies - but to leave a calling card to let them know who it was who had beaten them. So why not a big, flashy logo that appears when you use a finishing move? When you deal the killing blow to an enemy, you may have a personalized logo or 'icon' representing yourself manifest...whether as a brief flash of light, a brand on your enemy's skin, or having it spontaneously torn into the concrete once the attack connects. You have to actually deal such a blow in the first place, but let it be said your finishing moves won't be lacking any splendor, now.

Items:

You find 300 CP specifically for the purchase of items and gear here...I wonder who left this?

Jumper Wars [100] - Have a henshin device already? Have you bought more than one and want to downsize a little bit? This option, with each purchase, lets you combine two henshin devices you own together, from this jump or otherwise, gaining the same functions as each other and able to use them together or in tandem.

Bootleg Ride Cards [100 - Free for Drop-in] - Powerful items that allow you to take on the form of kamen riders and use their powers! These are not them. They resemble them though! Specifically, they're the 'real world' Ride Cards, the ones scanned by Ganbarizing. We were going to offer you the originals, but...ah, they got nabbed by someone. Who could have, I wonder? Oh well, they still cover most of the Kamen Riders and have an array of the Kamen Ride and Attack ride cards for fun.

Ride Booker [200 - Discounted for Drop-in] - This, again, isn't the real thing(That one's a pretty cool gun/sword) but it's got a lot more use than the Ride Cards. This Ride Booker is a book-like box that can store your henshin devices and when opened will have whatever Henshin Devices you need at that particular moment ready and waiting for you! Cause...you've been collecting a lot, man. It might be a good idea to keep them somewhere organized, you know?

G Driver [400 - Discounted for Drop-in] - Would you like some wine? This is...well, it's a belt-like driver. However, it resembles a wing corkscrew. You'll receive some wine every so often in your extradimensional storage space of choice, and by inserting a small bottle of wine(small enough to fit into the Driver) you can use the wing corkscrew to "pop" the cork and transform into Kamen Rider G! This form has superhuman strength and speed, approximately enough to win a bout with base form Kiva, and is capable of 'spawning' large sommelier knives as weapons. It has access to a few basic finishers, mostly the Swirling Kick though it can use Swirling Blades with the sommelier knives. Perhaps if you try different kinds of wine you'll unlock new attacks! A classy way to win the fight, for sure.

J-Touch [600 - Discounted for Drop-in] - This tablet-like device is pretty handy, if you've got a lot of alternate forms going for you...By touching the icon representing a form on the device, you can "Summon" that form with all of its abilities(and that form's abilities alone, as if it were the form and any perks pertaining to the form alone) as a minion to fight by your side. Even better? If you have a henshin device of your own, the J-Touch can be added to it to unlock a slightly stronger 'Final Ride' form, which retains both this ability and the ability to summon individual forms of that Driver you have available to stand by you as powerful minions in the same way. This is, of course, most useful if you've been assembling a diverse and powerful henshin device...but where would you find such a thing, if you haven't already?

Machine J-Bird [100 - Free for Earnest Youth] - You're not much of a Kamen Rider without a neat set of wheels!...hm? What do you mean 'Drop-In didn't get one?' Don't worry about it. Anyways, this is a motorcycle that is tailored to an aesthetic of your choosing, but isn't much beyond an ordinary cycle. However, this motorcycle can be attached to a larger vehicle you

own, letting you ‘drive’ it by using the two-wheeler as an ‘interface’. Not extremely useful, but it can be a fun way to drive, say, a time-traveling train? Food for thought.

DenGasher [200 - Discount for Earnest Youth*] - This is a modular weapon that can be snapped into different shapes and forms, though on its own it’s mostly just a glorified sword or staff. However, when combined with a Den-O Driver, the weapon can be changed according to the Forms you’re given by the Imagin in control, changing into a weapon suiting their personality and fighting style. Of course, those things come with the Den-O Driver, and you receive this for free if you are a Singularity Point accordingly. However, if you’re willing to spend the additional points to purchase this for yourself, the DenGasher’s modular features extend to any modifications you make, working seamlessly with your different Forms. Finally, if you purchased Double-Action in addition to the above, this weapon will change to match the Forms of companions accordingly...optionally, temporarily fusing with the weapons of said companions.

Climax Cellphone J-Taros [400 - Discount Earnest Youth] - Can you hear me now? This phone has a neat set of features. For one, it can actually contact any of your companions (even inactive ones) regardless of their location or mental state. Inactive ones can’t actually do anything except talk to you, but I’m sure they’ll appreciate the sentiment. Secondly, with a Den-O Driver, you can slap this phone over it to gain access to the Climax Form - which combines the properties of several or all of your available Forms, letting you use their strengths together was one voice. The downside? The Forms and the Imagin behind them must be able to work together as a unit, or this will be more of a hindrance than a help. Oh, and if you took ‘Double-Action’ in addition? It works for those, too. Have fun.

J-Liner [600 - Discount for Earnest Youth] - This train travels along the sands of time, exploring both the past and the future...and now, it follows you. You have acquired a Jumper Pass that will let you summon this train from any doorway, turning into a portal leading into the sands of time that will take you to a similar location at will. You can also just call the train out into the world if you need some form of transportation - don’t worry about the tracks, it can form its own along the ground or the air at will. You may ride on the train to meet its colorful inhabitants, which include any Imagin you call allies or use as Forms as a Singularity Point, as well as your companions who are currently ‘on break’ from the chain (inactive). They can’t leave or do anything until you call upon them properly, but it will be nice to have a place to sit and chat, right? The train also serves some excellent cuisine and coffee, featuring flavors from the past and the present of the world you’re in. In addition, you might meet time travelers on the train, or even people from your past or future...the train has a very strict ‘no spoilers’ policy, however, and you won’t have to worry about any paradoxes from these visitors or cameos. When you manifest the train out in the present time or for battle, these visitors and inactive companions disappear back into the ether until you’re done.

The J-Liner, much like its cousin the DenLiner, is able to traverse through the sands of time at will to reappear and disappear into an era of your choosing. Should you encounter a fleeing time traveler, such as an Imagin that has fulfilled its contract, the Jumper Pass will immediately print

out a card indicating the time and date they had gone to and let you make a speedy trip there in your time trippin' train.

Hmm? You took 'Singularity Point'? Well, thanks to that, each Imagin of yours gets a personalized train car that can create a useful and thematic weapon for use in combat when you deploy the train. These have enough firepower to topple the huge and powerful Gigandeath of the Imagin, and are often what you'll need to finally take them down if you don't have a similar answer.

...you took 'Double-Action', too? Then in addition, your companions get personalized and thematic weapon cars as well, in addition to gaining personal quarters tailored to them for their use when resting on the train.

Finally, any people you invite onto the J-Liner count as Singularity Points while they're on board, shielding them from changes in the timeline. This lasts until the jump concludes, and any hanger-ons you invited onto the train are dropped off - if you want to bring them along, you'll have to go through the proper channels of companion purchases or whatever rules they follow. And, if for some reason, you have a train in your possession that you particularly like...you may import it to gain the same features as the J-Liner, described above.

Telescope [100 - Free for Soothing Soul] - Are you a stargazing type? Perhaps you have someone to gaze upon those stars with...no matter the case, this telescope is of superb quality and has little personal touches upon it, which seem to give you a strange sense of nostalgia looking on it. Still, it can be a day brightener for sure.

Souls and Spirits [200 - Discount for Soothing Soul] - Coffee is a great way to soothe the soul...while alcohol is a great way to numb the brain. You've got a good store of both, now, with the proper ingredients and tools to brew great coffee(including even whipped cream, caramel, icing and milk) as well as top shelf alcohol...or bottom barrel swill if you're in that kind of mood. Feel free to mix the two, as well, I've heard it's a great way to wake up in the morning.

Bibliotheque [400 - Discount for Soothing Soul] - Quite the collection of books you've got here, Jumper. Miles and miles of bookshelves lined with all sorts of topics. Things like astrology, astronomy, hobbies...and so forth. Any book that is considered 'common print' in the world you're in will be here. Nothing much in the way of unique books, artifacts, or things involving supernatural powers, but more than enough to provide research material and some academic learning. This book collection grows with each jump you visit, as well as containing books of the same type from previous ones, though with the same limitations. This becomes a Warehouse attachment post-jump, or can be attached to a property you own.

Trendy Cafe [600 - Discounted Soothing Soul] - It's a quaint and calming morning cafe of your own, Jumper! With business already settled and underway, this soothing cafe serves a wide selection of coffee and food while being a perfect environment to read or relax in. You're

the owner and all proceeds go to you, and you can either run it yourself or have a friend do it...if not, you'll always find relaible help to maintain the shop while you're away. In future jumps, this can be dropped in a civilized area, near a property you own, or made into a Warehouse attachment, though running actual business may be difficult if this is sitting in your pocket dimension the entire time.

Ixalion [100 - free Justice Hunter] - A pure white steed, this motorcycle strikes as much a heroic figure as a knight riding on a gallant stallion in the eyes of others and much like a knight's steed, it can come to you of its own free will. The IXA Knuckle's limited A.I is capable of calling this motorcycle to its position on your command. Ride on, justice soldier!

Specialist Arms [200 - discounted for Justice Hunter] - While martial arts MAY take down a Fangire, these'll give you a much better chance against the enemies of mankind. The first of these weapons was nicknamed "Fangire Slayer", a pair of rods that can be beaten against your foes and then combined into a whip-like blade both quick and lethal. In addition, you get a deceptively small pistol that hits with the power of a handcannon-sized revolver, also able to fire out razor sharp chains capable of tying up and slashing against the monstrous foes.

IXA Knuckle [400 - discounted for Justice Hunter] - The White Soldier, carrying the hopes of mankind on it. This is the IXA Knuckle, the key component of the "Intercept X Attacker" aka IXA system. On it's own, it's an effective brass knuckle able to perform a weak "special move" known as Broken Fang(about a quarter as effective as a similar attack performed by a Rider). However, by activating it (pressing the henshin switch on the front of the knuckle against your body) you will transform into Kamen Rider IXA, a crusader knight-themed rider form. The form starts with SAVE mode and BURST mode. SAVE mode has no special capabilities on its own, but it is superhumanly strong(able to punch with a few tons worth of force as well as jump high into the air) and can take the punishment dealt out by similarly superhuman monsters. However, the user can enter BURST mode and produce a damaging blast of sunlight-like heat in the process, this is where IXA's strength is at its best (able to punch with even more force than Save Mode) and it can access the Ixacalibur, a weapon that can attack with a powerful slash reminiscent of a burst of sunlight. IXA's Broken Fang and Ixa Judgement attacks(performed with the IXA Knuckle and Ixacalibur itself) are both very effective at bypassing the defenses of "monstrous" enemies and count as solar weaponry, if you're curious.

If you took the "Fight for Justice" perk, you gain an additional weapon and power. RISING mode, which is initiated from BURST mode using the "Ixariser" weapon which resembles both a cellphone and a gun. By entering a certain code into the gun, RISING MODE is activated and heightens the durability and strength of Ixa to almost twice the capabilities of it in BURST mode. The Ixariser itself is a flexible gun with multiple firing modes, activated by entering numbers into the cellphone-like part of the gun. Not only that, but monstrous creatures destroyed with this form will have their souls erased as well, preventing Sabbats(the "boss mode" of Fangires) from spawning as well as making sure any monsters that like to come back via soul shenanigans stay down. Rise, White Soldier, and become the hope for mankind.

Powered Ixer [600 - discounted for Justice Hunter] - Unfortunately, there's a part of killing Fangires that makes destroying them a difficult process. When a Fangire is killed, their soul is released and becomes a "Sabbat", a giant chandelier-like monster capable of crushing buildings and flinging out destructive fireballs. This is a problem for those who are unable to swallow their souls with things like Castle Doran. However, the Wonderful Blue Sky organization came through and created this: The Powered Ixer. It resembles a mechanical dragon a bit larger than an ATV, it's capable of being piloted with the IXA Knuckle but otherwise on its own with a limited AI can attack and even lift things much larger than it (It can lift Castle Doran for one thing) as well as fling energy balls like a catapult. The Powered Ixer can be called via the Ixer Fuestle, a small mechanical "whistle" of sorts you now possess. Nothing better to slay a monster with, then a tamed dragon.

Mashin Mao [100 - free Prodigal Child] - A powerful motorcycle made by a famous Kivat engineer, this motorcycle that can take on the features of your altform while riding it to reveal who the true master of this particular beast is. For example, Frankens may find it giving off electrical impulses and looking vaguely like a nikola tesla-designed motorcycle while Wolfen will surely find lunar themings and fangs on it as decorations.

Stradivarius Alert [200 - Discount Prodigal Child] - Otoya Kurenai, the father of the one who would become Kamen Rider Kiva, believed that everyone in this world had a unique 'music' to their life that he could hear. That will and belief in time became the basis for the master violin "Bloody Rose" that spurred Kiva on to fight when innocent lives were in danger. This isn't as good a violin, but it performs the same purpose. It'll ring with a certain 'tone' when an innocent life would be ended by a monster or creature that can't be stopped by human might alone, and give you an idea of where to go to destroy the monster. You may not be able to get there in time, depending on how slow you are, but you can get there in time

Baku Baku [400 - discounted Prodigal Child] - A vital member of the Demon Races, the Kivats were important as they were both well known creators as well as a way for the other Demon Races to access a power beyond what even their strong and supernatural bodies could attain, via infusing them with "Imperial Demon Power." Whether or not you can handle their power depends on if you possess the "Blood Ties" perk or not.

For those with "Blood Ties" This is one of the Kivats, Jivat-bat the 1st. While a young member of the race, they possess "Imperial Demon Power" much the same as the Kivat-bat line. If you let him bite you, you gain a Kamen Rider form that is an enhanced version of your "Blood Ties" form with a great enough strength to overpower other members of your race even with little to no combat training. Jivat-bat is also capable of blowing "Fuestles", magical flutes capable of channeling Imperial Demon Power into explosive techniques. You start with the "Wake Up" fuestle that allows the "Darkness Moon Break", a flashy Rider Kick capable of destroying the superhuman Fangire in one blow. You can use other Fuestles to gain new forms(With their own

weapons and abilities) and in turn use that fuestle again to unleash a finisher for that form. How do you get more Fuestles, you may ask? Well...check on “Castle Jadoran” for more information.

For those without Blood Ties, you instead get JVAT, an artificial Kivat with much the same abilities as Jivat(being able to blow Fuestles and infuse you with Imperial Demon Power). However, you start with a “Legendorga” as one of the basis for the suit instead of a “Blood Ties” form.
The Legendorga available are “Mummy”, “Medusa”, “Yeti”, “Gargoyle” and “Mandrake” but they do not get any racial powers from this choice, as it is simply aesthetic. Thankfully, JVAT can infuse you with Imperial Demon Power even as a human safely, unlike other attempts at artificial Kivats.Your strength with it is not quite as effective as if you had “Blood Ties” and were using Jivat-Bat the first, but you can easily match or even beat someone who has that kind of power with combat expertise and experience with this.

Oh? You...took “Supernova”? Ah, that gives some additional “oomph” to this. You now have a little dragon friend, this little dragon can transform into the “Demon Imperial Brace”and attach to your arm, as well as allowing you to apply the power of Supernova into your Kamen Rider form. Not only are you allowed to control the power of the “Emperor” form (which can in turn even be armed with Fuestle weapons!) but the power of Emperor is actually improved a fair amount by being focused through the Kivat.

Castle Jadoran [600 - discounted Prodigal Child] - Another member of an important Demon Race, the Dorans. Even the genocidal Fangires saw use and worth in the lives of the wyvern-like Dorans, and instead of wiping them out forcibly molded castles and buildings around the large dragons that drew from their immense amounts of Dragon Imperial Power. This is one of those noble beasts, in much the same straits as its similar cousin the Castle Doran. However, it is bound to you and can be summoned with the “Doran” Fuestle either usable standalone or with a “Baku Baku” kivat. The Castle part of Jadoran itself is a pretty spacious estate with all the pomp and grandeur of a fine european castle(and just as many rooms and luxuries), but Castle Jadoran as a whole has a few special qualities.

For one thing, the castle is able to “store” inactive companions within it (providing nice things for them to do there, like play chess and the like) and create “Fuestles” from them. The Fuestles are best used with “Baku Baku”, as otherwise you can only use them to “Summon” the companions out from the Castle Jadoran(and usually send someone back there too, if you’re hitting the max limit.) When used with a Kivat, however, the Fuestles instead grant your Kivat Kamen Rider form a weapon themed to the Companion as well as an ability themed around their own(Though not actually quite a carbon copy of their powers at full strength. For example, Gururu gave the Gururu saber and despite being monstrously strong even among the Wolfen he just gave Kiva a wild battle style and some extra oomph on top of his normal strikes.)

For another thing...in case you forgot, Jadoran is not just a castle, but a flippin’ castle-sized dragon loyal to you. It has a lot of weight to throw around and can go toe to toe with legitimately

giant monsters when it needs to, even with just pure physical strength. That Dragon Imperial Power comes into play here too, as the towers on the Castle section of the Jadoran can fire magic missiles that strike home with the force of siege weaponry. In addition, Jadoran itself can breathe fireballs with explosive force, called “pod shoots.” As an added bonus, the Castle Jadoran has a neat feature called The Door To The Past...in that those who enter this door can indeed travel back in time to a specific year in the past. The Castle can traverse the time stream itself if you’d rather not travel piecemeal, as well.

Finally, the Jadoran is capable of devouring souls and life energy much like a “Blood Ties” monster. In fact, it can eat the life energy of both humans and monsters to sustain its inhabitants indefinitely, which helps when they’re a variety of soul-eating Arms Monsters.

A noble estate for a trueblooded successor, wouldn’t you think?

Lots of Candy [100 - Free for Imagin] - The best way to someone’s heart is through their stomach, so it must be a good way to make some friends, right? These are several buckets full of different kinds of sweets, which replenish themselves each day. Try not to eat too much at once, alright?

Climax Hop [200 - Discount for Imagin] - Sometimes, the best solution is a dance party. This is a high-quality stereo that you can easily carry along with you, and it plays songs from either your personal ‘soundtrack’ from previous jumps or anything you upload to it - it can play anything digital or CD-based, if need be, too. While it won’t control minds in doing so, playing this stereo out in the open will encourage others to spontaneously break out into dance, though this can be easily shrugged off.

Karate Dojo [400 - Discount for Imagin] - This is a place for learning karate! A place to practice karate! Become the greatest karate master who ever lived!...what? What do you mean, it’s actually a Sumo dojo? Well, whatever kind of dojo it is, it comes with a bunch of training equipment and everything you need to exercise. This can be a Warehouse attachment or be dropped somewhere near civilization in future jumps.

Black Calendar [600 - Discount for Imagin] - If you’re an Imagin yourself, you’re something of an anomaly - you can already manifest yourself in the present with no trouble, while the rest of your kin still have to establish links to the past to continue their mission. And this is how they did it - this black page-a-day calendar starts completely blank, but when you hold it up in front of a subject, their entire life up to that point fills the pages. While you can’t jump to their past, you can see significant dates and events in their lives play out in front of you as though you were standing nearby as a ghostly figure...and while the calendar won’t ever be too heavy or difficult to carry, it’s good to have a specific date in mind beforehand, less you spend a very long time flipping through someone’s life like an encyclopedia without bookmarks.

COMPANIONS:

Catch the Wave! [100] - Even if you travel through the worlds, the past or into the future, your friends will always be there at your side! With one purchase of this, you can import 4 companions with a free background and 600 CP to spend on perks. They also get 200 CP for items...ain't that lucky?

Two Voices Joined [200] - Does someone specific catch your eye in this world, that you want to take along this rail? You may spend 200 points to gain a canon companion of your choice from this world along with you, so long as you can convince them to do so. Note that some of the canon Imagin are covered by a later option, and will be available for purchase in that section instead.

Burning Heart [200, discounted Drop-in] - This young woman said that she was dreaming of your arrival, that she had seen in her visions of someone walking the many worlds. She's intensely invested in your journey, as she saw both great and terrible things happening on your path. What better way to see if her dreams were true than to join you? She's actually a natural dimensional walker, as she seems to pick up on the nature of worlds she visits pretty well and knows how to blend in with the expertise of the perks "The Shining Sagas" and "Journeyman", with even being able to use her dreams and visions to foresee disaster as if she had the perk "This is the End." Her personality is slightly on the softer side, but she can summon immense internal fortitude, as outlined by "Soft Spoken" and "Not So Weak." In addition, for an extra undiscounted +100 CP, she actually starts off with a unique little Kivat known as Jivala. She has the strength of an artificial"Baku Baku" belt, allowing your new companion to safely transform into a Kiva-like Kamen Rider.

Show me Your Brave Heart [200, discounted Soothing Soul] - Yatta! There's no way you weren't going to get the attention of this young lad, looking as cool as you do. You can't hide it from him, he can tell you're an awesome person and he's eager to join with you to see exactly what you've got...as well as show you he's no slacker when it comes to being amazing either. He's amazingly upbeat, almost infectiously so, with the determination and bright spirit of "Unlucky Day" and "The Sun's Light." Though it might get frustrating sometimes, there's a "Cowardly Lion"-like effect on his optimism that makes it hard to ignore. Plus, he's not just some idiot. He's a genuinely good motivator and has keen insight to the hearts and hopes of others with the effectiveness of the perks "On this Rail" and "Give Us Hope"! For an extra +100 CP, he reveals he has the abilities of a "Singularity Point" including a Braven-O Driver! He even has a unique Imagin contracted to him, called "Tom." This feline-like Imagin(apparently based on the story of Puss in Boots) is cunning, suave and honorable, grateful to the young lad and perfectly willing and able to act as his aide in the matters ahead. Tom gives the Braven-O the "Fencer Form", a quick and agile form armed with a rapier.

Coffee Cake [200, discounted Earnest Youth] - This mature woman(at least in her personality, if nothing else) stuck out because her reaction seemed to be, upon seeing a random stranger looking as roughed up or out of place as you were, to offer you a fresh cup of coffee and ask you how you ended up here. No matter how truthfully or not you answered, she understood with a surprising amount of patience and a smile, offering to join you around. After all, she figures that if anyone seems in need of someone to listen and a cup of coffee, it's someone like you, right? She's more or less a patient mature "big sister" type of person who's work in a cafe gives her the skills of "Fresh Fragrance", "Backroom Doctor"(for those trying to sober up or recover from a rough night) and "Professional Eavesdropper." She managed to get a lot of tips in that line of work, not in the least because she has an easygoing beauty granted by "Hot Coffee." She also prides herself on never forgetting a name and a face, with the perk "Always On My Mind" describing the depths of her memory. Maybe she's right...not bad to have someone to lean on, yeah? For an extra +100 CP, she gets a strange variant of the "G Driver" that works off of a coffee thermos instead of a bottle of wine! Curious...

White Justice [200, discounted Prodigal Child] - This young man is a promising member of the World Wing Association, which was the cousin organization to the Wonderful Blue Sky organization. They focused on researching the threat of the Demon Races in order to come up with countermeasures, but this junior researcher had found a heart thirsting for justice and broke away from the 3WA to follow his own path, someone with both the wisdom and courage to act as humanity's aegis. He's dedicated himself to the purpose of avenging the fallen, with his training acting as the perks "IXA-cise", "Return that Life to God" and "Reach for the sky." As I mentioned, of course, he was a junior researcher and has the bare essentials of the "Gaze into the Sun" perk's skills. Finally, he is a unique genius among monster hunters, and with both skill and strength he has the power of "Fight for Justice" coursing through his irritated heart. Though he can get a bit intense when it comes to the predation of man, in general he's a protective and warm figure. For an extra +100 CP, he managed to use his skills and research (As well as some money he made at the 3WA) to craft his own IXA Knuckle, complete with the "Fight for Justice" upgrade to it. All those who find the dark of the night a shield, be wary. Daybreak is coming.

Red Knight [200, discounted Justice Hunter] - The Fangire have royalty in the form of the Checkmate Four, should it be any surprise outside that they have Knights? The son of one of the unseen Knights of the Fangire, this man is a good deal different from the older generation of predatory Fangire and falls more in line with the philosophy of his liege, Taiga aka Kamen Rider Saga. As such, upon learning you have arrived from a world beyond the painful chains of fear and hate that the Fangire have sown, he asks to join you out of curiosity and desire to see just what the "Monsters" of other worlds take the form of. He's no slouch, of course, as he has the benefits of a "Blood Ties" Fangire form he can transform into for physical combat, and because of his noble stature he's strong enough to approach his liege as shown by the perk "Roots of the King." His noble attitude is quite charming too, with the looks and savvy of "Mind if I Reel You In?" evident in his manner, and "Break the Chain" is in effect for him due to his strong beliefs. Finally, it seems that fortune favors him as the boons of "Destiny's Play" are his to reap.

For an extra +100 CP on top of purchasing him, he comes with a “Baku Baku” Kivat, known as Rivat-bat the 2nd. Rivat grants him all the abilities of a fullblooded Kiva rider, including the use of fuestles.

Imagin [200 - Discounted and first free for Singularity Point] - Not all Imagin work to destroy the timeline through the machinations of the culprit behind them - some simply follow their own desires or have no interest in mucking with the timeline. In exchange for accompanying you on your journey, you can choose an Imagin companion or several who can manifest in the present without problems from the list below, letting them fight and work alongside you. In addition, if you’re a Singularity Point, you can let them possess you to gain their skills and some of their base physical characteristics...a super strong Imagin increases your muscle mass a little, a charming Imagin makes you a looker and incredibly charismatic. They’ll be in control of your body during this, but you can kick them out easily if you want. In addition, with a Den-O Driver, you can let this possession become a ‘Form’ tailored around the primary weapon and abilities of the Imagin, which is listed alongside them below. If you choose a canonical Imagin, you have acquired either a temporal duplicate or the original at your discretion...but I’d advise against making the original Den-O’s mission more difficult that way.

Imagin:
(Canonical Imagin are marked with asterisks.)

***Momotaros -** This red oni-like Imagin is a hothead who is singlemindedly obsessed with fighting, often to the point of throwing around punks or scores of police officers without caring much. Despite this, he does have a strong sense of honor and camraderie...showing some conviction or backbone will earn his friendship and trust quickly, even if the initial relationship is rocky. Using him with the Den-O Driver unlocks the balanced Sword Form

***Urataros -** A charismatic and charming ladies’ man (er, fish-man), Urutaros is a practiced swindler and liar, and likely signed on with you just for the benefits of being able to do what he wants instead of making trouble. He does have a good heart, deep down...though he’ll lie and say you’re mistaken. The Den-O Driver lets the user assume the Rod Form, an underwater-capable and agile form with stronger kicking power.

***Kintaros -** This narcoleptic berserker of an Imagin wears his heart on his sleeve - he can’t stand the sight of seeing an innocent cry. Enough so that he’ll declare he’ll make the offender cry with his strength, and boy is he strong - incredibly durable and physically strong, able to make short work of swarms of trained humans and most ‘normal’ Imagin. That said, he’s not very smart, and that the word ‘cry’ will set him off immediately - I hope you’re ready to deal with him abruptly trying to take control when that happens. Shouldn’t be a problem for you, but...anyways, he gets the Axe Form, which is slower but incredibly strong, able to tear holes in concrete with a good swing of his axe.

***Ryuutaros -** Oh, it's this kid. Mentally, Ryuutaros is the 'youngest' of the Imagin, and it shows - he'd much rather adopt a bunch of stray animals, control the minds of others to form spontaneous dance gangs (much like 'Can't Hear Ya!'), and beat up anyone he thinks is making trouble. It doesn't help he unlocks the dangerous Gun Form, which can make incredibly short and long ranged attacks with enough power to punch holes in skyscrapers and buildings. And his aim is *terrible*. Still, if you can find some way to keep him under control, maybe he can be someone a bit more helpful to your journey? It'd help if you had some kind of onee-san in your party to look after him…

***Sieg -** Probably one of the more flamboyant Imagin, this white peacock-like Imagin acts with princely mannerisms and speaks as though he is above everyone. That isn't to say he *dislikes* others...if anything, he's amazingly friendly to his 'servants', but is quick to assume leadership or superiority in any sort of matter, which makes him incredibly annoying to put up with. Despite this ego and self-centered behavior, he does have a strong sense of right and wrong - enough so that he would die for the sake of an 'adoptive' family he had found for himself from his contract. With the Den-O Driver, he unlocks the powerful Wing Form, which is incredibly agile and can jump very high...though it can't actually fly, it is made dangerous by how skilled a fighter Sieg himself is.

***Deneb -** More of a butler than your typical Imagin, Deneb is a kind and honest soul with a lot of insight into someone's character and heart...you could treat him with disrespect and he would still follow you if he knew you to be a good person deep down. That said, when I said honest, I mean painfully so - he can't stand fighting using pragmatic or dirty tactics, and will often blurt out times you showed yourself to be a good person. He's clumsy, too. If you can stand these faults, Deneb unlocks the powerful Vega Form, which can be used in either of its variants with a Den-O Driver.

Sun - This monkey-like Imagin is extremely proud of his capabilities as both a fighter and an Imagin, mostly boasting about his greatness and starting some violent retribution against anyone who calls him out or insults him to his face. Still, he's more of an egotist than someone who looks down on others for being weak fighters in his eyes...though he'll begrudgingly develop a soft spot for long-time friends or someone with a strong will. As Den-O, he develops the quick and physically strong Staff Form, though it's a bit of a glass cannon and is less durable than the powerful Axe Form or the balanced Sword Form.

Ara - This Imagin is amazingly charming, able to sway others to his words and song with ease. Enough so that he could start a war over something amazingly trivial...though, this practiced liar is more content to just sit back and play some jazz music. A skilled manipulator who just wants to enjoy the finer things in life, he'll weasel his way out of work or effort, but when the chips are down he is a tricky fighter and a surprisingly reliable friend. Maybe he'll even work for free sometimes...maybe. As Den-O, he uses the Trumpet Form, which can create area-of-effect attacks that disable enemy movements or knock them into the air, as well as being able to temporarily brainwash the weak-willed who hear his song.

Tin - A robot-esque Imagin who stands seven feet tall, with his arms crossed and never saying a word unless absolutely necessary. Despite coming off as dim-witted or brutish, he is incredibly thoughtful and gentle, almost sentimental...gardening being among his hobbies, along with stargazing. This compassion and thoughtfulness makes him both a strategic fighter and a defender of the innocent, and as Den-O he unlocks the Saber Form, functioning as a quick and damaging cutlass-type blade.

Pan - If Ryuutaros is a brat, Pan is a brat times squared. Hyperactive, impulsive, and difficult to get to take anything seriously, Pan is someone who values freedom above anything else. That said, he is a little more cooperative to a person who looks like a 'hero' to him, someone who fights for things like JUSTICE and whatnot. As Den-O, Pan becomes the agile Flight Form, which can move incredibly fast on foot and take flight as well, in addition to having ranged attacks through the wings formed on the Rider.

Drawbacks:

You may take up to +1000 points in drawbacks.

Time Trippin' Ride [+0] - The world of Kamen Rider holds many stories, many different sagas-ah, you should know how this goes by now. This will make your previous visits to the many worlds of Kamen Rider 'canon'...though I should note that if you've been to the world of Neo-Heisei already, this includes the future due to the fantastic amount of time travel involved here. You won't have to worry about your prior (or future) actions from being erased by changes to the timeline unless you or a VERY dedicated enemy aim for it, but I should recommend caution and avoiding that sort of nonsense at all costs. Either way, it won't change the events of your chain at large - just events in this world. This is a very change-resistant timeline, after all.

One more thing...if you've been here during 1986 and happened to break a certain chain of events, that bill is coming due if you didn't deal with the Fangire problem. Consider yourself warned.

Throbbing Heart [+100] - You just can't help falling in love, can you? Try as you might, romantic troubles of the heart will plague you for the entire time you're here...you will fall in love at first sight with a star-crossed lover, relationship troubles long-solved bubble to the surface, love triangles and jealousy form and stand strong. It can be overcome, but no matter how many times it happens, it will cut deeply into your heart and add a lot of distress to your journey...and it will happen often.

Did You Say Cry?! [+100] - Woah, woah, calm down, Jumper! You have a commonly-said phrase or action that just...sets you off. Like, 'foaming at the mouth' angry. Not enough to kill bystanders, but you'll certainly cause a lot of property damage and break a few limbs. This also

means you have a lot less self-control when this pops up, and it will make otherwise-simple tasks incredibly troublesome when this gets you into trouble.

Blessed be the Meek[+100] - Or not. For some reason you can't really get together the confidence or egotism to serve your own wants and desires, or even know what they are. This isn't to say you're exactly a pushover when the chips are down, but in general you're just a bit more passive and tend to go with the wills of others above your own. Maybe you'll grow a spine after all this, but for now it's gonna be you going along with those who have stronger personalities and desires.

Walking Disaster [+200] - What a problem. Some people were just born with all the luck, eh? Leaving you, in particular, with nothing. You'll find that murphy's law is in full effect around you, with unlikely but unfortunate things happening to you all the time. A lot of the time it's more inconvenience than anything but...It's definitely the sort of thing you don't want happening during actually dire times. In general it'll just make the worst possibility way more likely than it would have been otherwise.

Jumper FAKE [+200] - Oh, no. Some cosmic marketers have more or less decided you're the perfect basis for a new brand of toys...and it's going to be a massive pain, the way it manifests. New enemies you face will start finding ways to run interference on your abilities, mostly by either temporarily nicking them with a powerup they have access to(as a human) or a strange new ability they have(for monsters.) Luckily each enemy can only nab one power from you at a time, and temporarily, but there's no telling when they'll be copying or stealing something vital from you...Keep an eye out for fakes.

Too Late [+200] - This'll be frustrating to watch. No matter what you're trying to do, you're always just a little too late to get it done effectively. Sometimes this is benign, like nearly missing a bus without rushing, but it also means you'll have little to no time to spare trying to rescue someone or halt someone's plans, and a countdown to some grave fate is your worst enemy cause it means you'll have to move fast just to have a chance at stopping it. Still, at least if you can't save the innocent, you can damn well sure they'll be avenged, right?

Thirsting [+400] - Well, it seems the curse of the vampire has truly struck you. All of your supernatural or special abilities and even the usage of the Kamen Rider drivers requires now a terrible price: The life energy of others. Every time you use a grand display of power or transform into a Rider, you need to 'drink' the life energy from a regular human as if you were a Fangire with "Blood Ties", spawning glass fangs to do so. If you're really so crass you can even 'store up' on energy by drinking people of your own accord. If you were to try and use your powers without it, you'd get to make that mistake only once: you'd surely die from the lack of energy.

You Only Live Once [+400] - Ah, the wonders of travelling through the rainbow desert of time-space. It seems the laws of time took a shine to you, and decided "Screw this person in

particular". Your out-of-jump abilities, powers, and gear have been locked away, as well as your Warehouse. Not to worry, though! You have twelve Jumper Passes you can slot into your Driver or hold up in front of you to activate, letting you 'henshin' into your old self, full power and all...except the transformation is temporary, and that Pass is gone forever once it is used. They can't be replicated or reproduced, either. You'll have to make do with what you gain here or save the Passes for special occasions, because these powers are gone for good once those are out, until the jump's conclusion.

Once Again, The Worlds Have Connected [+600] - ...Yep, he's at it again. Once upon a time a fellow interworld traveller had to deal with a man named Narutaki, who for mysterious reasons believed that the traveller was a threat to all of existence. Maybe he's right, maybe he's wrong, but the meat of the issue is that he's very persuasive to others, so when he starts rallying together a force to take you down...a lot of very very strong people are going to answer the call, believing him in his story and following their heroic instincts. The Riders here will easily turn against you, and through some means even the previous villains of the Kamen Rider's stories will arise to join him in a crusade against your existence. Before you start getting clever, just remember that the previous traveller was in many ways a Jumper(albeit limited to mainly Kamen Rider worlds), so Narutaki does have experience in finding a way to screw up your journey and take into account your multiversal nature, being clever enough to find ways to avert being defeated before the crusade can begin in earnest. More to the point, if you start using the powers of the many worlds you've visited, Narutaki will use the same mysterious methods that resurrected the old Kamen Rider villains to bring your greatest foes back from beyond the pale. Unless you can find a way to cut this at the root immediately, you can expect a massive force of previous Kamen Riders, their Villains, and the foes of your previous jumps to unite against a common force: You.

Onore, Narutaki!

...but who informed him of you? Who would have such knowledge of you and your journey, and pin such terrible crimes and threats on you? Unless...

A Decade has passed, and your journey comes to its usual crossroads...or you met a grim fate that ended in your death. Either way, it's time to decide where you'll be going next, Jumper.

Breaking The Chain: Your journey has finally ended. Whether you can no longer muster the will to push forward or you've missed home far too many times, you have decided to return home with everything you've gained. Of course, if you had died, this is the only thing you can choose.

World of Jumper: You've found a home for yourself in this world, and there's no need to keep up your wandering across the many worlds. You gain +1000 points as a consolation prize.

The Climax Goes On: It's time to head on to the next world! You'll take everything with you and move on to the next jump.

Notes:

Using companions or Imagin to henshin using the Den-O Driver, a Kivat Fuestle, or Double-Action does not count towards your active companion limit, but they will be immediately returned to inactivity once you drop the Form in the case of the first two. They're acting in your place, so to speak, so once you return to control, they return as normal.