

Thirteen years ago, the Villainous Army of Evil suddenly appeared in their gigantic floating castle 10,000 meters in the sky to invade Earth! The villainous army has regeneration abilities that make them immortal, making them a serious threat to humanity.
To protect against these invaders, the Divine Dragon Rangers, a.k.a. the Dragon Keepers, wield their miraculous powers and their weapons, the Divine Tools, and continuously fight for humanity's safety! The assault of the Villainous Army! The vigilance of the Dragon Keepers! Will they succeed in their conquest...? Find out in the action-packed superhero series of a lifetime!

Yeah, so... this is the kind of series where every time you *think* you have a handle on what's going on, a fresh layer of deception is revealed.

It is true that the Villainous Army of Evil appeared thirteen years ago, and the Dragon Keepers fought them off, eventually arriving at a truce with one weekly battle, every Sunday the Keepers put down a new monster, supported by their Ranger Army.

Except...

One year into the war, the Keepers breached the flying castle, killed the Twelve Executives and offered the surviving Footsoldiers a deal: preferring to be world saviors on an ongoing basis, they spared the Footsoldiers for a weekly battle, just playacting for the masses where the Keepers would leave their weapons that prevent respawning. At least, until Footsoldier D grows frustrated and leaves on a mission to infiltrate the Keepers and bring them down from within!

Except...

The Dragon Keepers only put down one Executive when storming the castle, the rest escaped into the general populace. Still hunted by the Rangers, they plan their revenge.

Except...

The Keepers used to be actors on a Sentai show, much resembling the real attacks, and it's strongly implied they created the Villainous Army in the first place. Their Divine Tools are made from the bones of a clan of hermits who could actually connect to the power of divine dragons.

Except...

Well, you get the picture. Have **1,000 cosmic points** (cp) to survive ten years in this hideous morally grey world.

ORIGIN

Monster - You served the Villainous Army of Evil. Probably as a simple footsoldier, possibly as an Executive.

Blue Ranger Battalion - Responsible for planning, operations and training of newbie Rangers.

Green Ranger Battalion - The stealth and covert operations group. Largely derided as the second most useless division, and easily the smallest. Secretly, they are responsible for hunting the missing Executive hidden among the general populace.

Pink Ranger Battalion - Officially, the logistics arm and widely considered useless, given the small size of the Rangers organization. Secretly, the Pinks specialize in PR, media manipulation and information control. They have a covert kill squad, the Kuroko, just for silencing journalists.

Red Ranger Battalion - The vanguard of all Ranger operations, specializing in close combat and the elimination of monsters. It is much celebrated that the Red Keeper, the ultimate leader of all Rangers, leads their battalion.

Yellow Ranger Battalion - The research and development arm that outfits all Rangers.

Civilian - You aren't actually a part of any battles between good and evil, you're just trying to get by.



PERKS

Adaptation Surgery (Free all) Your body can handle any kind of augmentation without terrible side effects, whether that's drugs or mystic forces or cybernetics or the combination of all the above. You will not be harmed or corrupted by your own powers, nor overload or go mad or mutate into a monster. That magic sword will always consider you worthy.

Shapeshift (-100 cp, free **Monster**) The most basic of monster abilities, you can change your appearance. Anything humanoid, or wilder stuff like a tiger tank. Can't actually make you tougher or stronger, but the right appearance can open a lot of doors for you.

Duster (-200 cp, discount **Monster**) When a Footsoldier is killed, they respawn minutes later at the flying castle. The only two ways around this are to kill them with the power of the Divine Dragons - generally through Divine Tools - or to smash the artifact that is their heart. You now benefit from this, you have a large gem that becomes your spawn point. As long as you aren't killed with **Holy** type damage, you will respawn there in fifteen minutes or less. Smashing the gem will also serve to permanently kill you, so I'd recommend keeping it someplace safe.

Warp Gate (-400 cp, discount **Monster**) Like the Executive Runa, you can open portals leading anywhere in the star system. You can choose if these are one or two way, or selectively permeable, in case you want to dump water or lava on something.

Copying (-600 cp, discount **Monster**) Like the Executive Peltrolta, you can copy the powers and skills of another by consuming some of their blood or meat. This may be incomplete from very small samples. This can even work on technology, though you will need to consume the complete device, as when Peltrolta ate several cloning cylinders and became capable of self-duplication.

Cool Head (-100 cp, free Blue) Whatever the crisis, however dire the danger or how many elements in play, you keep calm and act rationally. You do not panic or freeze, you are not goaded into hot-tempered mistakes.

Calming Hand (-200 cp, discount Blue) Only a Blue Ranger can sometimes talk sense into the Reds. You have a way of helping others, shocking them out of their rage or despair, letting them see the pointless, self-destructive pattern of their thoughts and behavior. You'd make a great therapist.

Trainer (-400 cp, discount Blue) The Blue Ranger Battalion handles the training of colorless recruits at Bailong's Nest. You are an expert instructor, easily able to hold a class's undivided attention, and communicate the lessons they really need in a stylish, unforgettable manner. You know when to push recruits and when to offer a helping hand and a sympathetic ear.

Manager (-600 cp, discount Blue) Blues are relied upon for strategic planning. Fortunately, you know just how to craft a strategy so each individual step advances your goals, while the failure of any part will not be a critical disaster. You know just what to say or do to manipulate people into doing what you need them to.

Secrets (-100 cp, free Green) The Green Rangers are sneaky. You will never reveal a secret except deliberately, never call someone by their real name in a moment of shock, or trip over your own lies.

Living Legend (-200 cp, discount Green) The Green Keepers are spies and liars, easily able to slip into and maintain wildly separate identities. You are a magnificent actor, able to effortlessly maintain a posture, body language, and accent. You never get tripped up by what your cover identity should or shouldn't know.

Resilient (-400 cp, discount Green) You know all the tricks of sabotage and murder, so it's pretty rare that you're caught off guard. You could go out in the woods with a killer and be lightly amused at his various attempts at sneak attacks, poison, cutting a

climbing rope, etc. Anticipating these attempts and defusing them with ease. You also know how to disable a bomb.

Information Broker (-600 cp, discount Green) The Green Rangers must keep in touch with the world to find their quarry. You can parse enormous amounts of data, finding connections that would be hidden from others, ignoring the irrelevant and spotting the patterns and outliers.

Support (-100 cp, free Pink) Officially, the Pink Rangers are the logistics division, the support for other Rangers. You know when your teammates need help, whether it's supplies or someone to talk to.

Loving (-200 cp, discount Pink) All Pink Rangers can self-heal, to an extent. Pink Keeper laughs off decapitation. You aren't quite that good, but around the equivalent of Foxverse Wolverine.

Kuroko (-400 cp, discount Pink) Like the ninja of old, you have trained extensively in the arts of stealth and assassination. Vital skills for the squad that quiets troublesome Rangers and civilians.

Public Relations (-600 cp, discount Pink) You know how to present yourself and any clients in the best possible light, to hush up scandals, silence rumors with your own narrative, and manage interviews, talk show hosts and public appearances. You are a marketing and business genius, who can soon have customers eating out of your hand.

Fighter (-100 cp, free Red) Red Rangers lead the way, the monster elimination experts. Not all Rangers are trained fighters or martial artists, but you are. An exceptional martial artist, in fact.

Hot-Blooded (-200 cp, discount Red) Your passion, the power of your friends enhances your attacks! A weapon still helps. Still, your attacks land more powerfully when you are passionate about the cause or fight.

Continuity (-400 cp, discount Red) So, it turns out the Red Keeper, Sosei, has been repeatedly assassinated by his own team when he got too psychotic, and replaced with a clone. As long as some form of revive or replacement is applied before Jump's end, you will not chainfail. Even a clone will find themselves regaining your memories and free-will, eventually becoming you in truth.

Leadership (-600 cp, discount Red) The whole world looks to the Red Keeper, the fearless warrior and paragon of humanity. You have the easy charisma, a face that cameras love, and the skills at interpersonal management to turn a squabbling pack of psychopaths whose lies have been revealed to the public into true heroes, beloved by all.

Tinkerer (-100 cp, free Yellow) The USAF used to design cockpits for a theoretical average person, before deciding it was more effective to tailor the cockpit to the pilot. You can always improve some gear by making it better suited to the wielder, a grip fitted for their hand, a length suited to their style of combat, etc. The better you know someone, the better gear you can provide them.

Perceptive (-200 cp, discount Yellow) Yellow Rangers are careful, thoughtful, and *notice* things. No fine detail escapes your notice, even if the meaning isn't always immediately obvious.

Gifted (-400 cp, discount Yellow) You are really good at technology, finding ways to miniaturize or integrate wildly disparate devices. Hardly anything exists that you could not customize and improve with a little workshop time.

Mad Science (-600 cp, discount Yellow) You are an expert in the cloning techniques practiced by Yellow, the creation of Divine Tools from the bones of the Suzukiri, even the creation of monsters. In future settings, you will find yourself quickly adapting to local technology and metaphysics, capable of making devices to tap into and master all kinds of exotic energies or mystical concepts.

Unnoticeable (-100 cp, free Civilian) You are very good at fading into the background, unremarkable, a part of the scenery, not worth bothering with. Just another face in the crowd.

Pretty Privilege (-200 cp, discount Civilian) You look amazing! Because of this, people are willing to do you small favors and help you out, and forgive minor transgressions.

Head Tilt (-400 cp, discount Civilian) You have a nose for lies, it's pretty clear when someone is feeding you a line. This won't necessarily tell you the truth of what the Keepers are up to, but you'll know they aren't on the level, even if the whole world is taken in.

Well-Adjusted (-600 cp, discount Civilian) You are, simply put, amazingly mentally resilient. You will never go mad from the revelation of things man wasn't meant to know, won't develop a messiah complex or solipsism just because of your multiversal travels. You can handle having obscene wealth or power thrust on you while retaining the person you are and aspire to be. When you change and grow, it's only for the better, whatever tragedies or horrors come your way cannot break you.

FRIENDS

Sentai Team (Free!) Import as many Companions as you like with 800 cp of their own to spend. Companions cannot take Drawbacks for more points.

Recruits (Free!) If you can convince anyone here to join your adventures, or just bial on this rotten world, by all means, go ahead.



ITEMS

Discount 1 item at each price tier. Discounted 100 cp items are free.

Dragon Gadget (-100 cp) The weapon of most unranked Rangers. Works like a lightsaber, but there's a foldout grip and it becomes an energy pistol. Also has a whip mode for grabbing things, a burst mode for unleashing its power at once, and an overload/grenade feature.

Information Broker's Tools (-100 cp) Named for the seven deadly sins these are-! A completely ordinary, if well made, car, handgun, tablet, and grappling hook. Plus an advanced robotic lizard drone with a VR goggle control system for spying. Each purchase grants one, with all the benefits of fiat-backing, fuel, ammo, replaced if destroyed, lost or stolen, etc.

Money (-100 cp) Makes the world go around, as they say. The series is pretty vague on currency and costs, so let's just say that this gives you a respectable upper-middle class income without needing to lift a finger. Each subsequent purchase adds a zero to the end. In future Jumps, this adapts to local currency and standards.

Divine Tool Replica (-200 cp) Similar to the True Divine Tool, but only able to invoke one single power. See below for ideas.

Dragon Blaster (-200 cp) The enormous, team-assembled gun is a fake, used for the Sunday Battles, but it is a ranger tradition. Have five oversized blaster rifles that can combine into one massive artillery piece.

Monsterization Serum (-200 cp) A shot that turns people into monsters, equal to the Executives. Why would you want this..? Alternatively, you can take Chop, a piece of meat that gives temporary Executive powers, but causes a heck of a roid rage and can be addictive.

Suzukiri Bone (-200 cp) The source of the Divine Keepers' powers, now ethically sourced. A regenerating stock of bones tied to the Divine Dragons, able to invoke a portion of their might.

Bailong's Nest (-400 cp) A copy of Bailong's Nest, the original secret headquarters of the Dragon Keepers, now converted into a training camp for beginning Rangers. It has extensive training facilities, laboratories and a well-stocked armory.

Mecha (-400 cp) Haven't really appeared in the series, but it feels kinda inevitable. Get ahead of the curve with your own city-leveling humanoid death machine.

True Divine Tool (-400 cp) Made from the bone and muscles of the Shizuriki clan to tap the energies of the divine dragons, the Divine Tools are the Dragon Keeper's primary weapons, how they transform. Each has the power to permanently kill anything. Besides this, each has five powers, called invocations. Not all of these have been seen, so assume any which are shown later are included.

- **Salamandra**, the Red Keeper's sword. This was stolen early in the series, so most of its powers remain unknown. It can boost the speed of the user with little jets of flame, and summon and control Orochi, an eight-headed serpent made of lightning.
- **Leviathan**, the Blue Keeper's lance. Can summon and control large bodies of water, can freeze things instantly, can spray a powerful acid the wielder is protected from, can manifest ghostly giant limbs or a face that breathes lasers, can summon exploding fish that swim at their victims inside floating globes of water.

- **Fafnir**, the Green Keeper's warhammer. Can control stone and earth on a vast scale. Can alter it and its wielder's size with no respect for square-cube law, can create a black hole like singularity that draws things to it. Can consume any matter and absorb energy from a short distance.
- **Jormungandr**, the Yellow Keeper's bow. Grants the wielder the power of invisibility. Can control the weather and summon lightning bolts to be used as arrows, can manifest an energy sword as an arrow, can boost the reaction time of the user to a millisecond. Using the Tsukuyomi power, the user can manipulate reality like a TV remote, able to mute, pause, rewind or fast-forward events.
- **Naga**, the Pink Keeper's boots. Can greatly enhance the speed of the wearer. Can send out a pulse that maps the area and detects life. Can reverse any injury or death in the wearer or others if applied within three seconds, but is implied to have either a cooldown or a limited number of uses.



DRAWBACKS

They Changed It! (+0 cp) There are some differences between the manga and anime. Also, as an ongoing story, feel free to ignore everything after the Duster Hunt arc if it's terrible.

In the Beginning... (+0 cp) Start thirteen years before canon, in the initial invasion.

Longer Stay (+100 cp) Stay an extra five years, can be purchased up to five times.

Scarred (+100 cp) You have a scar or very distinctive and visible mark. Covering it up or makeup might help, but shapeshifting will not.

Fragile (+200 cp) Dusters regenerate, and good thing. A skilled kickboxer can decapitate one with a boot to the head. You find yourself similarly frail, I advise you get some healing or get real good at dodging.

Unlucky (+200 cp) Chance is not your friend. You will invariably lose most card and dice games, and unlikely coincidences keep making trouble for you.

Weirdness Magnet (+200 cp) Whatever is going on, whatever monsters or plots, they're going to trip over you sooner or later. You will never be uninvolved in major events.

Hot-Blooded (+300 cp) You are easily provoked to violence or rash decisions.

Secret Secret (+300 cp) Like Footsoldier D and most of the Keepers, you have a deep dark secret, something that would turn the general public against you. At least one other person knows.

The Rangers... Are Bad Guys? (+300 cp) Lose any and all metaknowledge of the series, even from reading the Notes.

Impoverished (+400 cp) Your Warehouse or equivalent is sealed up shut. Your Items from previous Jumps are unavailable to you. Unless they're from a Sentai/Rangers/transforming hero series.

Impotent (+400 cp) You lose all powers from previous Jumps for the duration of this one, but keep knowledge and skills. Unless they're from a Sentai/Rangers/transforming hero series. Then they're alright.

Alone (+400 cp) You shall have no one to help in this world, but the people you meet in this world. No Companions, no Followers, no pets.

Death Messiah, the Giga-Invader (+600 cp) In the war, the Executives' main objective was to revive their master, Death Messiah. They have succeeded, and the greatest boss monster is gunning for you personally. We don't know yet all that Death Messiah can do, but he can command the Heavens, self-duplicate and most fearsome of all, is exceptionally skilled at golf.

END

What now? Go home, settle here, move on?

Notes: At this time, there are ten published arcs to Footsoldier D's story.

R1000 - D deserts his forces, adopting a generic human guise. He is quickly caught out by Junior First Class Ranger (the Yellow Keeper's right hand) Suzukiri Yumeko, who supports him and encourages him to steal the Red Keeper's Divine Tool, which he manages.

D Survival - Akabane Sosei, the Red Keeper calls a Heavenly Banquet to discuss the loss of his sword, during which he beats his deputy to death for suggesting he should resign. A manhunt is sent out for D, who survives with help from an idealistic Ranger recruit, Sakurama Hibiki, (secretly, the Pink Keeper's little brother) who hoped to change the organization from within, but was frustrated. Instead, he helps D fake his death and steal his identity.

Bailong's Nest - As Hibiki, D is stuck in Ranger boot camp at Bailong's Nest, once the Keepers' command center. He bonds with the other colorless recruits, quite against his will, but comically fails to learn any lesson about the power of teamwork. At the Exam, the Nest is also infiltrated by the Executive Peltrolta, aided by Footsoldier XX, in search of monsterization serum. Blue Keeper arrives to battle Peltrolta, and D eventually decides not to obey the Executive who abandoned him and his brothers so long ago. This is as far as the first season of the anime got.

Dreamy School Life - Green Battalion investigates a group called Ouroboros and several missing children. In truth, the illusionist Executive, Magatia, has trapped the kids in a time loop.

Green Keeper - D tries to learn the identity of the Green Keeper and to kill him. Over and over he fails.

Monster Zoo - Red and Green Battalions respond to a zoo overrun by Monsters. In the end, D manages to get Sosei alone and murder him. He is shocked and disappointed when the Red Keeper still shows up at the next Sunday Battle.

Invader's Rights Association - A group is advocating for the Dusters, and D feels ambivalent before eventually deciding to reject their pity. Anyways it was mostly a ruse to monsterize a large group of people.

Akabane Arc - Sosei, living homeless, manages to regain some memories after encountering an idealistic Neo-Rangers organization. Turns out the others have been killing off and cloning Sosei for a long time.

- One year timeskip -

Chop Investigation - Footsoldier D rejoins the Green Battalion. Someone is selling meat of the Executive Emematai, which gives people temporary monster powers, but is addictive and corrupting.

Duster Hunt - Milky Way TV decides to broadcast a competition between the Rangers and Neo-Rangers, to find and eliminate an Invader first.